Planescape (AD&D 2nd Edition) Jump

Version 1.0.0



Chant is that you're a rather special kind of cutter, ain't ya? Well the multiverse is a big place and it's full of rather special kinds of people. There's more stuff out in the planes than any graybeard will ever know, and even if one becomes the special sort of blood who can travel anywhere along the Great Ring and the Inner Planes and give a laugh to every threat they come across, they won't have seen even a fraction of what there is to see, or know the dark of even a drop in the bucket of things out there.

You are that sort of blood aren't ya? Better be. The planes are used to chewing up and spitting out clueless berks who just cause they're a big deal where they come from think they can handle the worst that reality can throw at them. Now, I'm not saying you're the same as a clueless Prime, from what I hear tell you've travelled further than most planeswalkers can ever dream. I'm just saying if you don't want to end up paying the music, you've got to keep a canny-eyed peeled so that you don't get peeled or put straight into the dead-book, cause no one, not even the powers themselves and probably not even the Lady, know all the dangers out in the planes.

Still I can give you a basic idea about what to expect if you listen. The planes are… well everything. They're a whole great big mess of realities. The Great Wheel of the Outer Planes are the worlds that the Clueless think of as Heaven and Hell and everywhere in between, and they're not completely wrong either. These are the places souls go when their body dies, to be reborn as a petitioner and join with the Power they worshiped in life or the plane that best matches them. They're where the creatures that primes call demons – can't ever remember if that's a slur for baatezu or one for tanar'ri myself and either won't like being called that so keep it and devil out of your mouth – and angels come from. They're the worlds where most powers, that's gods, call kip too. There's 17 of them. 16 form a ring from Mount Celestia to Bytopia to Elysium to the Beast Lands to Arborea to Ysgard to Limbo to Pandemonium to the Abyss to Carceri to the Gray Wastes to Gehenna to Baator to Acheron to Mechanus to Arcadia; though I could have started with any of them just the same as any other. In the center between them all is the Outlands, and at its center is the Spire where magic, psionics, and even the powers of the gods don't function. Above it is the Cage, the great toroid city of doors, the Lady's city, Sigil itself.

Now some folk say that the Sigil or the Spire is the center of the multiverse, and they're as wrong as a Clueless who claims their home Prime is. Still while Sigil might not be the center of reality or anything like that, it is more useful than most places on the planes. Sigil is the place where every portal leads to or from. Oh, there are gates that don't connect to it and go directly between two planes, and vortexes which lead to and from the Elemental Planes, but they're rarer by a good deal and besides they tend to be a

lot more limited in where they can be and where they can lead. Most gates for example only lead to neighboring planes, and vortexes only happen where there's a massive accumulation of the element. Portals, though, can happen anywhere… as long as one end is in Sigil. Oh, there's some exceptions – the Labyrinthine Portal on Mechanus is said to lead almost anywhere but it's more like the passages through Mount Olympus – but generally speaking. So Sigil is important. It's why the Factions fight over it so much, trying to win the battle of what should be believed and what the nature of the planes are. Who knows if winning it might not make them right, because out on the planes – especially the Outer Planes – belief is power, and it shapes 'em.

All the Outer Planes, including the Outlands, are connected by the Astral Plane. Well it's not really a plane, but the silver sea is called that. It's not really a place. Nothing really physically exists there. They can't. It's a realm of thought. Dreams flow by in storms, thoughts can sometimes be collected off of the astral winds, and time doesn't pass only catches up with you when you leave it. It doesn't matter how strong or dexterous a basher is there, because while they might have a body that looks like their physical one it's ultimately a plane of thought not physical reality.

The Astral connects the Outer Planes to the Prime Material Plane. Or planes. See there's many Primes. They're the normal mortal worlds. Places like Oerth, Ortho, Aebrynis, Toril, Athas, Krynn, Mystara, and the like. These are places where the powers have their proxy fights, and the fiends – also not a word the baatezu or tanar'ri like to be called to their faces – go to find new recruits by corrupting the souls of those living on them.

The Prime Material connects to the Ethereal. It's a plane of possibility, where protomatter floats like seafoam an intermixed chaos of the Elements too dilute to really become real just yet. Like the Ethereal if you're a muscle-headed basher you probably don't want to spend too much time here, because while it's less extreme than the Astral it's still a place where Intelligence and Wisdom determines your speed and power not Strength and Dexterity; it's not quite a physical realm though it definitely exists.

The Ethereal is divided into the Deep Ethereal and the Border Ethereal. It's like a sea. The Border Ethereal is the coastline, where the water is washing up onto the beach. You can still see the land, hell you can feel it under your feet, but the water is there covering it. In the Border Ethereal you can still see the physical world, though you'd pass straight through it like a ghost – though that's 'cause ghosts exist primarily on the Ethereal to begin with – and some magic even lets things interact between them. The Deep Ethereal is the deep ocean where there's no land in sight, just the protomatter of the

Ethereal; possibility dreaming to be real. One can find Demiplanes in the Deep Ethereal, little miniature world. One can also pass through to the Border Ethereal of another plane.

Like how the Astral connects the Outer Planes, the Ethereal stretches between the Prime Material and all of the Inner Planes. If the Outer Planes are the worlds of beliefs and ideals, the Inner Planes are those of the basic building blocks of all physical reality. You've got the Elemental Planes – Earth, Air, Fire, and Water – and between them there are the Paraelemental Planes – Magma, Ooze, Ice, and Smoke – where two of the elements mix. You won't find Air and Earth or Fire and Water mixing though, to go from one to the other you've got to go around the entire ring, from Earth to Magma to Fire to Smoke and then to Air and if you want back well you could back trace your steps or go from Ice to Water to Ooze and then Earth again. Of course there's another ring here too, making it more of a ball. See there are 2 energy planes. The Positive Energy Plane is the energy of life – though it's not a friendly place to life as the sheer energy of it will cause objects and living creatures to explode due to having too much of a good thing – and the Negative Energy Plane is the energy of death, and what animates the undead. These mix with the Elemental Planes just like the Elemental Planes mix with each other. This creates the Quasielemental Planes. There's eight of them, 4 where Positive mixes with the 4 Elements and 4 where Negative does. Their names are Mineral, Lightning, Radiance, Steam, Dust, Vacuum, Ash, and Salt. These are the planes you find elementals and genies on, and some other beings.

Altogether those make up the Planes, and the multiverse, but each of them is infinite in size – well most Primes aren't but there's infinite of them – so it's hard to tell you everything that is in there. But these planes make up the basic building blocks of the setting of Planescape, a D&D campaign setting where one walks the Outer and Inner Planes, turning the focus away from traditional worlds of medieval fantasy to strange, fabulous otherworldly realms. Whether they're elemental dimensions, or heavens and hells, these worlds are populated by beings of power and cunning. Planar adventures often are less about combat and violence, and more about finding a solution to an issue, as the planes are where the end game bosses dwell – pit fiends and balors too powerful for mortal adventurers to fight – and not a place one can farm goblins to level up. They are the homes to the Factions which thrust a character's philosophy into mechanical relevance, and ask you to adventure for fame and glory and your philosophical values more than mere jink.

You will be staying here for a decade, or potentially much longer. In that time perhaps you'll become a great adventurer, a factol, or some sort of lord of Hell. If you're to strive for that you'll need these to build your character:

+1000 Character Points

And just so you aren't just a race, or a race and class, to make you something a bit more special than a basic character here's a little extra to spend on Perks, Items, and Companions ***only****.*

+300 Character Points

Good luck and good jumping.

Character Generation

The planes are ruled by 3 great rules to the planes.

The Center of the Multiverse: the fact that there is no single place that is the true center of the multiverse and has all important metaphysical weight; no matter what some clueless berk thinks about his home. Still this means that there's no place that's more important than any other for you to arrive at. Well almost. While everywhere is ultimately the same metaphysical in importance, some places are more useful or likely. As such you can choose to start in Sigil, possibly the greatest city on the planes and certainly the greatest hub of planar travel, or your Race's home plane – if it has one other than the Prime Material – for free. Otherwise you can roll on the tables below or pay **50 CP** to start on any layer of any plane you want.

1) Sigil
2) The Outlands
3) Elysium
4) The Beastlands
5) Arborea
6) Ysgard
7) Limbo
8) Pandemonium
9) The Abyss
10) Carceri
11) The Gray Wastes
12) Gehenna
13) Baator
14) Acheron
15) Mechanus
16) Arcadia
17) Mount Celestia
18) Bytopia
19) The Astral Plane
20) Roll on second list

I. Deep Ethereal
II. Plane of Earth
III. Plane of Water
IV. Plane of Air
V. Plane of Fire
VI. Plane of Ooze
VII. Plane of Ice
VIII. Plane of Smoke
IX. Plane of Magma
X. Plane of Mineral
XI. Plane of Steam
XII. Plane of Lightning
XIII. Plane of Radiance
XIV. Plane of Dust
XV. Plane of Salt
XVI. Plane of Vacuum
XVII. Plane of Ash
XVIII. Positive Energy Plane
XIX. Negative Energy Plane
XX. A Demiplane.

The Unity of Rings: the Outer Planes are a ring, the Inner Planes are a ring, Sigil is a ring. There's no beginning or end to the multiverse, and the same is true of many other things on the planes. Even the Powers think in rings, great weaves of logic that can leave mortals wondering in circles. Don't expect to see a beginning or an end to things here, maybe you can see a change, step from one phase into another – like walking from Baator to Gehenna – but what goes around comes around, and if you think something doesn't it's probably because you don't have the range of vision to see it. Of course this one matters less for character generation.

And finally, the one that's relevant here, the Rule of Threes. Things on the Planes tend to come in threes. Three ethical principles in the form of Law, Neutrality, and Chaos. Three moral principles in the form of Good, Neutrality, and Evil. Three sets of planes in the form of the Outer Planes, the Inner Planes, and the Prime Material. Three planes that connect the others in the form of the Astral, the Ethereal, and the Outlands. There's even three types of Inner Plane with the Elements, the Energies, and the places where they mix. And some say there are three Major Demiplanes known as the Plane of Shadow, the Plane of Dread, and the Plane of Time, though I don't know much about those things.

The Rule of Threes matters for you because there are three major choices you need to make to determine who and what you are in this world. These choices are your Race, your Class(es), and your Faction or Sect.

You can technically forgo one or more of these choices. Some are easier than others, though. Your race is what you physically are, after all, but if you're a Drop-In you could just be in the form you left the last world in. Your class is what you do, and a whole slew of abilities. But most people don't have them. The vast majority of individuals are Level 0, or so-called 'monsters' whose race determines this and don't normally have classes. As such where there's plenty of free races available and you have to go out of your way to avoid them, you have to pay for any class if you decide you really want one. It will, however, ensure you can advance in that class like an adventurer would. Oh, and you'll not have to worry too much about 'racial level limits'; you've got options to be classes your race wouldn't allow after all, there are plenty of ways of bending or getting around those, and plenty of figures on the planes just seem to have ignored them without such an explanation. Finally your Faction or Sect determines where you belong and what you believe. You can select a Faction or Sect without being part of the organization and just having close enough beliefs, but by selecting one you'll be slotted in metaphysically to all that belief and focus related to it. You can forgo a Faction or Sect, and doing so is the price if you want to avoid having a history or connections to this world and instead arrive as a 'Drop-In' though doing so also comes with a reward; you're giving up

discounts on 4 perks, one of which would be free, so we'll give you 100 CP back to spend as you want.

Together these three choices determine what you are, who you are in this world, and how you fit in it. They'll create your background and origin in this world, and they can give you discounts on further purchases – Faction and Sect do the most universally, but there are discounts for Classes and Races floating around among the Perks and Items. This will determine some minor details as well, like your age and gender – something that fits the combination or if you're a Drop-In whatever you left as – and more important things like your Alignment, though who you were before this will certainly influence it too.

After these three major choices, in keeping with the Rule of Threes there are 3 other categories of purchases: Perks, which are things you can do, and special abilities you possess; Items, which are things separate from you that you own; and Companions, which are your friends, your henchmen, and the closest things to equals which will follow you when you leave this multiverse behind or which came with you from others.

Even in these categories the rule of three can show up. Perks come in those that determine your Ability Scores, those linked to your Faction or Sect, and the great mass of others. Items come in objects you own, places you own, and beings you own; though for ease the first category gets divided into 2 categories of Weapons and Armor and Other. Companions even come in those you import, those you create to your specifications, and those you recruit here. See it keeps coming back to the rule of threes just like a ring.

And of course none of these categories is categorically more important than the others. Your Race, Class, and Faction/Sect all matter, but which one matters most will depend upon what's important to you. Perks, Items, and Companions are all good to buy, but which one is most important to you will depend upon you. Just like there's no Center of the Multiverse, there's no center of the character generation process.

There is however a third set of things involved in addition to the Who/What/How and the purchases to fill out what's left: Drawbacks. Now there's not another set of three here, other than how they tend to (though not always) come in three tiers of difficulty. These provide you with extra Character Points to build yourself with.

As noted previously you receive **1000 Character Points** to build yourself with, plus whatever you obtain from Drawbacks, as well as an additional **300 Character Points** that can only be spent on Perks, Items, and Companions.

A Note on Planar Magics

So while clueless primes don't think much of it, a lot of their magic relies on connections to other planes through the Astral or Ethereal Planes. Some of these are obvious so that any berk would realize them – *Astral Spell* relies on the Astral Plane to work – some of them it might take a blood to realize; did you know *Raise Dead* doesn't function away from the Astral Plane?

While here these spells will work just fine as normal. But what about when you're in a whole other multiverse? Well you'll find that they work with the nearest equivalents. *Astral Spell* will be able to send you through the local Astral Plane if there is one. If there's a spiritual plane that overlays physical reality spells that'd take you to the Ethereal Plane can take you there. Beyond that you can still access spells that'd normally require the Astral or Ethereal as long as you could in an equivalent world here. That's to say from the 'Prime' you can easily access both, but in Heaven or Hell you might not be able to use something like *Restoration* that draws on an Elemental Plane unless the local multiverse has some equivalent realm of life and its Heaven and Hell is at least as close to it as its 'Prime.' Of course there are spell and power keys that can let a cutter *Conjure Elemental*s on the Outer Planes and get around that here, and there's perks for getting around it elsewhere.

Besides those spells that rely on Astral and Ethereal connections there's also the spells to travel the planes or summon creatures. You can still expect *Teleport without Error* and *Plane Shift* to let you travel between planes like they do here. Oh, some planes might be harder to get to than others; it happens here too after all. But they'll still work in principle in other universes. Summoning spells to, up to a point. See your magic can't reach between multiverses just yet. For some things that doesn't matter much – *Monster Summoning* can only pull things in from the local plane after all – for others… well things like *Conjure Elemental* and with a duration can get around it by creating a temporary elemental (or something else) from local matter and energies. Things like *Gate* though where all you're doing is opening a portal and letting them step through just won't be able to reach beings from here, at least not without the power of a Spark behind them. Now, that's not to say you can't use 'em. *Gate* lets you summon any being from another plane if you know their name and they're willing, if there's other dimensions and willing beings you can use it anywhere. Though it does mean those fiends, celestials, and even slaadi and mephits which normally can *Gate* in their peers are out of luck using those powers in future worlds unless you have a way of populating them with more of those species.

PC Race:

You may only purchase one Race from PC Race and/or Monstrous Race. You cannot purchase one from each.

Magic resistance from Race does not discriminate between friendly and hostile magic. It can normally be wilfully lowered though that takes a minute and has to be wilfully raised taking another minute, and doesn't apply to your own magic. Githzerai cannot wilfully lower their magic resistance.

Racial ability scores are an influence on the average across the bellcurve. An aasimar in the top 2% of their strength might be a match for the top 0.5% of human's, but, despite aasimar being 'stronger' than humans, 98% of aasimar are weaker than the strongest humans.

Human (Free): You are a human. They have no special traits compared to humans. Humans are capable of being any class, and are uniquely able to Dual Class.

Aasimar (50 CP): The aasimar are cutters who possess a mixture of the blood of beings of the Upper Planes such as archons, devas, or eladrin, and humans. They can be half-breeds, or several generations down as such celestial heritage takes time to dilute. They possess greater Wisdom than humans, and either greater Strength or Charisma, however are significantly less robust and healthy, suffering from a significant reduction to their Constitution. They are resistant to heat and cold, being significantly less affected even by magical flames and ice. They possess cat-like senses which make it harder to surprise them, as well as infravision allowing them to see in the dark out to 60-ft. They are resistant to supernatural attempts to forcibly influence or control their emotions or mind, and non-wizard aasimar possess a minor resistance to all magic. Aasimar may be any class, and may be any combination of 2 of fighter, mage, priest, and bard in a multi-class as well as being a ranger/mage, ranger/priest, or mage/thief.

Bariur (Free): Resembling goat-centaurs, though of a smaller size due to their smaller animal-half, bariurs are natives primarily of the Upper Planes especially Ysgard. All bariurs are noticeably (about 25%) faster than humans, and possess infravision allowing them to see in the dark out to 60-ft. However bariurs show greater sexual dimorphism than other humanoids both physiologically and neurologically.

Male bariurs are strong and healthy, having improved strength and constitution, while being somewhat clumsy and rash having reduced dexterity and wisdom. They also possess horns upon their head which can provide them with a deadly weapon in melee

combat, and which with a prolonged charge becomes significantly more deadly though risks the impact proving as damaging to them as their enemy. Male bariurs may be fighters, paladins, rangers, or priests; they may not multiclass.

Female bariurs are wise and mentally gifted, having improved intelligence and wisdom, while being somewhat clumsy and weaker than humans. They possess keener senses of hearing and smell than the males, or humans, being much harder to sneak up on by beings that have odor or make noise, and are significantly more capable of resisting spells that can be resisted; though this does not apply to bodily transformation, or death magic. Female bariurs may be fighters, priests, and mages.

Genasi (Free): Aasimar are bashers born of powerful beings of the Upper Planes. Tieflings are bashers born of powerful beings of the Lower Planes. Genasi are those born of powerful beings of the Inner Planes. Most are the children of genies and humans, or their descendants, but occasionally there are other stranger beings that are capable of reproduction with humans. Combining rarity with a reputation for feelings of superiority and looking down on others, genasi are not particularly well-liked by most planar beings. They also possess resistance to magic which can normally be resisted related to their elemental heritage, which grows with their personal skill and capabilities. They are often influenced in their behavior by their elemental nature, with all typically being unlikable and having less Charisma than humans, and Air and Earth genasi having poor insight or willpower and having less Wisdom than humans. Genasi may be specialty wizards but only in their element. Genasi that may be priests may be specialty priests but only of gods of their element or of some portfolio which directly relates to it (sky god for air, sea god for water, mountain god for earth, etc).

Air genasi are agile and quick-witted, gaining improved Dexterity and Intelligence. They are capable of *mingling with the wind* which allows them to levitate slowly through the air. The inner mystical stores that fuel this power are only usable once per day. Air genasi may be Fighters, Priests, or Wizards. They may be multi-class Fighter/Clerics, or Fighter/Mages but not multi-class specialty priests.

Earth genasi are strong and healthy, gaining improved Strength and Constitution. Their flesh is somewhat harder than humans, giving them some minor protection from blows. They also possess an intuitive knowledge of stone helping them to appraise its condition. They are capable of *merging with the stone* where they will move without leaving traces of their travel for an hour; though where they have moved will radiate magic for 10 to 60 minutes. The inner mystical stores that fuel this power are only usable once per day. They may be Fighters, Priests, Wizards, or Paladins. They may not be multi-classed.

Fire genasi are quick-witted, gaining improved Intelligence. They are unharmed by mundane fire, though they have no resistance to supernatural fire, and the hottest parts of the Plane of Fire can still burn them. They possess infravision out to 60-ft allowing them to see in the dark. They may *reach into the blaze* allowing them to control non-supernatural fire forcing it to flare into greater brightness and intensity, reducing it to smoldering embers, or even extinguishing it. They can maintain this control for about 10 minutes and it can only affect fire within a 10-ft radius sphere (though that can be some distance from the genasi), and the inner mystical stores that fuel this power are only usable once per day. They may be Fighters, Wizards, or multi-class Fighter/Mages.

Water genasi are healthy and hardy, possessing improved Constitution. They can breathe water as easily as air, and swim faster than they (or a human) can walk. They may *call to the waves* creating up to 20 gallons of water – which cannot be created inside of a creature – within nearly 100 ft. The mystical stores that fuel this power are only usable once per day. They may be Fighters, Wizards, Priests, Thieves, and Bards as well as multi-class Fighter/Priests and Fighter/Thieves.

Githyanki (Special): Githyanki are humanoid beings of the Astral Plane. They're not truly native, being descendants of some Prime Material Race, but their immortal Lich-Queen took up residence on the plane a long long time ago, and they've been operating out of it as pirates ever since. Of course living on the Astral Plane has issues with its timelessness, but they make due. They've also developed egg-laying at some point, as well as formed a pact with Tiamat which formed an eternal alliance between the race and red dragons. They are intelligent and agile, gaining improved Intelligence and Dexterity, but lacking in Wisdom and Charisma. They also excel at moving quickly through the Astral Plane due to their habitation of it. Given the majority of githyanki are psionic wild talents you can be one for **50 CP**. Githyanki are able to *Plane Shift* at-will, but this power can be removed the Lich-Queen and will be removed from you as an outsider to this reality unless you pay **200 CP** to retain it in which case you will not be vulnerable to her revocation of this power. If you do not take either of these options this race is free.

Githyanki may be Fighters, Mages, Illusionists, Thieves, or multi-class Fighter/Mages. They are also uniquely able to become Githyanki Knights. Githyanki Knights function similarly to paladins except turned towards Evil, inverting their power to detect evil, turn undead, and the like. You may purchase this class as a Githyanki for the same price as purchasing the Paladin class, but you will not have to maintain Good behavior, you will, during your time here, have to maintain your service to the Lich-Queen much like a Cleric would their god.

You will not gain a Silver Sword automatically by leveling up, if you want one of those, purchase it separately.

Githzerai (Special): Githzerai are severe and serious cutters. Hailing now from the chaotic wastes of Limbo, they were originally a slave race of the mind flayers before they rebelled and then fell into a devastating civil war which led to their race splitting into the Githzerai and Githyanki. The githzerai usually serve an ancient wizard-king as their living god, but they have their heretics and those who have defected from that worship. They are intelligent and agile, gaining improved Intelligence and Dexterity, but lacking in Wisdom and Strength. They may be Fighters, Mages, or Thieves, as well as multi-class Fighter/Mages. Githzerai who are not mages normally have magical resistance that grows to near immunity by the time they're a real top shelf blood, but cannot be wilfully lowered and applies even against their magic items; you can forgo this and take the race for **Free** or have this – as a mage or otherwise – and pay **100 CP** for this race. Some githzerai also possess the ability to *plane shift* themselves at-will, traveling between dimensions at a whim though with difficulty controlling precisely where they will arrive within more than a few hundred miles, and you may possess this ability as well for a cost of **200 CP**.

Half-Elf (Free): Rarer than among the clueless, there are some half-elves out among the planes. They're not common, but you seem them among planeswalkers more often than their elven parents who tend to stay sequestered in the realms of their gods. Half-elves are resistant to *sleep* and *charm*-related spells, but while this resistance applies to some other effects that cause sleep or charm-like effects it does not to most. They also possess infravision out to 60-ft allowing them to see in the dark, and a natural talent for detecting hidden or concealed doors. They may be a priest, fighter, ranger, mage, conjurer, enchanter, diviner, transmuter, thief, or bard. In addition, they can take many multi-class combinations: priest/fighter, priest/ranger, priest/mage, priest/fighter/mage, fighter/mage, fighter/thief, or thief/mage.

Rogue Modron (50 CP): So well-lanned cutters know what a modron is. They're the living embodiments of pure law. They take geometric shapes with the addition of arms, legs, and sometimes wings. It's hard to say whether a berk would go barmy faster trying to understand how a modron thinks or how a slaad does, but even fiends are easier for some poor sod to understand how they think. Well a rogue modron is one of the midranking members of their hierarchy who has gone completely barmy and something has broken inside leaving them terribly and overwhelmingly chaotic. Now don't go expecting an axe murderer, some slaad that can't decide how to react to the same thing twice, or even just some chaosmen type behavior. These barmy boxes are chaotic by the

standards of the modrons, most cutters who interact with them will find that they're still more lawful and orderly than the majority of Guvners or Hardheads. Just they're chaotic enough now that a poor sod who decides to try and understand them might not go completely barmy and they might come to some sort of mutual comprehension.

A rogue modron is typically a quadrone and you would be too. They are large cubes that can have four arms or two arms and wings, but unfortunately without their connection to Mechanus and the maintenance that comes with it this extra pair of limbs quickly becomes vestigial. They are made of a mixture of flesh and clockwork merged into a single, perfectly harmonious whole, able to heal naturally or with magic, and fully vulnerable to biological threats. They are faster than humans on foot – about 25% – and their metal portions help provide them with protection equivalent to a suit of leather armor. They are mildly better prepared to resist heat, cold, and acid, and possess significant resistance to mind-affecting spells, energy drain, and illusions able to sometimes simply see through them without interacting with them. A rogue modron's eyes are extra adjustable allowing them to act as weak telescopes – seeing about twice as far as humans – or focusing to pick up on small details. They are also hardy and rugged in construction and their well-ordered minds pick up information and function well, giving them greater Constitution and Intelligence than humans.

Not everything is roses for these barmy boxes, though. Even mad, their minds just don't work the same as a human and they don't handle chaotic well, even these 'rogues' are all lawful by normal standards and it's part of the make-up of their brains; who knows what you'll get putting your thoughts into a modron brain. Plus, the orderliness of their minds leaves them off-footed by surprise and slower to react to it than humans which can be a vulnerability when ambushed. They are also bulky, heavy, and can't wear normal armor, ride a horse, or fit through narrow corridors. Their form is less agile as well, and socially they leave something to be desired, having inferior Dexterity and Charisma to humans.

Tiefling (50 CP): A tiefling is a poor sod born from the union of a fiend and a human, or the descendants of such a union as such fiendish taint can show up for generations afterwards. They have something of a demonic appearance – goat hooves, horns, and devilish goatees aren't uncommon – and some demonic prowess as well. They're more Intelligent and Charismatic than humans, but have less Strength and Wisdom. They are resistant to cold being significantly less affected by even magical ice and cold, and have a mild resistance to fire, electricity, and poison. They have infravision out to 60-ft allowing them to see in the dark, and the ability to create magical darkness once per day.

Some tieflings have resistance to acid, fire, or electricity instead of cold, or a different, infernal magical power of similar power – perhaps *blur* spell once per day, the ability to *Detect Good/Evil* twice per day, or even something like *Invisibility* twice per week or even as powerful as *Vampiric Touch* once per week. You can swap out your elemental resistance for another, and/or your spell-like ability for one of similar power and infernal nature for **50 CP**, or you may pay **100 CP** to purchase an additional such resistance or spell-like power.

Monstrous Races:

You may only purchase one Race from PC Race and/or Monstrous Race. You cannot purchase one from each.

Magic resistance from Race does not discriminate between friendly and hostile magic. It can normally be wilfully lowered though that takes a minute and has to be wilfully raised taking another minute, and doesn't apply to your own magic.

You may have been lanned that many of these races cannot be harmed by mundane weapons or even magic weapons that are insufficiently magical. That's the chant, but the real dark is that this is not total immunity from non-magic damage; this immunity is known to be able to be overcome with things that go far enough beyond the harm of mundane weapons wielded by the arms of men (or giants). Collapsing a castle on a fiend can hurt them even when a non-magic sword would not; it might not hurt them as much as it would a human, but it can still hurt. Similarly any sufficiently powerful monster can naturally overcome such defenses; class levels won't help them do so more, but even if they don't have such a defense if they have enough raw power they count as increasingly magical (and if they do have such a defense they can penetrate an equal level of that defense) and any race that is sufficiently powerful without class levels here will similarly count as 'magical' for overcoming defenses in future worlds. What this'll mean for you on your journeys I can't say.

These races all, as a rule, do not improve by class levels. Some, such as fiends, do occasionally learn magic and can purchase Wizard or even Priest at the normal value, but will not see improvements to their overall hardiness or raw combat prowess following such a path. You can pay **50 CP** to take allow further progression to increase your raw combat ability and hardiness; for classes that would normally not be allowed by your race the base **50 CP** surcharge for an inappropriate class already covers this as well.

For full details on a race check out the appropriate Monstrous Compendium. Those that come with standardized gear (such as a barbazu's bleeding glaive or an erinyes's rope of entanglement) will keep these items as if they were purchased with CP. Though many here have *Teleport Without Error* and it should be noted that name is a bit of a misnomer. It won't mess up if you're teleporting to somewhere you're properly familiar with in the same plane, but when teleporting to another plane there's always at least a few percent chance you'll teleport lower than you should, and since you can only teleport onto a solid surface this usually means fusing into stone. Maybe you can survive it, but there's a reason these beings don't abuse this power more. Even for planar

exemplars who will be reborn on their home plane if destroyed off of it, the chance of failing their mission to spend decades reforming or being demoted back to the lowest rank just isn't worth it.

Which brings us to a rather important point. Many planar exemplars can't truly die off of their home plane. If they do, they'll reform on their home plane over time. This can take decades and if you're still reforming at the end of your jump it will count as death, and for many this can include demotion which might count as death already. Post-jump you'll probably not be able to make use of this revival mechanism – it can't respawn you outside of the local multiverse so unless Baator or the Upper Planes exists in the local multiverse you're out of luck – but post-chain even if you didn't spark it can bring you back here to respawn.

Many planar exemplars are capable of being promoted (or demoted) ranks. A lantern archon can eventually become a throne archon, lesser tanar'ri dream of becoming balors, and while a lemure may through great luck and passage of time become a pit fiend it's possible for a pit fiend to fail and due to death on a foreign plane be demoted back to a lemure. It might be possible for you, as one of these creatures, to rise up the ranks or be demoted. If you earn a promotion you can keep the final form you obtain as your 'Race' at the end of this jump instead of the one you paid for, however this gives you no special resistance to the changes that come with promotion – it often creates major changes in personality, sense of self, even gender such that promotion can be likened to being replaced by a new being – or ability to be promoted quickly; the process of turning a gelugon into a pit fiend is not a quick one and 10 years might not be enough time to rise from spinagon to pit fiend even if you could convince your superiors to immediately promote you each step that's possible. Since promotion can be seen as ego death, you will be able to resist promotion in a way most such planar exemplars would not. You have no special protection against demotion – every fiend already resists it as much as they possibly can – and will need to consult your Benefactor on if it counts as 'death.' The fiends certainly treat it as if it does.

Planar beings also sometimes can't enter the Prime or certain other planes on their own accord. You won't have to worry about this post-jump, at least unless you wander back into a multiverse with similar rules. Even as a baatezu or tanar'ri you'll be able to enter the normal human world without being summoned in future jumps; though if something would keep out fiends you might have to watch out for it still.

Finally some races offer discounts to classes, perks, items, or the like. If a race comes in multiple ranks, such as most fiends and some celestials, a discount for one rank

applies for all higher ranks unless specifically noted otherwise. A discount for only a specific option within a rank does not however (i.e. Alu-Fiends get a discount on a Wizard class this does not apply to Balors despite them being higher ranked than Alu-Fiends).

Inner Planes:

Elemental (600 CP+): Now the Clueless believe that elementals are all sodding berks, little more than clever animals. Planeswalkers who have encountered them on the Inner Planes just don't understand it. On the planes elementals form civilizations, and while they're not usually as smart as say a wizard, they're not berks anymore than any other race on the plane. Graybeards say this is because it's easier to summon stupid elementals, and no elemental would enter the Prime voluntarily if they can help it; the place is just sodding uncomfortable.

So don't worry about being one of these beings and finding yourself semi-animalistic. You're one of the smart ones. Still elementals come in four types, and they can range a fair bit in size and power too. Naturally they come in the four elements – air, earth, fire, and water as even the clueless know them – and each variety can move through its element like a fish through water… except there's not a fish that swims so well. They're also immune to non-magic weapons, and even the weakest magic weapons. They each have some element related powers too: water elementals can form whirlpools, air ones form whirlwinds, fire elementals burn things, and earth elementals seriously hurt if you're touching the ground.

Elementals range from 8' tall to 24' tall and they grow in power along with it. They can take more wounds, and until they reach about 16' they're also growing in their combat skill and ability to resist most effects just like an adventurer; this isn't special magic resistance but just the ability to dodge or willpower through it. It costs **600 CP** to be an elemental at 8', **650** at 12', **700** at 16', and **800** at 24'. It's possible for you to eventually grow into a 24' size without this, but it's not a fast process, and may be difficult to even perform away from the proper Elemental Plane. Chant is there's some way for elementals to grow stronger than 24', but this isn't just a normal process all members of the race can go through, so don't expect it to just happen on its own. Still there has to be some way the Archomentals came into being.

Genie (Varies): Genies are intelligent, humanoid beings of the elemental planes. They each wield powers and magical abilities which make them potentates of the elemental planes. The Chaotic Good djinn often war against the Lawful Evil efreet with their skirmishes traversing the Paraelemental Plane of Smoke. The evil dao act as slavers primarily in the Elemental Plane of Earth though sometimes further afield. The chaotic marids are powerful rulers on the Plane of Water. The nomadic jann need to spend most of their time on the Prime, unable to remain away from it for more than 48 hours, but travel to and from it to the elemental planes regularly.

Being a jann costs **500 CP**, a djinn **600 CP**, a marid or dao **800 CP**, efreet with their ability to grant *wish*es 3 times per day cost **1200 CP**. A noble djinn costs **1200 CP** assuming it can grant 3 *wish*es per day to a master like an efreet, given the recharge isn't specified, you can take noble djinn for **1000 CP** by only be able to grant these *wish*es once per year.

Grue (Varies): The term grue encompasses an array of Inner Planar creatures which sit between the likes of fundamentals and the true elementals. They are analogous to animals or servants of the elemental planes. There are four main varieties of grue, one for each of the elements. All of these main varieties of grue are immune to spells based on their element, and dispel such spells (even if made permanent) with their mere presence; within 40' feet for Chaggrins and Harginns, 50' for Ildrissi, and 30' for Varrdigs. They are also all typically Evil aligned.

> **Chaggrin (400 CP)**: Also known as soil beasts. In their natural form they appear as a 3' humanoid of soft, moist clay with an asymmetric face and cruel and feral eyes. They can also assume the form of a yellowish giant mole or hedgehog built to the same mass with a skull-like head. In these forms they can merge with the ground becoming nearly imperceptible, though they still burrow slower than they walk on the ground. Their stony make-up renders them immune to most non-magical weapons, and are the second toughest fighters among the grue. They are, however, not as bright as humans, ranging from Low intelligence to merely Average for a human; this likely doesn't include the true geniuses of the race but they aren't likely as bright as human ones.
>
> **Harginn (300 CP)**: Also known as flame horrors. In their natural form they appear as a humanoid with flames in place of their torso and lower legs and evil looking features accompanying glowing red eyes, though they can also appear as a bonfire, a column of fire 8' tall, or a bronze humanoid statue much like their flaming shape. They can attack by launching gouts of flames from their fingers,

nearly as broad as they are and 6’ long. They can also *blink* as the wizard spell disappearing into and out of the ethereal plane at random times and in random directions in a way prone to confusing opponents. As creatures of living fire it goes without saying they cannot normally be burned by fire. They also have human-like intelligence.

Ildriss (500 CP): Also known as wind terrors. Their natural form is a clump of living fog 3’ long with vaporous tentacles and three glowing red eyes, though they may take the form of invisible air, though it must become more substantial to meaningfully affect the world. It is slow in the form of fog, even a halfling could easily outpace them, but able to cover substantially more ground as wind. They attack by blasting particles from their tendrils like a sandblast in short range. While the least hardy of a fighter among the grue here, their nebulous form renders them immune to weapons of less than *+2* enchantment. They are somewhat closer to human intelligence than a chaggrin, though they still average a touch below a human.

Varrdig (400 CP): Also known as water brutes. They appear as a pool or fountain of water, or a green tinted mass of water in part of a greater body of water. Their natural form is that of a 6’ globular, translucent, jelly-like blob with pincered claws and pipe-like tubes that extend from the center and can fire water jets to propel it. They attack by spraying water from these jets with enough force to stun or knock out opponents, though even an average tradesman will remain standing after a single strike. Underwater they can instead use these jets to move at high speeds and to ram into foes for a much greater effect. They are the hardiest fighters among the grue and their liquid forms necessitate +1 or better weapons to harm them, but they are also the stupidest of the grue; they can be as intelligent as the ordinary human and their savants are probably a bit above average for a human, but they typically range from semi-sentience up to human.

Mephit (200 CP): Minor, intelligent species of the Inner Planes, mephits are often summoned by fiends to the Lower Planes through a specialized ritual and used as (relatively) loyal servants there. Chant is the fiends have a whole sodding symbolic language of mephit gifts if you’ll believe it. Mephits are thin, winged humanoids formed from the elemental stuff they get their name from which stand about 5’ tall. All mephits possess the ability to fly at approximately twice a human’s pace (except lightning which are half again as fast), with maneuverability ranging from those of birds to bugs to moving as if they were the air itself. It’s only a berk who’d think to attack a mephit with their own element; most every variety of mephit is immune to being harmed by attacks of

its elemental energy, though at least swords can still harm earth and mineral mephits. Some are hard to hurt with weapons, though; mineral ones can't really be stabbed by most bashers without some magic to aid in the process, and many of the more fluid ones can't be meaningfully cut or stabbed. They don't have the ability to heal unless they're in contact with the elemental substance that makes them up: that is magma for a magma mephit or the ground for an earth mephit though sometimes you'll see some things that don't immediately stand out as the element like ambient cold for an ice mephit or just being in a thunderstorm for a lightning mephit. They don't need to eat or drink either, drawing sustenance from their element. Most mephits possess sharp claws, though earth just have stony fists that hurt more and a few others don't have the solidity to have more than flailing bludgeons. Most varieties of mephit possess a breath weapon or some form of harmful projection of their element, and it's pretty common for them to have some minor racial magics related to their element. Finally all mephits can *Gate* in others of their kind once per hour, though post-jump you might not find much use for this as it's not some temporary summoning magic which uses a creature as a template for making a construct of magic, but truly brings them forth and you'll be limited to your local multiverse till you end your chain.

Mephits come in 16 varieties, one for each of the Elemental, Paraelemental, and Quasielemental Planes they draw their existence from. There are no vacuum mephits, but the Quasielemental Plane of Steam makes up for it with an extra variety of mephit. In total the varieties are: fire, radiance, water, ice, magma, ash, mineral, steam, air, smoke, earth, ooze, dust, salt, lightning, and mist.

Paraelemental (600 CP+): Just like you have 4 Elements and their Elemental Planes, you've got 4 Paraelements formed from the mixture of elements and 4 Paraelemental Planes.And just like the Elemental Planes give rise to elementals, the Paraelemental Planes give rise to paraelementals. Graybeards say they're a touch weaker than the true elementals, though other graybeards will rattle their bone-boxes about how that's just not true. I'm not sure if it is or not, but they're close enough you'll have to pay the same, their exoticness is counterbalanced by the fact that their elements are rarer. They are easier to harm with weapons. Oh you still need magic weapons to do the job, but as long as the magic makes them hit better that's enough. Chant is they can also gain sustenance from destroying their opposite – ice paraelementals destroying heat or smoke elementals polluting air – not sure how this works, though, as they don't actually need anything but their element to sustain them. Otherwise they do tend towards the dumber side and 21'-24' elementals are rarer, but the main difference is that they come in ice, magma,

ooze, and smoke varieties. It costs **600 CP** to be an elemental at 8', **650** at 12', **700** at 16', and **800** at 24'.

Pech (350 CP): Pechs are roughly 4' tall humanoid creatures from the Elemental Plane of Earth. They have an intuitive and deep understanding of earth and stone – being an elemental being helps with that – and exceptional strength though most aren't as strong as ogres or the greatest unaugmented heroes. They excel in destroying creatures of living stone – able to do so even with non-magical weapons despite whatever resistances they might have – and can work the magic of *stone shape* and *stone tell* several times per day each. In groups they can create *walls of stone* or *transmute flesh to stone*, though a single pech can't contribute to such more than once per day. They're also immune to petrification and able to see 120' with infravision.

For an additional **200 CP** you can perform their group magic alone.

Quasielemental (600 CP+): In addition to the Elemental and Paraelemental Planes there are planes created by the mixing of the Elemental Planes and the Positive and Negative Energy Planes. Like the Elemental and Paraelemental Planes, these Quasielemental Planes made by the mixing of Elements with pure Life and Death produce their own elemental beings. Known as quasielementals, these beings don't range in size with power like their elemental and paraelemental counterparts, and some have more fixed shapes – salt quasielementals look like giant lizards for some reason – than their elemental counterparts. They're more varied in their ecological needs too. Still they universally require a magic weapon to harm, and while they don't grow larger with power they do grow naturally in combat ability and toughness. It costs **600 CP** to be a 6-HD quasielemental, **650 CP** to be 9-HD, and **700 CP** to be 12-HD. They're not as powerful in raw combat ability as a paraelemental or elemental but they make up for it in strange abilities and tendency to grow more directly damaging with their growth in power.

Salamander (450 CP+): Salamanders are a race native to the Elemental Plane of Fire. They resemble flaming hot snakes with the upper bodies of humanoids. These beings live in conditions significantly above the boiling point of water, and even boiling water is dangerously cool for them unable to be withstood for more than a few hours. They are thus vulnerable to cold, but immune to even magical fire; there are parts of the Elemental Plane of Fire that can burn even them but those parts can burn fire elementals which are literally made of fire and heat. They are immune to *sleep, charm*, and *hold* magic, and require magical weapons to harm.

For the base price you are a common salamander, or a lesser salamander or fire snake if you're young enough (these are merely juvenile and larval stages and will grow into common salamanders eventually). For an additional **200 CP** you are one of the one in a hundred thousand that can, with 1000 years of maturation, become a Noble Salamander. For an additional **150 CP** on top of that (800 total) you can skip it all and just be a Noble Salamander. These require somewhat stronger magic weapons to harm – the same as a fire elemental – and are larger and more powerful than their kin, each one being a veritable genius. They are also no longer vulnerable to cold, and possess a variety of innate fire magic, including *Conjure Fire Elemental* and a unique magical ability to *dispel* fire resistance from their foes. This only lasts for a few minutes, but it can render a red dragon fully as vulnerable to fire as a human, with only beings of Elemental Fire retaining their protection. Needless to say this can be pretty deadly on the Plane of Fire or just when fighting a being of flames such as the salamander.

Sylph (800 CP): Hailing from the Elemental Plane of Air, these beings are kin to both elementals and nymphs. They appear as beautiful, fairy-like humanoid women with dragonfly wings. These wings aren't enough to provide lift for their flight, which is ultimately magical – and can be dispelled as magic – but they do help provide motive force and steer allowing these sylphs to fly about 3 times faster than humans move across good ground and with a maneuverability that underlines that they are creatures of elemental air. They are also able to turn *invisible* at-will, and all sylphs cast spells as a 7th level mage and can summon an air elemental once per week. You can purchase the mage class at a discount to pursue this racial magic further.

Triton (400 CP): Humanoid beings hailing from the Elemental Plane of Water, they are rather more like humans than most elemental creatures. They breathe water, and have finned feat not well made for moving on land but able to carry them easily and quickly through water, but resemble humans and build societies like them. They possess tougher skin than humans effectively functioning as armor, a noteworthy ability to resist magic almost completely, and exceptional individuals can blow conches to call certain natural sea beasts such as giant sea horses, sea lions, and hippocampi – and with time and practice you might learn to call other creatures – or cause *fear* in sea animals.

Exceptional individuals possess greater combat ability and harder skin. If you live long enough you may become so exceptional but you may also pay **100 CP** to begin as one of the mightiest tritons. They are also known to become mages and priests and may take such classes to gain their spellcasting without a surcharge.

Xag-Ya (700 CP): Intelligent (on average slightly more than humans) creatures hailing from the Positive Energy Plane, these beings appear as 4' glowing balls of light with tentacles extending outwards. They fly at a slow speed – a human can easily out pace them. They're made of pure positive energy, but before you think that means you're a healer, the output control is terrible. Your touch heats metal, ignites flammable objects, and overloads a living – or unliving – creature with pure life energy to the point of damaging it. Maybe if you had some way to reduce your output you could heal, but as it is your touch is death in the same way that while most mortals need water to drink too much in the wrong place will drown them. You can fire this energy out in short range bolts too.

Still if you become such a creature it's good to know they're pretty resistant to magic. *Magic Missile*, *Disintegrate* and magical cold can hurt you, though you've got some Magic Resistance even there. A *rod of absorption* or *wand of negation* or *shield* spell can ward you off, and spells that send a basher back to their home plane can work on you. Other than that you're pretty much immune to magic.

Xag-Ya can vary in their hardiness and power, and by default you'll be starting off as one of the weaker ones but can maybe eventually grow into being one of the stronger ones. It doesn't make a big difference with these beings anyway, but if you want to start off at the full power they can reach and not have to wait, who knows how many years (or centuries), you can for **100 CP**.

Xeg-Ye (600 CP): The Negative Energy Plane's counterpart of the Xag-Ya. Where those are made of life these are made of its opposite, an energy draining floating sphere with tendrils. Where the xag-ya is bright and shining the xeg-ye are dull and black. Where the xag-ya overfills things with Positive Energy to the point of destruction, the xeg-ye's touch is negative energy, draining life from the living and corroding and disintegrating the inanimate. Like a xag-ya you can fire this as a short range bolt.

Also you've got pretty good resistance to magic. *Magic Missile*, *Disintegrate* and magical fire can hurt you, though you've got some Magic Resistance even there. A *rod of cancellation* or *mace of disruption* or *shield* spell can ward you off, and spells that send a basher back to their home plane can work on you. Other than that you're pretty much immune to magic.

Xeg-Ye can vary in their hardiness and power, and by default you'll be starting off as one of the weaker ones but can maybe eventually grow into being one of the stronger ones. It doesn't make a big difference with these beings anyway, but if you want to start off at the

full power they can reach and not have to wait, who knows how many years (or centuries), you can for **100 CP**.

Lower Planes

The inhabitants of the Lower Planes are beings of incarnate evil. They are wicked and cruel creatures, literally born of Evil, and while many were once made from mortal souls, all that is good and kind about them are flayed and stripped away to leave only that which aligns with the essence of the plane.

Still they possess great power. Most fiends have some magical capabilities, and it is likewise common that mundane weapons cannot harm them. Many are also able to *gate* in their fellows. These powers tend to be unreliable, leave the summoner in debt to the summoned, and gives no control or command over the allied they called in. They also fall into the group of permanently summoning a specific creature so you won't quite be able to use them in future worlds, unless you have similar fiends in the local multiverse.

Baatezu (Varies): The dominant species of the nine hells of Baator, the baatezu are creatures of Law as much as Evil, existing in a strict hierarchy of torture and torment where promotion is most often obtained by covert assassination of one's superior and superiors treat their inferiors to their sadistic pleasures. Baatezu possess a special limited form of telepathy that allows them to communicate with any creature that has a language. All lesser and greater baatezu have the following spell-like abilities: *advanced illusion, animate dead, charm person, infravision know alignment* (always active), *suggestion*, and *teleport without error* (though they can't use this to enter the Prime, or any of the Upper Planes; they can use it to travel across the Prime). Baatezu are immune to fire (with the exception of gelugons which are merely resistant), even magical flames, and poison, resistant to magical cold (with the exception of gelugons which are immune), and the effects of various magical gasses. Lesser baatezu cannot be harmed by non-magical weapons unless they are alloyed with silver. Greater baatezu are resistant to even such silver weapons and it requires an unusually powerful magic weapon to harm them. Many baatezu possess some level of magic resistance as well. **Baatezu may become Wizards including Specialty Wizards (but not wild mages) and Priests though they may only become specialty priests.**

Chant is that the common baatezu ability to *teleport without error* isn't actually a natural ability at all. What I heard is that the 'loths feed all the true names of the fiends to

some sort of special fiend they created, then this feed serves to let the baatezu and tanar'ri teleport about the planes. The story continues that 'loths have stopped feeding it names, and even started using the Styx to erase them from its consciousness. Now if I haven't been taken as a conie and this is the dark of it well due to your circumstances that fiend doesn't know your name, and even if you manage to inform it you'd still not be able to make use of it once you've passed onto other worlds. If this is true and you won't be gaining the ability to *teleport without error* you can be a baatezu other than a spinagon for 100 CP less (spinagon can't teleport regardless).

> **Least (Varies)**: There are only 2 varieties of least baatezu. Since nupperibo are both non-sapient and not actually baatezu, you're limited to spinagons here. Spinagons are unique in their ability to be promoted to any stage of baatezu below their superior who promotes them, though other sources cap this at a maximum of Amnizu. You can forgo this, being able to only be promoted to a lesser baatezu, and take this race at 400 CP, or keep this at 700 CP and gamble to see if you can skip ahead to gelugon or even maybe pit fiend from one of the Lords of the Nine, or give up the chance of promotion altogether and take it for only 250 CP.
>
> **Lesser (700 CP)**: You may be a Lesser Baatezu of your choice. These include: abishai, barbazu, erinyes, hamatula, kocrachron, and osyluths. Each possesses various abilities.
>
> **Greater (900 CP)**: You may be a Greater Baatezu other than a pit fiend. These include amnizu, cornugon, and gelugon. Each possesses various abilities, though all of them are dangerously intelligent, enough to give even the canniest spellslingers among humans a run for their money.
>
> **Pit Fiend (1200 CP)**: The most powerful of the baatezu. Besides requiring powerful magic weapons to even harm them, they heal continuously at an accelerated rate, can fire off *fireball*s and use *improved invisibility* at will, and once per year can use *Wish* as a spell-like ability.

Barghest (700 CP): Barghests are goblin-like fiends native to Gehenna. They appear in youth as large goblins – or small hobgoblins – but as they kill and devour humans (or demihumans) they will grow to tower over goblins as nine foot tall giant goblinoids with blue skin, though they can also take the form of large canines. All barghests are strong – a young whelp is as strong as a barbarian hero, but a fully matured one is as strong as a cloud giant, possessing strength only one step shy from that of titans. Similarly the hardness of their skin progresses from comparable to half-plate armor to the strongest

magical full-plate, and their resistance to magic likewise grows till they can resist more than half of all spells without having to pit their will, reflexes, or physical toughness against them. To grow, though, a barghest must live on the Prime Material and kill and eat 96 (demi)humans, though a novice adventurer would count as 2, and one worthy of the name would count as 18 – though only a fool would try and eat such.

A barghest regardless of growth can use *project image*, *levitate*, and *misdirection* at-will, and use *charm monster*, *dimension door*, and *emotion* once per day. They are also immune to non-magic weapons.

By default you are a full grown barghest – this is the Planescape jump not the planar monsters on the Prime jump.

Bladeling (250+ CP): Bladelings are inhabitants of Acheron with flesh and bones of wood, ice, and most of all steel, the last of which commonly thrusts out in blades and spikes. They are vulnerable to effects that would affect metal, unless it would corrode them, as they are completely immune to rust, corrosion, and all forms of acid. They are resistant to (even magical) harm from fire and cold, and even possess very minor resistance to magic in general. They are also immune to non-magical bladed or piercing weapons; one would have to bludgeon their way through with a sword. Now, magical blades and arrows will pierce them just fine, and you'll have to find out for yourself how well you stand up to bullets. That's in addition to their metal covering which protects them similarly to a suit of field plate. A bladeling may fire off the blades from its torso in a 15 ft cone. This is a deadly attack, filling the air with enough blades to leave people cut to shreds in its wake and likely to kill even experienced adventurers (though not a Warrior worthy of the name), but it takes a full week to regrow these blades and until then the area is extremely vulnerable and unprotected and magic resistance is nearly lost entirely.

By default a bladeling has 2 HD but can grow up to 11 HD. For every additional **50 CP** you pay you may gain 3 more HD immediately to a maximum of 11 HD for **150 CP** (400 total). Bladelings may also take the Fighter, Cleric, Conjurer, and Specialty Priest classes without a surcharge (and exchange HD growth for leveling thus) and gain the free **Prime Requisite** perks as a Player Character Race; they may be multiclass Fighter/Conjurers or Fighter/Priests.

Gehreleth (Varies): Hailing from the tartarean prison plane of Carceri, the gehreleths are demonic beings of chaos and evil, but quite distinct from the more well-known Tanar'ri. These fiends serve and worship Apombs the Three-sided One who is said to breathe life

in the corpses of those who perish upon the plane. Gehreleths are divided into 3 kinds, farastu, kelubar, and shator. There are 3,333 of each variety in existence at a time, and when a shator dies a kelubar will become a shator, when a kelubar dies (or ascends) a farastu will become a kelubar, and when a farastu (or ascends) dies a corpse upon the plane will become a farastu. There are another 3,333 of each variety kept in a bottled form, reduced to liquid essence, waiting to be temporarily released in a time of need; this is most often when the Blood War rages too thickly and heavily upon Carceri. All Gehreleths possess Magic Resistance sufficient that about half the magic used on them fails, as well as winged flight, and the following spell-like abilities: *detect good, detect invisibility, detect magic, dispel magic* (twice per day), *ESP, fear, fog cloud* (3 times per day), *invisibility, tongues*, and *weakness* (reverse of *strength*, 3 times per day).

Farastu (700 CP): These are tall, lithe fiends covered in adhesive goop and capable of entering battle frenzy. They are the weakest of the gehreleths requiring only the weakest of magic weapons to harm, but are immune to acid and poison, and resistant to cold and fire. They are also immune to illusions, phantasms, and fear.

Kelubar (800 CP): Shorter than faratsu, they are fat, ebon colored demons with great toothy maws. Physically they are somewhat stronger than a farastu and require somewhat more powerful magical weapons to harm as well as being wholly immune to cold and fire. They lack a faratsu's adhesive, berserk fury, or immunity to fear and illusions. They are more dangerous in raw combat and able to take more of a beating, and leak a nauseating slime whose odor can debilitate foes leaving them barely able to defend themselves much less fight until they've grown accustomed to it, and which serves as an acid to melt away at enemies that they claw or bite. They possess all the same spell-like abilities as a faratsu and then the ability to fire an enfeebling ray once per day and to use *spider climb*.

Shator (900 CP): The strongest of all gehreleths, the shator are philosopher-poets who travel the plane writing. They are still heartless, cruel, and wicked, spreading evil and suffering wherever they can. The shortest gehreleths at 6', they are squat and broad, though not as fat as kelubars. They are physically the strongest gehreleths and show a complete immunity to non-magical harm – including fire, cold, acid, electricity and the like – going beyond the normal resistance of fiends to non-magical weapons. It takes a moderately powerful magic weapon to even harm them. Still they possess the fewest variety of unique traits, or resistance to magical attacks. They do have particularly keen senses, and more spell-like abilities than even kelubars, and a greater raw prowess.

Kyton (500 CP): Kytons are humanoid fiends hailing from Baator which have some special connection to fear. They are able to in some way sense fear in their victims, and they relish it, likely sustaining themselves by feeding on fear and anguish. They appear as chain covered human(oid)s, with only parts of their face visible – an eye or their jaw or maybe the throat – but can shift their features so that these fragments are enough to be recognized as a hellishly tormented version of a dead loved one or fallen but feared enemy. Kytons possess the ability to control chains within 20 ft of them and to animate them, or even make them grow and develop deadly barbs and spikes, and can wield them at a range as weapons. This also allows them to move along chains like a spider along its web. Beyond this they are roughly as tough as a Warrior just about worthy of the name, and add to this toughness by being able to instantly heal wounds from weapons with less than *+2 enchantment* unless they've been *blessed*, even being able to casually reattach limbs lost to a non-magic blade. Wounds from *blessed* weapons heal more slowly than a human's, and wounds from other sources than magic weapons – such as fire or lightning – heal at a rate visible in battle though on the slow end for battle relevant regeneration.

Night Hag (700 CP): Exceptionally intelligent, and just as exceptionally evil, night hags are the de facto rulers of the Gray Wastes since the yugoloths moved from their ancestral place of origin. They often travel to the Prime where they are capable of assuming ethereal form at will. Once there they find some pure sod among the clueless and kill him to drag his soul back to the Lower Planes as a larva. This has to be a selfish berk at least, and they have to do it either by putting them into a magic sleep and choking the life out of them, or riding them in their sleep in their ethereal form, slowly draining away their life. They have disease-causing bites, can fire *rays of enfeeblement* and *magic missiles* several times per day each, and can *know alignment* or *polymorph self* freely. Only powerful magical weapons can harm a night hag, or those of cold iron or silver. These fiendish women are seekers of knowledge known to found colleges on the Prime in their quest for endless knowledge, but they also normally do not believe in long term alliances.

Rust Dragon (600+ CP): If there are any creatures more powerful than fiends they're the aasimon, but in between them there's dragons. There aren't many dragons native to the planes, however. Rust dragons are not true dragons. They lack the magical powers that dragons gain with age, are significantly less intelligent than humans being tied with white dragons for the mentally simplest dragons, and are rather insectoid instead of reptilian. These 'dragons' have butterfly-like wings, antennae, exoskeletons, and even their teeth are actually just specialized growths of their exoskeletons. They do only have four legs, built like those of dragons, long tails, and long necks, being built on the draconic body plan, and their appearance resembles that of a metallic dragon that has been oxidized. In

fact they are closer to rust monsters than to dragons, seeing as how they are rust monsters that, having matured far enough, have entered Acheron to metamorphose into the next stage of their life.

While they lack the magical abilities of dragons, they do possess the general combat abilities and raw physical power of dragons. This includes a dragon's dread breath weapon. A rust dragon has two breath weapons, a cone of gas which disintegrates metal into clouds of dust, and a line of acid. This acid is deadlier than a sword blow even from a wyrmling, and an adult's can kill a pit fiend, though they will usually survive especially if they avoid the brunt of the attack; a great wyrm's will leave a pit fiend nearly dead even with only a partial strike, and a good hit will kill one far more often than not.

You will begin as a wyrmling, but given 1200 years you'll grow into a great wyrm. If you want to skip ahead some years you may pay **50 CP** per age category to age up your initial start.

Tanar'ri (Varies): The dominant species of the Abyss, the tanar'ri are fiends of chaos as well as evil. Like their hated enemies the baatezu a tanar'ri possesses a special telepathic ability which lets them communicate with any creature that has a language. They also share the ability to *teleport without error* though it's unclear if they can travel to the Upper Planes or the Prime, chant doesn't say they can't but they don't do it, though the high ups among them do roam the Astral Plane and somehow the Ethereal – it's unclear how they even get to it given teleportation doesn't reach there. They can also use *darkness 15' radius* and *infravision* at-will. All tanar'ri are also immune to electricity, poison, and non-magical fire, and resistant to cold, magical fire, and gas. Many lesser, and all greater and true tanar'ri can't be harmed by non-magical weapons, and even weaker magical ones for greater and true tanar'ri, though cold iron weapons ignore this and silver ones can hurt them even if greater and true tanar'ri resist those. **Tanar'ri may become Wizards including Specialty Wizards and Priests though they may only become specialty priests.**

Chant is that the common tanar'ri ability to *teleport without error* isn't actually a natural ability at all. What I heard is that the 'loths feed all the true names of the fiends to some sort of special fiend they created, then this feed serves to let the baatezu and tanar'ri teleport about the planes. The story continues that 'loths have stopped feeding it names, and even started using the Styx to erase them from its consciousness. Now if I haven't been taken as a conie and this is the dark of it well due to your circumstances that fiend doesn't know your name, and even if you manage to inform it you'd still not be able to make use of it once you've passed onto other worlds. If this is true and you won't be

gaining the ability to *teleport without error* you can be a tanar'ri for 100 CP less or 200 CP less in the case of a Mane or Dretch.

Least (500 CP): You may be a Least Tanar'ri, most aren't too powerful but the ability to *Teleport without Error* at-will is a substantial one, even if one they, and you, might have difficulty making use of with their subhuman intellects. Varieties include: dretch, mane, and rutterkin.

Lesser (700 CP): You may be a Lesser Tanar'ri of your choice. Each possesses various abilities. Varieties include: alu-fiend, armonite, bar-lgura, bulezau, cambion, maurezhi, succubus, and yochlol. Being an alu-fiend or cambion will not grant spellcasting on its own even if you're sufficiently intelligent; purchase the Wizard class for that.

Greater (850 CP): You may be a Greater Tanar'ri. Each possesses various abilities. Varieties include: babau, chasme, goristo, nabassu, and wastrilith. Some may be more powerful than some true tanar'ri.

True (1000 CP): You may be a True Tanar'ri other than a balor. Each possesses various abilities. Varieties include: alkilith, glabrezu, hezrou, marilith, nalfeshnee, and vrock. While not universally as intelligent as greater baatezu, the nalfeshnee show even greater intelligence than the greatest human savants, pit fiends, or even balors.

Guardian (1100 CP): There is only one variety of guardian tanar'ri. That is the molydeus, which serves to roam the Abyss looking for true tanar'ri that have turned aside from the Blood War and reporting them for dereliction to balors. They are immune even to the most powerful of magical weapons unless they are made of Cold Iron, immune to most forms of non-magical harm that aren't weapons, and almost immune to magic. Each possesses a magical, vorpal and dancing axe of extraordinary power that disappears with their death.

Balor (1200 CP): The most powerful of the tanar'ri. Besides requiring powerful magic weapons to harm them and possessing powerful spell-like abilities, they each wield a vorpal sword and a powerful whip. If slain in the Abyss they explode in a burst of energy deadly enough to kill even the most powerful mages who lack protection or unusual hardiness and to seriously wound warriors powerful enough to justify being in a fight with them. They are also, as a general rule, supergeniuses.

Yugoloth (Varies): Mercenary soldiers and mages of the Lower Planes, the yugoloths were born of the Gray Wastes but have migrated to Gehenna. Still they are the fiends of Evil, pure and untainted by Law or Chaos. They are immune to acid, poison, and fire, resistant to gas, and particularly vulnerable to ice and cold. Silver weapons are also effective against them even if they are not magical despite normally requiring magic weapons to harm them.All yugoloths have the following spell-like powers, usable at will: *alter self, animate dead, cause disease* (reverse of *cure disease*), *charm person, improved phantasmal force, produce flame*, and *teleport without error*. **Yugoloths may become Wizards including Specialty Wizards, but unlike their wayward children it's unheard of for one to become a Priest.**

Chant is that the common yugoloth ability to *teleport without error* isn't actually a natural ability at all. What I heard is that the 'loths feed all the true names of the fiends to some sort of special fiend they created, then this fiend serves to let them teleport about the planes. The story continues that 'loths have stopped feeding it names, and even started using the Styx to erase them from its consciousness. Now if I haven't been taken as a conie and this is the dark of it well due to your circumstances that fiend doesn't know your name, and even if you manage to inform it you'd still not be able to make use of it once you've passed onto other worlds. If this is true and you won't be gaining the ability to *teleport without error* you can be a yugoloth for 100 CP less than otherwise.

Any yugoloth that is not a Lesser Yugoloth is a Greater Yugoloth for the purposes of discounts.

> **Lesser Yugoloth (500 CP/700 CP)**: Yugoloths come in only two categories of power, the commanders and the common troops. That said some lesser yugoloths are more lesser than others. It costs only 500 CP to be a canoloth or marraenoloth. It costs 700 CP to be another form of lesser yugoloth. The applicable varieties include: dergholoth, hydroloth, mezzoloth, piscoloth, yagnoloth.
>
> **Baernaloth (900 CP)**: Chant among the graybeards who study these things is that these are the original yugoloths and that the yugoloths created the tanar'ri, baatezu, and gehreleths making the baernaloths the original exemplars of Evil. Whether it's true or not they lack the yugoloth vulnerability to cold instead being resistant to it, and have an honored place among the loths such that ultraloths will keep them as advisors. When even those fiends can find these recluses; there's no mortal on the planes that can prove they've ever met one.

Nycaloth (900 CP): The least of the Greater Yugoloths. They still have a great deal of magical abilities, immunity to all Enchantment magic, and resistance to the weakest of magic weapons making them a clear step above their lesser brethren.

Arcanaloth (1100 CP): Mystical masters of the yugoloths. They are immune to all mind-affecting spells, and possess a great array of magical abilities to go with their super genius intelligence. All arcanaloths are 12th level wizards, though they cannot normally become more powerful mages than that, merely learning more spells to the limits of their great Intelligence. You however may purchase a Wizard class at a discount to advance further.

Ultraloth (1100 CP): The leaders of the yugoloths. They possess gigantic strength as well as a vast array of magical powers and a face which can hypnotize those who gaze upon it. They possess more raw prowess even than arcanaloths, though the potential of wizardry is great and only grows greater with time.

Upper Planes

Aasimon (Varies): Aasimon are what one of the clueless might call an angel. These cutters are proxies of the Powers and specifically the ones aligned with Good. They might not be as numerous or common as fiends, but if one of these bashers wants a fight they're about as powerful as things come. Not that they're likely to go around picking fights for their own sake; kindness and compassion is a part of their very makeup as beings of pure, incarnate Goodness.

All aasimon have some powers in common. In their true form they can call upon *celestial reverence* which can make Good aligned folk are in danger of being overwhelmed with feelings of great protective love toward the aasimon. Evil aligned folk, or just those who aren't Good, feel fear, and those that aren't strong enough will lose all control as it hammers the fear of the powers of Good into their soul. They can sense evil too, like *detect evil* but better, with longer range and passive knowledge of the strength and direction of the Evil they feel; if they meet the eyes of an Evil bloke they can even tell their name, nature, and background. Unlike many exemplars aasimon can't *gate* in their fellows, but when they need to they can send out a mystic call for help which alerts nearby creatures of Good as to their danger; it won't summon them but is more of a distress beacon saying the aasimon needs help and where it is.

All aasimon have the spell-like powers *aid, augury, change self comprehend languages, cure serious wounds* (3 times per day), *detect magic, know alignment, read magic*, and

teleport without error. All aasimon need magic weapons to harm them, are immune to poison and effects of (magic) gas, as well as resist acid (except devas who are fully affected), cold, and electricity.

Light (1000 CP): A light aasimon is an aasimon which is composed of a glowing mass of mystical light. This renders them immune to non-magical harm since they are intangible, though magic swords can cut such things but it's still not easy; a man with a shield and full plate armor both enchanted out to the very top shelf levels worthy of a power would be about as hard to strike and wound. It also leaves them extremely fast and maneuverable in the air, which is part of the difficulty in striking them. Non-evil creatures have difficulty even simply attacking a light aasimon; chant is that they find their mind filling with the best memories of their life when looking at them, and evil ones well they see what could have been if they made better choices but that tends not to stop them. Of course the light itself is able to burn away at evil beings that it touches and non-magical armor isn't any help at all. They possess useful magical powers too, and immunity to magic that affects the mind.

Deva (1100 CP): Devas are not one type of Aasimon, but three. All Devas are immune to cold-based, electrical, magic missile, petrification, poison, normal fire-based, and gas attack spells. They are also immune to non-magic weapons and resistant even to supernatural fires, and most devas have additional immunities as well such as energy drain or death magic. In addition to the spell-like abilities from being an aasimon all devas have: *cure disease* (3 times per day), *cure light wounds* (7 times per day), *detect lie, detect snares & pits* (7 times per day), *dispel magic* (7 times per day), *heal* (once per day), *infravision* (always active), *invisibility 10-foot radius, light, polymorph self, protection from evil, remove curse, remove fear*, and *tongues*. All devas are normally geniuses comparable to the brightest human minds that have not been expanded by magical means. Astral Devas are the agents of the Good aligned powers in the Lower Planes and Astral Plane, able to directly enter any layer of the Lower Planes without going through them one at a time. Monadic devas are immune to even magical flames, able to survive the all but the hottest regions of the Plane of Fire (some of those burn fire elementals), possess great strength, and serve as the agents of their Powers on the Inner Planes. Monavic devas are agents sent to the Prime Material, capable of using any Invocation spell fo 5th level or lower once per day, creating anti-magic shells, radiating a continuous aura of protection against evil, and parrying even

normally unavoidable magical attacks such as magic missiles (though those can't hurt them anyway).

Planetar (1400 CP): While one might claim a Pit Fiend's power to *Wish* is potentially greater, a planetar is one of the most powerful forces of good short of a power, surpassed only by solars, and perhaps the likes of titans and a few other rare beings. While they may not have quite the skill of the greatest mortal warriors, they are faster in their strikes, and each wields a devastating vorpal blade. They possess an array of magical powers, including constant *True Seeing* and the capability of *commun*ing with the gods at will, as well as many immunities and resistances; like monadic deva they are immune to even mystic flames. All planetars may also cast spells as a 7th level cleric with major access to all spheres and no religious restrictions on weapons and armor used; you may take the Cleric class at a discount to continue your growth in this field and keep major access to all spheres and no religious restrictions on weapons and armor.

Solar (No.): A solar's power is overwhelming. Or as their Ecology entry reads: "Solars are mighty enough to be deities themselves, but they choose to serve rather than have worshipers." All but the mightiest magical weapons cannot harm them, nor can most other things, can survive a beating to kill even the hardiest of warriors, and even if they are harmed they heal fast enough to fully heal from the edge of death in under half an hour. Couple this with the fact that they each have a sword to rival those of the gods which only they can wield, a bow which can summon arrows of slaying suited to the target, Charisma surpassing many godly avatars, supergenius intelligence, the ability to cast spells as a 15th level Cleric with major access to all spheres, and a slew of magical powers including the ability to use *Wish* once a day without the crippling limitations of a mortal caster… These are the top shelf tools of the powers of good whose mobilization to the Prime Material or Lower Planes could be seen as a major act of war against Evil that might justify direct intervention from a rival power. And you are one. You may take the Cleric class at a discount, with major access to all spheres and no religious restrictions on weapons, to continue to progress in your divine spellcasting (though you're already very close to the pinnacle there). Expect to have serious attention wherever you go.

Animal Lord (1300 CP): Hailing from the Beastlands, the animal lords are each a unique being which possesses a unique connection to a specific kind of animal such as the cat lord, hawk lord, lizard lord, or wolf lord… or the fox lord, owl lord, horse lord, camel lord, tiger lord, and hundreds of others. They're something like the 'god' of their

animal type, a powerful planar being that exists to wield dominion over a kind of animal. All animal lords have an always active form of *ESP* which makes it normally impossible to surprise or deceive them – they can tell when you're lying and hear your thoughts planning to attack them – and a keen danger sense that almost always will warn them of even unthinking danger as at least a bad feeling if not precisely what it is.

All animal lords have the spell-like abilities *anti-magic shell* (3 times per day), *charm person* on any one person affectionate to the lord's animal, *plane shift*, and *teleport*. They're resistant to magic causing about half of all spells to fail to affect them, and immune to *charm* and magic to compel their actions or behavior. They can also each summon 2-12 animals of their kind three times a day. They are also tough individuals; while they lack the long list of resistances and immunities of fiends or celestials, if you can hurt a fiend even a pit fiend will only take about a third as much of a beating though pit fiends vary a lot more than animal lords in their resilience. They're also powerful enough to be among the best combatants among monsters; pit fiends and balors can strike faster so can some aasimon, and a top shelf fighter makes them look amateur but they're good at striking true. Oh and they're smart too. Not necessarily smarter than the smartest humans, or even as smart, but as a rule they're smart enough to give a wizard a run for their money. Finally if an animal lord is killed it will instantly have its essence reborn within another animal of its kind somewhere even on another plane; since you're paying here, and a good bit of what you're paying is for this, this does mean that unless something is done to trap your essence you can't be killed except by driving your kind of animal extinct in the local multiverse.

Beyond that animal lords are a varied bunch. Each has a humanoid form about 6' tall, and an animal form, and each has special abilities based on their animal form – the hawk lord has the eyes of a hawk even as a 'human' and the wolf lord the nose of a wolf – especially prominent in their animal form. You can take the place of an existing animal lord, or be one which hasn't been detailed, but you won't get their magic items; unlike less unique planar beings these don't just come standard with the race.

Animal here only applies in the D&D sense; that is natural, non-supernatural animals that aren't human/other sapient races.

Archon (Varies): Like how among the fiends baatezu represent the union of Law and Evil, archons are beings of Law and Good. Where damned souls are made into baatezu as lemures and rising above that rank is almost random, petitioners of the 7 Heavens are made into lantern archons (unless linked to some god that would object) and must forge themselves into higher ranks of archons by purifying their souls. Though some archons

do fall and are exiled due to their corruption towards Chaos or Evil. Good news is that unlike tanar'ri archons have a clear path to promotion and unlike baatezu it doesn't rely on higher ranked archons and since it's a progression and evolution of one's own virtue it doesn't seem to have as substantial an effect on their inner being and self; if there's any exemplar likely to be able to 'promote' to a higher form after leaving this multiverse it's probably an archon.

In battle archons radiate auras of extreme menace which weakens the ability of foes which fail to resist the fear generated thus to strike until they hit the archon itself. They all have the following spell-like abilities: *Continual light, Detect evil, Infravision, Protection from evil 10-foot radius* (always active), *Teleportation without error, Tongues* (always active).

Lantern archons appear as floating balls of light and take only half damage from magic weapons because they are apparently more insubstantial than most energy beings or ghosts, however they are not even as tough to attacks that can harm them as an average human. They can fire beams of light to attack foes, and fly with a perfect grace untouched by gravity like an air elemental. They are **600 CP**.

Hound archons are much tougher, but still not as fierce in battle as a warrior worthy of the name. Between their speed and resilient flesh, however, they are as hard to hit as a warrior in full-plate armor, and require magic weapons to harm. They fight with fists and teeth, and can turn shapechange into the form of a dog or wolf and retain their hound archon powers in that form. They are also **600 CP**.

Warden archons appear as humans with clawed hands and bear-like heads. They require stronger magic weapons to hurt and can give powerful, crushing bear hugs. They are also capable of casting every 4th level or lower spell from the (lesser or greater) divination school or the sphere of divination once per day (that is each spell once per day) as a Priest nearly worthy of the name. They are **800 CP**.

Sword archons appear as humans with wings in place of arms. They were breastplates and greaves, though they're much harder to hit than a human in such armor. They can bite at great speed, enough to strike 4 times in the space that most swordsmen would find one chance at a potentially telling blow, and they are capable of diving at great speeds for a single attack not much more powerful than their bite to be honest, but when doing so they move fast enough to be generally harder to hit. They are also capable of casting all priest spells as if they were 15th level priests. They cost **1000 CP**.

Trumpet archons appear as winged elves but even more fair and 7 ft in height. Like other archons they appear to wear breastplates, but they also carry a silver trumpet. The sound of this trumpet is one of utter clarity and beauty, which can paralyze non-archons for 1 to 4 minutes when they hear it. This trumpet can also transform into a *+3 sword* that is silver and be used in battle. Trumpet archons are capable of casting all priest spells as if they were 17th level priests. To be a trumpet archon costs **1100 CP**.

Throne archons appear as giant, golden skinned humanoids with fair hair and clad in metal armor. They wield swords that function as a *+5 vorpal sword* and possess genius level intelligence. They are capable of casting wizard spells from any school and priest spells from any sphere as if they were 18th level casters. To be a Throne Archon costs **1500 CP**.

Sword, trumpet, and throne archons can purchase Cleric at a discount to progress their racial spellcasting.

Eladrin (Varies): Like how archons are exemplars of Law and Good, or tanar'ri are exemplars of Chaos and Evil, the eladrin are beings born from Arborea composed of equal parts Chaos and Good. Eladrin are normally able to travel the Outlands and Upper Planes, though Greater Eladrin can travel to any plane but must *veil* themselves to travel to the Prime pretending to be a mortal adventurer and if they reveal themselves they will be banished to Arborea for 1001 years; this will not apply to you in future jumps.

All eladrins can use the following spell-like abilities: *alter self, comprehend languages, cure light wounds, detect evil*, and *phantasmal force*. Despite normally needing magical weapons to harm them, they can be harmed by cold iron weapons, with lesser eladrin being particularly vulnerable to such weapons if they are unenchanted. They are also immune to electricity and magic missile, and resistant to cold, fire, and gas. Each form of eladrin has a humanoid form and another form.

> **Lesser Eladrin (500 CP/700 CP/900 CP)**: Coure, as the least of the eladrins, cost only 500 CP. Bralani and Noviere cost 700 CP. Shiere are 900 CP. Noviere and Shiere may take the Cleric class at a discount to continue to improve their racial spellcasting.
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> **Greater Eladrin (1000 CP/1200 CP/1400 CP)**: Greater eladrin are immune to cold and resistant to poison. Firre cost 1000 CP, ghaele cost 1200 CP, and tulani cost 1400 CP. All greater eladrin can naturally cast spells as Clerics and may take the Cleric class at a discount to continue to improve this spellcasting (though tulani by default are 17th level already).

Formian (Varies): Also known as Centaur Ants, the formians are ant-like inhabitants of Arcadia. They live in great hives led by highly intelligent queens, supported by their less intelligent male myrmarchs, ruling over great numbers of sexless warriors and workers.

> **Worker (100 CP)**: Formian workers are slightly tougher on average than a human, but no more so than a novice Warrior, or a hardy thug. Their insectoid chitin, however, serves as a heavy layer of natural armor comparable to all but field plate or full plate armor. They are substantially faster than humans, despite being only 4' tall. However they are substantially mentally lacking and lack the physiology to produce human-language (though they do have their own language).
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> **Warrior (200 CP)**: Formian warriors are significantly tougher than an average human, though even a Wizard worth the name is as tough and as good in a fight. Well at least before you factor in that formian warriors have mandibles comparable to a dagger, forelimbs made for heavy striking comparable to clubs, and a stinger that's like stabbing someone with a spear. This stinger also injects a mild poison; it won't kill but it can make it harder for an enemy to fight for several minutes. Their chitin is also comparable to a suit of field plate armor. Despite being only 5' tall they are faster than humans, and unlike warriors can speak the common tongue and have intelligence comparable to a human.
>
> **Myrmarch (300 CP)**: Myrmarchs are the males of formian society. They are exceptionally intelligent, enough to match a Wizard, and while they lack a warrior's striking forelimbs they do possess a stinger. While it is a less damaging shape, it carries with it extremely deadly poison. It's enough to kill a normal human several times over, and can even cause total paralysis for a few minutes in those not hardy enough to resist its worst effects. They are larger than warriors at 7' with chitin comparable to full plate, and about twice as hard to bring down with damage, though they're not faster.
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> **Queen (400 CP)**: The queen is the only female in a formian hive and the female eggs will not be fertilized by one of her 20 myrmarch bodyguards until she is dead, or unless it is being taken to form a new colony. A queen formian is even larger than a myrmarch at 10' tall, but her body is too large to easily move and her limbs atrophied leaving her unable to fight in combat and able to move with only extreme slowness. A formian queen is still physically tough, requiring even more of a beating than a myrmarch to slay, and still being harder to effectively injure due to their chitin than a mobile human, though they are the easiest formians to strike. Making up for this a normal formian queen is a supergenius by human

standards, has minor magic resistance, and they possess the ability to telepathically communicate with their hive and even to assert control over the other formians in their hive (though most rarely do so).

Guardinal (Varies): The exemplars of Elysium, the guardinals represent Goodness without constriction by Law or Chaos. In this role they oppose and fight Evil in all its forms and are even known to travel from Elysium to raid the Lower Planes. Unfortunately guardinals are few and lacking in numbers even compared to the likes of archons and eladrins, much less fiends.

All guardinals boast the spell-like powers of *detect illusion, detect invisibility, detect evil* with a 100'range*, dimension door, dispel magic, infravision,* and *protection from evil* in a 10-foot radius. They can physically travel from Elysium into the Astral Plane, and otherwise use portals and gates like any mortal, as well as traveling directly from any point in Elysium to the first layer of one of the neighboring planes; which is useful while in this world, but as it only allows travel from Elysium you'll not have much use on your wider journeys. All six types of guardinal can be harmed by silver weapons, even if otherwise only vulnerable to magic ones, but they are immune to electricity and resistant to poison, magic missile, gas and cold; they have no special resilience against even non-magical fire or acid. Guardinals like many planar beings possess special telepathy to facilitate communication but this only works with natural creatures of any kind or intelligent non-monstrous beings. They are also well-loved by natural animals (including giant ones) which will not attack them even under magical compulsion.

Cervidal costs **650 CP**, equinal cost **700 CP**, avoral and lupinal cost **750 CP**, ursinal are **900 CP** for those who cast as 9th level mages +**50 CP** per additional 2 levels of mage (to a max of 16), and leonal costs **1000 CP**. Ursinal may purchase the wizard class at a discount to progress their racial casting.

Lillend (800 CP): Natives to Ysgard and servants of powers of the moon tied to artistic inspiration, the lillendi appear as winged humanoids with the lower bodies of snakes. Though they can show male or female secondary sexual characteristics the species is actually parthenogenic, each individual able to reproduce on their own. They can survive by consuming moonbeams and the elemental essences of wilderness places, but need real food – especially meat – to be fully sated. While their snaketails leave them slower on land than a human, they are able to fly, much faster than a man can walk, and can even breathe water and swim faster than a man would walk. These patrons of the arts and

inspiration are able to understand any intelligent language – including writing and sign languages. Each lillend is capable of casting spells, identifying the histories of magic items, charming with music, and affecting morale like a 7th level bard, though they are tougher than a bard and a better fighter. In addition to their bardic spells they possess spell-like abilities allowing them to use *darkness, hallucinatory terrain, light,* and *knock* 3 times per day each as well as *fire charm, Otto's irresistible dance, pass plant, polymorph self* (into humanoid forms only), *speak with animals, speak with plants*, and *transport via plants* once per day each. They possess a level of magic resistance, enough to shield them from 1 in 4 spells. They are immune to poisons, noxious gasses, normal fire, the effects of the positive and negative energy planes (including level drain and enervation spells), to any music based magical ability, and all enchantment/charm spells, and are resistant to non-magic weapons requiring enchanted ones to harm them. They possess Strength and Dexterity which are near the top of humanity – similar to the **Prime Requisite** perk – and can coil their 20-ft long tails around an enemy to crush them or to fly them up into the air and drop them from great heights. Finally lillendi can choose their hour of death when they inevitably tire of life – this won't prevent them from being killed earlier by outside forces but they do not age outside of this ennui that inevitably kills these creatures of inspiration and creation – and when it approaches they may fight more fiercely, seeking a heroic last stand reacting faster, striking more accurately, and hitting harder, and when they do die in this state – either from wounds or just at the end of this Silent Hour – they disappear in a misty fog that duplicates the *moonbeam* and *chaos* spells.

As they possess bardic abilities, a lillend may purchase the bard class at a discount to gain the rest of their powers and progress those that they already possess.

Quesar (900 CP): Created by a group of Lawful aasimon from the mud of a swamp on Elysium, the quesar rebelled against the servitude that they were forced into from their creation. While they remained loyal to Good, they rejected the servitude thrust upon them by their creators and it required the Powers of Elysium to step in. Even now the aasimon and other celestial beings do not trust their creations, but despite looking like lightly built humanoids molded from swamp mud, they are fearsome in battle. While only approximately as tough as a name level Fighter, if even that tough, the quesar are extremely difficult to end permanently. As long as daylight shines upon them they will regenerate at a steady pace (it would be more than half an hour to fully heal most quesars and this rate of healing does not increase with their increase in toughness), even if they were 'killed' requiring the complete destruction of their body or entombing where no daylight can ever reach. They are also hard to put down even in darkness possessing

magic resistance capable of negating half of spells directed towards them, unable to be harmed by non-magic weapons or even weaker magic weapons requiring those of great (+3) power to harm them, and are wholly immune to damage from many energy attacks such as fire, lightning, and even magic missiles but not freezing cold. Offensively they produce a destructive energy capable of bringing down novice warriors with a touch, or taking out an ordinary individual twice over with just a touch, and which will eventually destroy even powerful magic weapons that they wield. They radiate energy always, derived ultimately from daylight that they absorb, and which can be easily increased to an intensity that can blind the unprepared for several minutes, and six times per day they may increase this intensity further after one minute of such brightness, increasing it to an intensity that sears things within 10 yards of them with an offensive power similar to a wizard's fireball or lightning bolt, and 3 times per day they may further increase this intensity afterwards to disintegrate everything in 5 yards which fail to resist this fearsome light. This light also is equivalent to natural sunlight for its effects upon undead and unholy beings. Finally as constructs they do not eat, drink, sleep, breath, or age.

Titan (1500 CP): Towering at a height of upwards of 25', titans are like humans but bigger. They are normally Chaotic and Good, hailing from Olympus on Arborea, and they are the mightiest of giants, wielding great mauls into battle and each possessing a unique, devastatingly powerful method of attack that can bring down great structures or ships. They possess a large range of magical powers usable at-will, and each titan is able to cast spells as a Mage or Cleric at the very height of their power and mastery (though you must choose Mage or Cleric); you may purchase the chosen class at a discount to continue to progress its power, though how possible or easy such progression will be is something I can't say. They also cannot be harmed by non-magical weapons.

For an additional **200 CP** you may create your own unique ability like those of the named Titans within the Monster Manual.

T'Uen-Rin (1700 CP): The T'Uen-Rin are an extremely powerful race of quadrupedal 'horse-like' creatures of Law and Good related to the ki-rin of some mortal worlds. Hailing from Arcadia they are divorced from mortal affairs, choosing instead to dedicate themselves to an eternal war against the forces of Evil. They are telepathic and empathic, able to communicate with other creatures through these mental means, and their sheer presence brings a feeling of goodness ensuring that non-evil natural creatures do not attack them. Even the touch of their hooves to the ground causes flowers to sprout. They are also extremely powerful beings capable of casting spells as a Mage at the very height of their power and mastery, but vastly more spells each day (15 1st, and 1 less of each level above till they have a mere 7 9th level spells as opposed to the 2 or 3 of a top-shelf

mage), and can create food and beverage for 10-100 people each day, 100 cubic feet of soft goods, 50 cubic feet of wood, and 20 cubic feet of stone or metal… all of which is permanent and real. They can take on a gaseous form, turn invisible, summon weather, or call lightning at-will, as well as enter the Astral or Ethereal Plane. Their telepathy allows them to constantly monitor the conscious thoughts of creatures nearby, even if they would not otherwise know the creature is around, making it almost impossible to surprise them. They are able to run faster than a horse, but fly twice as fast as that with the very perfection of a being of elemental air ascending straight up as fast as they'd move forward. Of course since they enjoy the visceral pleasure of directly smashing the faces of evil, they're good at that too, their horns and hooves able to harm creatures that would resist non-magical weapons and even those that would need weapons such as the gods wield to harm them. Finally once per day a t'uen-rin may create an aura of divine *awe*. Extremely difficult to resist this *awe* will leave those nearby stunned with the sheer glory of the t'uen-rin and extremely susceptible to magical influence on their behavior; the wiser an individual the faster they recover but even the wisest of humans can expect to be stunned for a minute or two and a more average individual would be motionless for 10 or so.

T'uen-rin may be a genderless species, or an all female one, or an all male one with the other half of their species being the ki-rin. Chant says all such things, but they've never been known to reproduce. They are highly intelligent, such that your average t'uen-rin would be a superhuman genius by human standards.

Other

Hierarch Modron (Varies): You have to be a soddin' barmie to even consider this choice. The modrons are beings of absolute Law. I mean absolute Law. They can't even conceptualize a modron 2 ranks above them, and their minds are so alien that mortals don't really have a good idea what it's like save that they generally lack a concept of self. I can't make any promises about what this will do to you, and your mind, plunging yourself into a wholly alien being of Law like this. Though there are theories that those who obtain a perfection of Order and shed the self may become modrons, and maybe you've got the perks to handle it.

Either way they have some useful mental protections – illusions just don't work on them nor does any magic that affects the mind – as well as protection from both Positive and Negative Energy and mild resistance to acid, fire, cold, and electricity. All hierarch modrons have the following spell-like abilities, though many have others: *clairaudience, clairvoyance, command, dimension door, teleport without error,* and *wall of force*. Also

every hierarch modron can cast spells as a Cleric, and some can cast spells as a Mage as well. They are also immune to psionic attacks and combat.

Being a decaton costs **900 CP**, each stage higher costs an additional **50 CP**, though Hexton, Tertain, and Secundi cost an additional **100 CP** and you cannot buy above secundi (which is **1400 CP** including that additional cost). As a hierarch modron's rank increases it grows more physically powerful – though its number of strikes with its natural weapons a round decreases – more resistant to magic until secundi are 90% resistant, more intelligent, more capable of priestly magic (decatons are near to a priest worthy of the name, secundi are the equivalent of 18th level ones), and occasionally has other special qualities; septons, tertains, and secundi notably can also cast as wizards slightly more powerful than their priestly magic. There's no discount on purchasing Cleric or Mage classes, however, since modrons have no variation among their ranks. In fact as an anomaly not only can't I promise what the modron will do if they find out, I can't promise that you can be promoted normally. If you manage to become Primus, you will revert to a secundi at the end of the jump, unless you somehow manage to bring Mechanus – or at least a substantial enough chunk of it – due to Primus's nature as an energy pool born from Mechanus's energies. Of course your anomalous nature arguably also makes you a rogue modron that just hasn't been noticed by Mechanus yet, but since you're buying this here you won't revert to quadrone form like most rogue modrons even if they do notice and cast you out.

Psurlon (Varies): The psurlons are perhaps the largest threat to the githyanki, even beyond illithids and githzerai. Having destroyed their native Prime Material world with out of control power born from self-modification of their nature and form, they have migrated to the Astral Plane where they intend to usurp the githyanki as its masters. These creatures resemble human sized, albeit longer but narrower, multi-segmented worms, with arms ending in mouthed appendages which possess outer teeth usable for fine manipulation, and legs that allow them to be bipedal. They can fight with these arms, and the teeth in their massive, worm-maw, and fight fairly well – albeit not to the level of potentially matching a Warrior worthy of the name (now a Priest that is would be a closer match) – but prefer to use their psychic powers. Each psurlon possesses a variety of psychic powers, and while the psychic powers are fixed and the same for every member of the race they are equivalent to a psionicist *nearly* worthy of the name (7th level). In addition to these powers psurlons are immune to *sleep*, *charm*, and *hold* magic, their psychically reinforced flesh resists non-magic weapons, and they are resistant to nearly half of all magic used upon them. They are also as a race geniuses, surpassing most mortal mages.

Some psurlons hone their natural abilities becoming somewhat more resistant to magic and developing psionic powers somewhat further, growing into what are called ‘adepts’ and are equivalent to a 12th level psionicist (though again with fixed powers). These adepts are also somewhat longer – up to 10’ in length – though still considered ‘medium’ creatures.

In addition to the adepts there are a subgroup of psurlons known as giant psurlons. Hideously enlarged to 20’ in length they are a result of the self-modifications which led to the destruction of their home world, and are significantly more powerful than even adepts, equivalent to a top shelf psionicist and able to fight in raw combat skill at the level of even the most powerful monsters.

For **600 CP** you can be a psurlon able to develop into an adept with time and effort, for **700 CP** you can begin as a psurlon adept, and for **1000 CP** you can be one of the giant psurlons (which normal psurlons cannot simply train themselves into being).

You may also take the **Psionicist** class at a discount to select your powers away from the standard set of psurlons, and to advance in power as a psionicist further.

Rilmani (Varies): There are planar exemplars of every alignment. The rilmani are those of True Neutrality. But that’s an odd thing to be. The difference between a yugoloth, and a baatezu, or a tanar’ri, isn’t that there’s something else driving a yugoloth but that it’s driven by Evil and just pure Evil without Law or Chaos. So what does a rilmani do and what drives them? They’re not just an absence of Good, Evil, Law, and Chaos, but beings of manifest balance which exists to keep those forces in equal balance.

Rilmani as a rule possess the following spell-like abilities: *continual light, darkness, dismissal, hold monster, know alignment* (always active), *polymorph self*, and *teleport without error*. Rilmani possess the ability to telepathically communicate with others, even empathically communicating with animal and non-intelligent creatures. They are also protected from psychic telepathic assaults, non-magic weapons, and electricity. They are resistant to acid, gas, and poison. Rilmani cannot normally enter the Prime Material Plane, but when another aligned powerful planar being is summoned to the Prime, a rilmani of roughly equivalent power can immediately enter the Prime to serve as a balancing force.

Being a plumach costs **700 CP**, being an abiorach or ferrumach costs **900 CP**, being an argenach or cuprilach costs **1100 CP**, and being an auramach with their god-like intelligence and powers outstripping the mightiest non-unique fiends costs **1500 CP**.

Cuprilachs may take the Thief class at a discount to continue their progression in rogue abilities.

Slaadi (Varies): Basically these folk are giant, carnivorous toads that just happen to be able to talk. Though the dark is that they use limited telepathy to speak most languages they need. They're nomadic creatures that take what they need – or want – when they need – or want – it and any berk who thinks they can stop them can go sod off. They have a special respect for individual strength too. All slaadi are natural anarchs, able to unconsciously maintain some stability in the plane of Limbo around them, and make what they need for life out of it, but these constructs won't last long if they need to make something else. There are various kinds of slaadi and like many other planar exemplars they can *gate* in more of their kind.

> **Red Slaadi (500 CP)**: Large and powerful enough to give a seasoned veteran warrior a hard fight, they have a stunning croak, and egg-pellets that can be implanted in victims to hatch into parasitoid blue slaadi that eat their way out, though magic to remove curses can end this infestation before the egg has hatched. Normally a slaadi might have to mate at the Spawning Stone on Limbo to fertilize these eggs, but you'll be able to produce fertile eggs even post-jump, somehow. They also heal at a significant rate even in battle regenerating during the fight.
>
> **Blue Slaadi (600 CP)**: More lithe and limber than red slaadi, and slightly more powerful, blue slaadi lack their paralyzing croak but instead can inflict a curse-like rotting disease, and have spell-like powers similar to *hold person* (though only 1 person at a time) *passwall*, and *telekinesis*. In addition to the curse-like disease their bites can infect, a blue slaadi can infect wounded and unconscious humanoids with a disease that will turn them into a newborn red slaadi over a course of 3 months. Magic can cure this disease.
>
> **Green Slaadi (700 CP)**: Shorter than red or blue slaadi at merely 7' or taller, they are more powerful. Born rarely in place of a red or blue slaadi, they can *polymorph* at will to assume the form of the host killed in their creation, and possess other spell-like powers that can include: *darkness 15' radius, delayed blast fireball* (once per day)*, detect invisibility, detect magic, ESP, fear, locate object, produce flame,* and *telekinesis*. Can because no one green slaadi has all of them, but you possess several of them, maybe 4 or even 5 if they tend towards the weaker side. Green slaadi also require magic weapons to harm. A green slaadi which becomes old enough will eventually become a Gray Slaadi.

Gray Slaadi (800 CP): A green slaadi which becomes old enough will eventually become a gray slaadi gaining the ability to *shapechange* to assume their original host's form instead of *polymorph* and changing their spell-like powers to include: *advanced illusion, darkness, 15' radius, fear, flame strike, infravision, invisibility, know alignment, lightning bolt, power word blind* (once per day)*, symbol (pain*, once per day)*, and wind walk*. Again no one slaadi has all of these powers. Some can even *enchant item*s, and you'll have the chance to be such though you'll have to study and work to learn how. By paying this cost you start as a green slaadi instead of a Gray, and already know how to *enchant item*s.

Death Slaadi (900 CP): A gray slaadi can become a death slaadi through certain evil magic rituals to gain nigh-immortal longevity. These have great strength in their human forms, require stronger magic weapons to hurt them, and have better spell-like abilities. As a green or gray slaadi it is possible for you to eventually learn and perform these rituals, even in a future jump if these undetailed rituals do not have to be performed on Limbo, but by paying this price you are already a Death Slaadi and may select your spell-like abilities: *advanced illusion, astral spell, cloudkill, darkness 15' radius, detect magic, detect invisibility, ESP, fear, fireball* (once per day)*, flame strike, invisibility, locate object, phantasmal killer* (once per day), *symbol* (any once per day), *unholy word* (once per day), and *wind-walk*. Again no one death slaadi shows all of these powers and you're likely to only have perhaps half, maybe a little more if you have primarily the weaker ones.

Class:

Most bashers will never amount to much. They just don't have that spark to become something more than another berk on the streets. Oh cagers might like to think they're better than the clueless, but even out on the planes, most bashers are simply 'Level 0' and never will or can be more than that. In fact the kind of cutter who has class levels might be rarer on the planes than among the clueless. After all petitioners advance along a very different path not leading to that sort of power. Now a fiend, or one of the devas, really can't be called 'Level 0' and but even among the most canny of fiends someone with actual class levels is rarer than a well-lanned outsider.

What I'm saying is you've got to be a berk to think that those people are common. Oh they make up the high-ups and the most canny bloods among the factions and planeswalkers, but not everyone with enough wits in their brain-box to write their name can become a wizard, and just cause you're strong enough doesn't mean you'd ever make it as a fighter. It helps, but there's something more that these fellas have.

If you want to ensure you have that potential, you'll have to pay the music. It'll give you it in at least one class. It's possible to buy more than one Class, but you'll have to Multi-Class or Dual-Class for that. If you want more than the potential to reach superhuman heights, though, and want a leg up to start there, well I think it's a bit of a peel and you'd have to be gully to take it, but you do have that option:

Experience (50 CP): You begin at Level 2 in your class. You may purchase this perk multiple times. Each time you purchase it it increases your starting level by 1 to a maximum of 20th. If you are Dual-Classed you must purchase experience for each class separately. If you are Multi-Classed you must pay 100 CP (instead of 50 CP) per level beyond 9th.

But a clever cutter isn't going to think about purchasing that before deciding what class they want to get to begin with. You may purchase a class that would not normally be allowed to your race, but it will cost an additional **50 CP** for the privilege.

If your race allows you to purchase a class at a discount, it is reduced by 50%. The Incanterium Sect grants a flat 100 CP discount to a single Wizard class taken. These discounts could be combined but cannot reduce the price to less than Free.

Warriors:

The warriors are the real bashers of the planes. These are the guys who go out to bash brain-boxes and show berks just how dangerous the pointy end of a metal stick can be. As a warrior you're tougher than other bashers out there, even at Level 1, and if you make it to be top shelf you can take wounds that'd bring a normal man down a dozen times over like it's almost nothing. Fact is, by the time a warrior is worth the name they can normally survive what'd bring a normal berk down a dozen times over, and that's if they're not particularly naturally hale and hearty compared to a normal fellow. Course it helps if you've got a good Constitution to go along with it, though it helps that Warriors can get more out of their high Constitution than most berks too. You might see a warrior worth the name take another five or even ten beatings worth before going down. They're also the only ones normally eligible to have Exceptional Strength, but chant is if you're willing to pay extra for it you can get it without around here. Even so their combat skills aren't to be underestimated. While at 1st level you're not much better than any other basher who has trained to proficiency with his weapon, by the time you're enough of a blood to really earn the name of the name Fighter (or Ranger or Paladin) you'll be hitting at least half again as fast as most swordsmen would believe humanly possible – not really sheer speed of the blade (though that is part of it) but you're good at finding or creating openings to strike as well – and finding ways to strike through the gaps in full plate armor as easily as an average cutter would wound an unarmored man. By the time you're a real top shelf warrior you can practically ignore armor altogether when you've got a proper opening and you know how to find those. Finally, having any sort of level will marginally improve your resistance to things like poison, petrification, and magic, as well as dodging firebreath and the like, sorry to say that you'll see the smallest improvement here of any class type. That is early on. By the time you're worthy of the name, you'll be caught up with everyone else, and a fair deal beyond your average berk, and when you're really top shelf Priests might still be more resistant to death magic and attacks on their life force, and mages might be better at avoiding the spells of their peers, there's no one better at dodging the fury of breath attacks or resisting those things that'd turn you to stone or change your form.

The final power of warriors is one I'm hesitant to mention. See, some graybeards say that only Fighters can do it, and others that all Warriors can but only if they're single-classed. At least one paladin factol is specialized, though, so you probably can too. By honing yourself and your dedication to a single weapon to a level of dedicated specialization you can wield it with speed that makes even other warriors envious, and accuracy and force of impact too. Course, these same graybeards say that you can

eventually specialize in fighting styles too – such as mastering using two weapons at once – or in forms of unarmed combat, and do this at the same time as mastering your weapon of choice. They say priests and rogues can as well, but single-class warriors can even specialize in multiple styles at once. The effects of specializing in a style aren't so grand or important compared to a weapon but they can make a cutter just that much more of a dangerous basher. And even a novice warrior might start proficient with one or two weapons – even a tight group of them – with focused specialization in one, and specialization in the style they use it with. A smart one might know more too, and your breadth of weapon skills will grow as you gain power as a Warrior.

Now there are three subclasses of Warrior.

Fighter (200 CP): You are nothing but a basher, but when someone needs to be nicked you just might be the basher to do it. You don't gain much in special powers, at least that other warriors don't get too, except maybe weapon specialization. Once you're a blood worthy of the name Fighter, if you settle down in a fortress or other military stronghold, you'll find yourself attracting a small group of warriors eager for you to lead them. Not talking about a whole army, but just a loyal retinue of maybe 50 men, most of them level 0 bashers but some with the makings of real Fighters themselves.

And just between us if you're a multiclass fighter you can pay an additional **25 CP** to be able to specialize in a weapon and multiple fighting styles regardless. It's not like you aren't bringing non-fighter skills in from other places already.

Paladin (300 CP): You're something special. You're not just a basher, but you're a basher chosen by a power, or maybe by Good itself. Either way any cager worth his salt is well-lanned enough to know belief shapes the planes and your belief has definitely shaped you. You're resistant to harmful effects from magic, the breath weapon of dragons, poison, and everything else; it's not enough to make you even close to immune, at least till you're really top shelf, but it is harder for such things to affect you than another Warrior. You are completely immune, however, to disease – though be careful as lycanthropy and mummy rot though seemingly 'diseases' are actually magical curses and this doesn't apply to magical curses – and being a good cutter to have around you can even cure diseases by touch about once a week, though as you improve you'll be able to do this more. You're able to heal too, though healing a mortal wound on an ordinary person will leave you tapped out of this power at first, and the more vitality someone would normally have the more it'll take to fully recover them; still this power will grow as your skills as a paladin do. You're also a natural foe against evil, able to sense it within 60-ft by focusing on the task and even determine who is evil and how much aura of it

they have (undead and demons have the strongest, but more powerful beings radiate more too), radiating an aura of protection which makes it so that when they are within a few feet of you conjured beings of evil have a harder time striking out and harming others, and you are able to turn and destroy the undead and with great difficulty weaker fiends like a cleric would though you're not as good at it and will have to obtain some skill as a paladin first. A little more skill than is needed for that will see a worthy mount approaching you, providing you with an ally in your battles. By the time you're worthy of the name paladin you'll even begin to be able to cast spells like a Priest; only those of the spheres of Combat, Divination, Healing, and Protection and never more than middling power or as well as a priest but they're still useful.

Unfortunately, this power driven by your rigorously held beliefs has some restrictions that come with it. Things like tithing, and not keeping too many magic items might hold you here, but once you've left this jump the only ones you need worry about is that if you should wilfully act in a Chaotic manner you'll have to serve penance to atone. Acting in an Evil manner is worse, if you wilfully and knowingly perform Evil you will cease to be a Paladin merely becoming a warrior permanently. Or since you paid here, until the end of the jump. Even if you were compelled into evil against your will, you still will lose your holy powers until you have performed a quest to atone. For an additional **100 CP** we can cheat a lot and let you be completely free of these restrictions on your behavior to maintain your paladin abilities.

Ranger (300 CP): Cagers might not see much use for your skills, until they join up as planeswalkers. You're good at seeing berks nicked, sure, but you've got other skills too. You can track, following berks through the wilderness, and you can track better than anyone else. Rangers are also masters of dealing with animals; a domestic animal that's not been trained to attack is pretty much guaranteed to take to a ranger as a natural friend, and even wild animals or those trained to hostility have a hard time resisting even a novice ranger's charm. As long as you don't wear any armor that's too heavy or constrictive you can fight with two weapons as easily as one, and move silently and hide in shadows. You're not the stealthiest when you're just getting started, but even alert guards who really should hear you moving there might miss you, and by the time you're worthy of the name Ranger you could sneak right up on a careful and alert man with good reliability. As a real top shelf ranger walking straight past guards is easy as long as you've got some cover. Also by the time you're worthy of the name ranger, you'll develop the ability to cast some priestly spells, though only weaker ones relating to Plants and Animals. You'll also find that you start attracting a small group of followers eager to aid your cause. While they're only maybe half a dozen in number, they'll all be at least

level 1 individuals making them quite competent, and though sometimes you'll find yourself attracting strangely smart woodland creatures or even magical beings of the forest like pixies. These followers will be attracted once per jump, not traveling between worlds with you, though you may find individuals from the local setting or beings from this world.

Normally rangers are supposed to have to be Good much like a paladin, but a Chaotic Neutral ranger leads the Doomguard and there are other non-Good rangers around the planes so apparently this rule doesn't hold true.

Wizards:

Wizards tend to be canny bloods who seek out some real deep dark. These cutters wield arcane power through the use of spells which manipulate the laws of reality itself to do their bidding. To do this they have to memorize these spells from their arcane tomes – or spellbooks – meditating to prepare their mind and creating and storing the energy pattern of the spell in their brain ready to be unleashed by the proper words and hand signals. Even the canniest brain-box can only hold so much arcane energy inside at a time, especially in volatile energy patterns, so a mage has to slowly learn to expand their selection and the power they can store, and these sorts of energy patterns are too complicated for the human brain to remember precisely without some external aid. A beginning mage might only be able to cast a single weak spell a day, their brain unable to hold more of the arcane framework than that, but one that's worth their name might hold over a dozen though only a few of true power such as that to instantly move someone (or a group of individuals) across hundreds of miles of space (or layers of a plane) or materialize a permanent stone wall from nowhere. A true top shelf cutter could perform such feats of power almost half a dozen times a day, while holding a score of lesser spells of varying power, and even holding nearly a dozen stronger spells including ones that hold real world-bending power like permanently imprisoning powerful magical entities, freezing time, speaking a single word of power that can kill any whose life force is weak enough without a chance to resist, or even the legendary power to wrought their own Wish on the world. Of course not all wizards are Intelligent enough to ever understand the most powerful spells. An average berk who can barely make it by as a wizard might never manage mid tier magic no matter how long he lived; his brain-box just won't hold the energy patterns for the stronger ones. It's only the very smartest cutters among humanity who can ever manage to hold the strongest spells in their brains. Though as a warning, many spells require precise movements of your limbs, and being a wizard

comes with no training in armor; elf fighter/mages are known to manage to learn how to reliably cast spells in mithril chainmail, and it might not be impossible, but don't expect it to be easy to reliably cast in armor in battle.

Wizards also are pretty good at resisting magical effects. They're not bad at things like poison and dragon's breath as well. As a novice they're surprisingly good at it across the board – even if priests are better at avoiding death magic and poison – though eventually warriors will match or eclipse them in everything, and only those which reach the most transcendent levels – beyond what can be directly purchased here – will exceed a top shelf warrior in resisting spells and general magic (and even they fall behind for death magic, poison, body changing, and breath weapons).

Worth noting that while the path of the wizard will never give you weapon skills to enter into the realm that seems really superhuman, they do still grow tougher as they grow more skilled. A wizard worth the name isn't the toughest basher around, but they still take more to kill than an average berk and while they'll never catch up to a priest or rogue, much less a warrior, the difference stops growing so much after that, though that has more to do with everyone else slowing down than wizards getting proportionately tougher after that. A wizard worth his name, who doesn't have an unusually hale and hardy constitution, might be able to take enough of a beating to leave an average craftsman dead or nearly there six times over, a top shelf mage might bring that up to 12, and one who has an exceptional constitution could add another 5 to it.

Also as a planeswalker it's worth noting that wizard spells are vulnerable to alterations on various planes. Illusions don't work on Mechanus, divination works differently on a vast number of planes, and the like. A few of these are absolute prohibitions, something that simply can't be overcome – water just doesn't work in the heat of the Plane of Fire and the Spire's magic negation can't be ignored – but most can be fixed with the proper spell keys which help to modify the spell to work with the essence of the plane.

Mage (350 CP): You are a generalist mage. Your magic comes in 8 varieties: Abjuration (protection magic), Alteration (magic that changes things, including teleporting them), Conjuration (magic that summons things), Divination (magic that provides information), Enchantment (magic to control or influence the minds of others), Illusion (magic that creates unreal images either that all can see or potentially deadly ones in the minds of others), Invocation (magic that creates objects or energy), and Necromancy (magic that

controls the energies of life and death). You show no special predilection or ability in any of these, nor are you incapable of any of them.

Specialist Wizard (400 CP): You have chosen to focus on one of the 8 fields of magic to the exclusion of a general understanding, or perhaps it is just where your talents lie. Either way you are particularly adept with a certain field of magic, able to hold one more spell of that type of each tier of spell you are capable of casting in your mind. You also find it easier to learn or research new spells of that kind, and that your spells of that variety are harder for others to resist. It is even easier for you to resist magic of that variety. However this comes with a cost. You learn and create spells not of that kind with more difficulty. You also cannot use certain schools of magic at all, with the exception in the case of Divination of the lowest levels of such magic as all wizards must be capable of some divination to manage to study the art in the first place. An Abjurer cannot use Alteration or Illusion. A Conjurer cannot use Greater Divination and Invocation. A Diviner cannot use Conjuration. An Enchanter cannot use Invocation or Necromancy. An Illusionist cannot use Abjuration, Invocation, or Necromancy. An Invoker cannot use Enchantment or Conjuration. A Necromancer cannot use Enchantment or Illusion. A Transmuter (specializing in Alteration) is incapable of Abjuration and Necromancy.

Alternatively you may specialize in one of the four elements. This will provide greater benefits to learning and researching magics of that element, and even benefits to learning and researching magics of other elements, but will render you much worse at learning spells that is not directly elemental in some way, and even make you have a harder time resisting spells of it than another wizard (though still better than a level 0 human). Being a blood who understands the elements you'll also find it easier to control conjured elementals, and when you're really top shelf you'll find that the normal sort wizards summon in these planes will never go berserk or break free from your control.

You may pay an additional **50 CP** to change which schools you are incapable of, or **100 CP** to be able to cast all spells despite being a specialist, though you still will find it harder to learn that magic.

Wild Mage (400 CP): There are some bashers who specialize in using magic in an untamed and wild form. Whether these are particularly canny bloods pushing the frontiers of magic, or addled berks heading to put themselves in the dead-books is a matter of opinion. As a Wild Mage you will find it easier to learn those spells (most often divination and evocation) considered wild magic, though not quite as easy as for a normal specialist wizard, but you'll have less difficulty learning non-wild magic than a specialist would have outside of their field of expertise. Just like a specialist wizard a wild mage is

able to store more spells in their brain-box than a normal one, though these extras do have to be wild magic. Wild mages also know how to control otherwise ‘random’ magic items, at least those around here, and maybe even others you encounter elsewhere; this isn’t perfect but they have a lot more control than any other basher who doesn’t have their skills. The big thing, though, is that when a wild mage casts a spell there’s a random element. It’s just not all the way finished or controlled, and the power of a wild mage’s spells can fluctuate. Oh, it’s not much, but you might see your spells lasting half as long or half again as long as expected, or that ball of fire you summon being half as powerful or half again as powerful. Once a wild mage is worthy of the name they’ll find that the fluctuations don’t continue to scale past that, so will become a smaller variation relative to their power.

This wild magic does, however, have another, serious flaw. See when they cast their spells there’s a chance of a wild surge happening where the magic just isn’t complete. No matter how good a wild mage becomes, this chance stays stable, and low, whether they want to invoke this effect or stop it. When it happens, though, there’s no controlling it and the effects can range from the spell being two or three times its normal power, to food and drink randomly appearing, music playing in the air, people’s skin changing color permanently, different spells happening to the target, magical explosions in the caster’s face, or more. There’s no real predicting of it, being simply unrefined, chaotic, magical force. A fledgling mage might not see this in multiple quests, but by the time you’re among the best if you’re throwing out everything you can you could expect to see this wild surge multiple times per day.

Priests:

A real sodding berk might say that priests are pretty much the same as wizards. Oh, sure they get their powers from one of the gods, but that doesn’t matter too much, now does it? Any real blood knows that matters. Priests are the agents of the powers, and those on the plane live a whole lot closer to these powers.

Still one can see the argument they’re not too altogether different. Just like wizards priests do cast spells, but where wizards do so by learning the rules that govern reality and how to game them with proper patterns of arcane energy, priests, well, they pray to their gods and the powers answer them with bits of magical power. The more experienced the priest and the longer their service the more magic they can get out of the power that supports them.

Now this doesn't mean that just any berk who manages to flatter a power can be a priest. Oh they might be able to be a preacher and serve in a religious function, but paladins often pal around with the powers, they even sometimes have more favor from them than their priests, and while paladins do gain the ability to cast a few spells this favor won't let them cast the most powerful spells. A proper priest has to be a proper vessel for the magic of the powers they serve.

Part of this is having Wisdom. A wizard needs to be smart enough to learn and cast a spell, but ultimately if they can get a spell of a certain level of power into their head then it just becomes a matter of experience and training; a genius who is a novice mage and has only ever learned how to throw around a *Magic Missile* can't throw around *Magic Missile* any better than a borderline literate berk who is a novice mage and managed to learn the spell. They might improve faster, but that's another matter. With a priest, though, those who aren't wise enough run a risk of each and every spell failing, and those who are wise enough can find themselves casting more of the lowest levels of magic. Those with really superhuman wisdom can even cast more of the highest levels if they've progressed to be a high-up with their power.

There's plenty of differences in the types of magic that priests and wizards possess too. If you need a wound healed there isn't a blood better at it than a priest. A priest worthy of their name might even be able to restore the recently dead, and the real top shelf ones don't even need an intact body. But they never will reach the power of the top shelf spells that wizards possess, and outside of healing they tend to be a little worse at things, though they can be pretty good at creating the undead. Priests also don't normally divide their spells into schools, oh you probably could but it doesn't determine a priest's ability to use it. Instead they sort them into Spheres based on which gods grant them and the purpose of the spells.

But perhaps bigger are the things that make them function differently out of casting magic. The fact that priestly magic has a lot simpler hand signs allowing them to cast them with ease in armor, means many priests wear armor. Not that all priests can wear armor – a lot of them are bound by sacred vows – but it's a lot more common among priests than wizards; even most fighter/mages have to choose between wearing armor and being able to cast spells. They're much better with weapons too. While they'll never reach the superhuman levels of speed in battle you might see from a warrior, a priest worthy of the name is pretty close to inhuman in their sheer skill and a real top shelf one is a basher capable of taking out someone in full plate armor with more ease than your average berk would take out an enemy that was stark naked all else being equal.

Similarly while priests aren't as hardy as a warrior, they're tough. By the time they're worthy of the name they can take a beating that would kill most men several times over and while it slows down for them after that they still are the second toughest adventurers after Warriors. As novices they're also better at resisting various esoteric effects than Warriors or Rogues, though Wizards stand out at novice levels, by the point they're top shelf they're worse than Warriors or Wizards except when it comes to poison and death magic; apparently their gods protect from that. It's worth noting that Priests typically progress more quickly than Warriors and both more quickly than Wizards. Even Rogues are only running neck and neck with Priests.

Planeswalking priests don't need spell keys like wizards do. Their Power dictates how their magic works and the planes listen and obey. Absolute prohibitions which spell keys can't overcome still apply to their magic, though; maybe the Power could create a region where water could exist and be summoned in the Elemental Plane of Fire, but if so that'd require enough of their direct attention they're not doing it through a priest. Priests however suffer a loss of power the further away from the plane of their god. Even those who serve some sort of belief find themselves drawing magic through and from a plane corresponding to this belief. But if you get more than 1 plane away from your god's, you'll find your spellcasting reduced by 1 level for each plane past that first one. This doesn't apply on the Prime or Sigil, and you won't have to worry about it in other multiverses; everything is equally far and there's not the same Powers politics that they have to worry about… or maybe your nascent Spark or Benefactor are taking it over. I don't know the dark of why any better than the next berk.

You can pay an additional **200 CP** when purchasing any priest class to remove all of their ethical restrictions including weapons and to no longer need any connection to your god.

Cleric (300 CP): You are a sort of generalist priest. Maybe you serve a whole pantheon, all the powers of your alignment, or even a philosophy or belief; Athar clerics exist serving their nebulous belief in a possible greater power. You still suffer the weakening of your magic across the planes, but it'll be reflected from the plane of your alignment in most cases, your pantheon if you serve one of them, or the plane best matching your philosophy (like how Athar clerics trace it to the Astral). Clerics cast spells from all the common spheres except Animal, Plant, and Weather, though they have only minor access to Elemental. Clerics are also able to turn undead, the most powerful can even turn fiends though this never grows too reliable, causing them to flee the cleric's divine might unable to do anything but flee, and weaker undead can even be destroyed this way. Well that's true of Good and Neutral clerics, Evil clerics rebuke undead causing them to be unable to

oppose the priest and those that a Good cleric would destroy instead find themselves forced to obey the cleric.

A cleric worth the name who has a stable temple or monastery will attract religious adherents and followers, 20-200 individuals who share their religion once per jump. They'll also receive official sanction to build a religious stronghold getting support from the church to pay for it. Of course, this relies on you having spread your faith or being part of an existing religion; this won't always be true on your journeys, though you will find it easy to attract adherents once each world you visit.

Now there are some restrictions on clerics. They have to keep the faith and generally live up to the tenants of their religion. If you serve a pantheon this means living by their rules. If you serve an alignment or philosophy that means dedicating yourself to it, living by its strictures, and keeping the faith. Stray from this path and you'll lose your priestly powers. It's possible to regain them from a new faith, or atone and return to your old faith, but neither of these are an easy process. Even in future worlds, this won't change; you have to be a proper vessel for the magic and your belief is as important to the process as their favor. You will find yourself treated as having atoned at the start of a new jump until you waver and fall again; a concession to the fact that your 'background memories' might make you a different person world to world. In addition clerics, as a whole, have an arbitrary code against edged weapons. You'll have to abide by this while you're here, but given how arbitrary it is – why are Evil clerics unwilling to shed blood anyway – this restriction will leave you once you leave here. If you really can't stand it while here, **50 CP** will lift it early, but I feel like a conny-catcher offering you that.

Druid (300 CP): Druids are simultaneously the most common type of 'specialty priest' and a secondary type of generalist priest. These are priests of nature. Sometimes they show up as specialty priests for nature gods, and other times they just worship and revere nature itself. Unlike Clerics they have access to the spheres of Animal, Plant, Weather, and Elemental, as well as All and Healing like a cleric does, and minor access to Divination; which means they have a lot narrower magical abilities than clerics. Well when it comes to direct spells. Druids don't get the ability to turn or rebuke undead like a cleric, but they do gain many magical powers related to nature. Things like being able to identify animals, plants, and pure water, passing through overgrown areas without leaving a trace, or before he's worthy of the name druid the ability to transform into animals. Eventually they become hierophants, ceasing their magical growth before a cleric would (though after having obtained some ability to use the highest level of spells) and instead gaining a variety of magical benefits such as changing their appearance at will, vigorous

health into old age, immunity to natural poisons (including those of monsters), hibernating, and even the ability to travel to the elemental planes at-will.

Druids do have a strict requirement of absolute Neutrality, and a fairly constrictive ethos. They also normally have a rather rigid hierarchy on the Prime Material though what counts as a single world on the Planes would need a druid to define it. This hierarchy won't affect you post-jump; you'll be your own druidic organization unless you found a new one. The ethos will, and unlike with clerics the weapon and armor restrictions of druids are actually part of theirs. You can buy a special religious exemption to those restrictions related to armaments for **50 CP** if you want.

As a final note while druids begin their progression at the same rate as other priests, and for a time progress more quickly, as they approach the highest ranks the amount of training and experience needed balloons massively to rival warriors at the peak of their power, before taking almost as long again as a priest would to reach their peak to reach the peak of a hierophant's power.

Specialty Priest (300 CP): Specialty priests are the priests that serve a specific power to the exclusion of all others. And really they're just as varied as the powers they serve. The graybeards of the order of TSR wrote several tomes that describe some of them, most notably *Legends and Lore*, and as long as you can live by the code the power gives you then you can be a specialty priest. If it would require an ability score of 15 or higher, or has a Prime Requisite in addition to Wisdom you'll get Prime Requisite in that ability for free as a PC race; if it would require a 17 or higher you'll even get Pinnacle of (Ability) for free like a Paladin. Still the spells, and special abilities of a specialty priest varies far too much to explain here.

The ethos of specialty priests vary a lot, and well we've seen that powers are willing to make deals with fiends exchanging divine might for lip service and obedience, so you might even be able to negotiate exemptions to parts of it as long as you stay generally within the proper alignments. As always you will be considered to have atoned at the start of a new jump; your Power is able to recognize that much of your special circumstances. You're also able to pay **50 CP** to buy a special exemption to any weapon and armor restrictions.

Finally you do serve as a sort of conduit for your god. That is to say they can still grant you your spells, and if you invoke a *Miracle* it'll give them a chance to act more directly on the world. By paying **100 CP** this conduit is expanded so that if you spread their worship and religion other individuals in the world can become priests of them.

They'll not have any of your special arrangements, and don't expect many people (or any of your Companions) to be eligible but it's possible.

Rogues:

Warriors are masters of combat, wizards learn the secret laws of the cosmos to bend it to their will, priests serve as vessels of the powers of the Powers, and rogues are those who learn to use quick thinking, quick action, and various larcenous skills to survive and make their way through the planes. They're not as mighty in battle as a warrior. They don't have magic to help them. They do, however, know how to use their hands and their wits to get by, picking locks, disabling traps, moving silently through the shadows so that even a fiend might miss them, and are abnormally alert able to detect noises that most could not.

A rogue is inferior to a warrior or even a priest in direct combat prowess. While hardier than a wizard, your basic rogue is no hardier than your basic craftsman and even once they're worthy of the name they're only about ten times as tough, and it slows a bit after that. Similarly even a top shelf rogue is only about as good at hitting home as a warrior that's worthy of the name, and they strike slower too. That's not to say this isn't impressive. Most veteran bashers will never get there, and one could call it superhumanly skilled, but it's still less than a priest or a warrior.

A novice rogue excels beyond a novice warrior in resisting various effects and dangers, and rivals a novice priest in everything but death magic and poison. Unfortunately by the top shelf they've fallen well-behind in dealing with breath weapons, and are behind wizards in general, and only above warriors slightly when dealing with spells and magical effects not related to death or transformation. Making it worse, like wizards they reach their peak here later.

Making it a little better is that they do tend to advance in their skills a bit faster than others. Priests are close, but warriors and wizards take a substantial time longer to see an improvement. This isn't too wide until they're all worthy of their names, but a rogue will obtain mastery well before a wizard or warrior does.

Thief (200 CP): Thieves are masters of picking pockets, opening locks, finding and disabling traps (even magical ones), detect the faintest noises, moving silently, hiding in shadows, climbing walls, and even deciphering unfamiliar written languages. They are also experts at backstabbing. Now, I don't mean playing a conny-catcher and then nicking

some berk that thought they were an ally, though many thieves are good at that. I mean they learn how to bring down vaguely humanoid foes that aren't aware of them with precise blows from behind. This requires being behind the foe and taking them unaware, but not only does the thief become significantly more accurate, but the blow usually does twice the damage from even a novice thief, and by the time they're worthy of the name four times… or five for the real top-shelf thieves. This does require a mostly humanoid foe; maybe it'd be possible to learn other anatomies well enough for this precise strike to a lethal spot but thieves don't naturally do so. Thieves worthy of the name also learn how to read and use magical scrolls. There's a chance of messing up and causing a mishap, but even wizards and priests normally have to use magic to read them, then be proficient enough that they could in practice cast the spell if they prepared it; thieves can get around all that. Finally a thief worth the name tends to attract a group of fellow thieves, a dozen or maybe 2, if they settle down. These individuals won't ever be worth the name thief on their own, but they're plenty talented enough that you can teach them to be useful thieves under your leadership. You can expect to gather the same sort of group of eager students if you settle down in future worlds.

Bard (300 CP): Bards are a little bit of everything. They learn the most varied weapons of anyone other than warriors, and even learn to wear armor up to chain mail (though even they don't learn to cast spells in it). Like thieves they learn to climb walls, read languages, pick pockets, and pick up the slightest noise. Like thieves when they're really worthy of the name bard they can even manage to muddle through magical scrolls and writings that would normally require experts. Of course they're better at it, as they've got enough knowledge and talent to learn to cast spells like a wizard, though they'll never master the strongest spells. Though this combination helps them to learn how to identify the general purpose and nature magic items just by observing them; a novice bard isn't likely to do it, but a top-shelf one can tell you what almost any magical object is likely to do. Like a fighter, if a bard worthy of the name builds a fortress they'll attract soldiers willing to pledge themselves to them; they won't be nearly as numerous and only the most basic rank and file, but it's still nice to have some manpower.

Bards are not merely jacks of all trades who pick up a fraction of the talent of other cutters, though. Bards are always proficient chanters, singers, or vocalists, and they pick up new musical instruments twice as fast as others. They're especially good at using performances – whether musical or comedic or acrobatic – to influence the mood of others; this can even work with animals and the like though it needs to be a performance they can appreciate so you're better off with music to soothe a savage beast than trying a stand up routine. Bards can even stir heroism in their allies with their performances

making them perform a little better, this takes a few minutes and the effects only last a minute or so for a novice, but a master bard might be able to keep them going more than a quarter of an hour after inspiring a whole army. Finally they can use their performances to counter the effects of other supernatural songs or poetry; drowning out the songs of sirens or suppressing vocalized memetic hazards with their own poetry and song.

Psionicist:

There's only one class in this group, and it's an odd one. See, there are other classes out on the Primes, but the above are the only ones commonly encountered by planeswalkers. Bushi might be a thing, but they're rare enough that they just get folded into Fighters by planars. The books by most graybeards, at least those concerning the Outer and Inner Planes don't even mention them. Psionicists occupy an odd position. They're rare enough we don't have information like whether a modron can become one. At the same time they're common enough the graybeards deign to recognize that they exist. As such you'll be paying a little extra here for the exoticness – this isn't Athas where psionicists are common – but since other than humans and half-elves we don't know who can even be psionicists the 50 CP surcharge for an inappropriate class is waived.

Psionicist (450 CP): Psionicists fight similarly to a rogue. They're better at avoiding breath weapons and resisting magic to polymorph or petrify them however. Their mastery of their own mind make it easier for them to resist enchantment/charm spells and the like, however, and progress in power and ability at a rate closer to a Warrior than a Rogue.

Many see psionicists as similar to wizards. And it sort of makes sense. Both sets of cutters force their will on reality. Thing is a psionicist doesn't use spells. It's not just that their powers don't require their hands to be waved or words chanted. They're just fundamentally different from spells. They don't cram magical energy into their brains in certain patterns, or pray. They draw upon their own internal psychic power pool, built from their mind primarily – Wisdom over Intelligence though both play a role – and somewhat by the health and vitality and general Constitution of their bodies. They then develop natural pathways to use this energy to exert their will on reality. Unlike a spell this isn't always reliable. If a mage has the energy in the right pattern, says the right words, and makes the right signs to trigger that energy it will work. If a psion does it… well it can rely on their state of mind at the moment, how well they concentrate, and their physical well-being. Psionic powers can ultimately be primarily governed by any of

Intelligence, Wisdom, or Constitution, and some of the most powerful can still fail 10% of time for the wisest and most intelligent beings who have ever mastered them – a mere human unaugmented by magic might have a 50% chance of success even as a genius and master psionicist. Psionics are divided into six disciplines: clairsentience which grants knowledge; psychokinesis which moves objects and can even do things like move microscopic ones to make heat and flames; psychometabolic which often relies on one's own Constitution and affect the body such as healing or shapeshifting; psychoportation which moves things; telepathy which causes mind to mind interactions; and metapsionics which modifies or uses psionic energies.

Now psionics aren't magic. *Dispel Magic* won't dispel them. *Anti-Magic Shell* doesn't affect psionic powers. *Protection from Evil* does make it harder to telepathically affect things in its protection from mental influence, and so does *Mind Blank* but fundamentally talking it's not magic. This doesn't mean it can be used easily in armor. Metal seems to interfere with the energies, at least when worn by the psionicist, and especially helmets. Helmets specially attuned for the purpose or enchanted with psionic-like effects – such as a *helmet of telepathy* – are fine, but otherwise apparently encasing your head in a block of metal makes it hard to beam your thought powers out.

I'm not exactly the most well-versed in this field. The graybeards barely say it exists, and if you want the full details of what all a psionicist can do you'll need to do some research similar to trying to find all the spells a wizard could learn.

Multi-Classing:

Not everyone is limited to only progressing in one class. Some individuals, usually demihumans though a few monsters too, do so in two or – very rarely – three. This slows down their progression a bit, you're learning a fair bit more if you're mastering swordplay and magic at the same time, but only by about one 'level' or maybe two if they have 3 classes until they're worthy of the name where it does admittedly slow down a good deal more.

These multiclass individuals fight like the better of their classes and resist effects like the better of their classes (for each kind of effect individually) while having the abilities of both. That is to say a Fighter/Mage would fight like a Fighter, resist things like a Mage as a novice and at the top end resist magic like a mage and petrification like a fighter. In most regards you'll be the best aspects of all your classes. The exception is

how much of a beating you can take which is instead the average between them. That is to say a Fighter/Mage can take more of a beating than a mage, but less than a fighter. This also retains special ethical restrictions; a fighter/cleric might know how to use a sword but the restriction on weapons is ~~totally arbitrary for balance~~ religious not skill based, and even if a paladin could multi-class they'd still have to remain good. Similarly while a fighter/mage certainly knows how to wear full-plate, neither fighters nor mages can cast spells in it and being both doesn't suddenly fix that issue.

You can multi-class simply by purchasing a second class. Now this does have to be a multiclass combination that's legal for your race. If it's not legal for your race you'll have to pay a **50 CP** surcharge, though you remain limited to three classes in a single multi-class.Yes this will let a human multi-class if they wish to.

Dual-Classing

Humans' unique version of multi-classing, only available to humans, is more complicated and fiddly. As such it will be simplified. As a human you may dual-class by purchasing more than 1 class. However you must have the **Pinnacle of (Ability)** perk for each ability that the class would give a free **Prime Requisite** perk for.

These classes are advanced in sequence instead of simultaneously, and there are minor differences from multi-classing due to this (a dual-class fighter/mage would have fighter hit points not gaining mage hit points until their mage level was higher than their fighter level, as opposed to the average between them), but it mostly functions similarly. Dual-classing has the advantage that it does not have illegal combinations (but you can already pay those away), and that you can in theory take more than 3 classes.

If you want to dual-class and didn't take human as your race here, you can pay **50 CP** for the ability to do so.

Faction or Sect:

Select a single Faction or Sect to belong to. You may either be a member of that Faction or Sect, or just an individual whose personal philosophy is similar enough. Each Faction or Sect provides discounts on its associated Perks, including rendering the 100 CP perk associated with it free. Some Factions also provide discounts on marked items.

These are philosophical societies, and groups that form around a similar set of beliefs. So each faction or sect represents a philosophical school of thought and a certain general set of beliefs. Not everyone in the faction or sect believes the exact same things, only an addle-cove would believe that, but they have certain dogmas and doctrines and general sets of belief. Of course belief has power, and factions and sects prove that. Even their lowest level members, known as namers, can tap into their group belief to fuel certain powers and benefits linked to the beliefs they follow. Now you'd be a barmie if you thought that was the only advantage, while most of these factions and sects are most powerful on certain planes, they have influence across the planes, they're a large, network of individuals who share similar goals and ideas, and that's a power of another sort.

If you do not wish to be attached to such a philosophical group you may choose to be an Outsider instead.

Outsider (+100 CP): Maybe you're from the Prime Material Plane, maybe you just don't have such strong philosophical connections. Or maybe you just appeared in this multiverse with no connections at all. It doesn't matter which. You're not part of these philosophical power games, and you won't be receiving any discounts on Faction or Sect perks (save those that are discounted for certain races as well), but you will be gaining 100 CP to make up for it – there's plenty else to purchase after all. You may choose to take this to be a Drop-In as well, appearing with no memories or connections to the setting at all.

Factions:

During the Great Upheaval centuries ago, the Lady of Pain gave a rare decree. She limited the number of philosophical schools of belief that could wield political power in, or make a base in, Sigil to a mere 15. Soon enough they had winnowed down to that number, and only the 15 most powerful sects in Sigil remained. These are the Factions.

Athar: The Powers are liars, nothing more than mighty knights-of-the-crosstrade trying to bob the planes. Sure they're unbelievably powerful, but they're not gods, they can die, they feud like children, and they are ultimately just imposters. Maybe there's a true god, maybe there's not, but it's not the Powers, and the Lost are confident in that. Oh, most Athar don't bother to actively try and oppose these oversized crosstraders, but they aren't some sodding berk who would believe their lies, and they do actively reject the idea that these Powers are anything more than just powerful beings.

Believer of the Source: The believers believe that all beings possess the power to ascend to higher forms. Animals are reborn as (demi)humans, primes ascend to planars, planars can be reborn or ascend in this life to Powers, and even Powers can become something more. All a basher has to do is figure out the way they're supposed to live their life, and live it according to the rules that will allow them to pass the trials and tests required for reincarnation into a higher form. The rub is that not even the Godsmen can agree on the nature of these tests and trials. Still, they are steadfast in their belief that even the lowliest can one day rise to something as great as or greater than the Powers.

Bleak Cabal: There is no greater meaning to reality or the cosmos. Well that's what many Bleakers say and seem to believe, though, the high-ups will explain that even that would be a meaning to itself and more accurately the multiverse doesn't make sense, can't make sense, and even if there is a higher meaning to it the pursuit of that meaning is senseless and futile, so don't bother. It's a truth some folk can't handle. They're not special. There's nothing they can do to get control over the multiverse. Reality happens. But others realize that they can just quit wasting energy in the search, accept the meaningless, and turn inward instead.

Doomguard: The multiverse trends always towards entropy. It's the way things are supposed to be, and the berks who try to stop it have got everything wrong. Entropy is natural, trying to maintain reality against it indefinitely, now that's unnatural and so in the end of days it's a bad thing. So the doomguards work to help keep things going in their natural manner; so that reality will break down sooner or later. Oh, this doesn't mean they'll just destroy everything at random, or tear down buildings just because someone had the audacity to 'resist entropy' by building it; after all constructing a building creates more entropy than it removes. It's just the nature of things: primes and planars both inevitably eat up their worlds. It's the big attempts to stop the flow that really anger the doomguard.

Dustmen: Everyone's dead. This ain't really life, berk. Life is supposed to be bright, vibrant, passionate, and full of positive feelings. This multiverse just doesn't have that. So we're all dead. It's just how far towards True Death we've gone. The planars are closer than Primes, and petitioners closer still, but it's not just about reaching dissolution, or merging with the planes like petitioners seem to think, it's about reaching True Death without passion or sense. It's why the Dead revere undead. They're closer than anyone, having lost so many of their emotions and passions, and accepting the cold, chill of the grave. Of course to move up this ladder of truth, you've got to first experience this half-life to its fullest, there's a reason a berk is 'alive' in the first place, and if you rush without realizing what you might just find yourself having to repeat it all over again.

Fated: The Believers are on to something, everybody has the potential to be great. The Fated know, though, that to get there a basher has to put in the work, to make the effort, and to take it for themselves. You can't wait around for reality to give you a test, and reward you. No, you've got to go out there and take it for yourself. Only those who can do that deserve greatness. After all, the multiverse isn't just going to give it to them. So the Takers believe a basher has to improve himself, has to be proactive, and has to do what it takes to get what they want. Now, this isn't always about force. You can't hit people into actually respecting you, though they might play lip service in your presence if you do, or bash your way to actual happiness. Those things take being able to actually get along with people and learn how to act in ways that they'll like to be around you. But a basher can't just expect others to respect them or like them if they don't do something to earn it. Though the flipside is that they don't believe in charity or giving to others; you give a man a fish every day and once you stop he'll starve, you force him from the start to learn to fish without being dependent upon you and maybe he'll make something of himself. There's a reason the Fated are also called the Heartless.

Fraternity of Order: The Fraternity of Order believes in the primacy of the Law. Oh, it's not about mankind's laws per se, but the multiverse is comprised of rules and laws, and it works its way through all reality. It's the laws of reality that determine everything ain't it? And of course mankind's laws matter because they make up human society in the same way, and they're just another lesser aspect of this cosmic truth. But everything is ultimately an expression of laws, and while one shouldn't ever break a law, one should know them. For one it helps you avoid breaking them, which has consequences down the line that just aren't worth it, for another it helps you understand what you can do and how to make it do more, and in obedience with the rule of threes here's a third one: you can find the loopholes that let you get around them. Laws govern the multiverse. Thus they

have the power. One with knowledge of these laws can use these laws. Therefore knowledge is power.

Free League: The Free League ain't a faction. See a faction is ultimately about some berk sitting at top telling ya how to think. The Free League ain't like that. The Free League is just a group of individuals who share one thing in common: they don't want anyone telling them how to think. 'Course out on the planes you need somebody else to watch your back, and to get something done you need a group. So the Indeps have come together as a band of like minded individuals who share the common belief that they reject those who tell them what to think, and that no one has any real proof that they have *the* truth, and there's a lot of equally valid truths out there. Sure some of the members of the Free League really are just too afraid to make any choice, too scared that by declaring any belief they'll make some enemies, but that's not really what the Indeps believe. And sure some Indeps have more influence over the group, and other members are more likely to agree with them and do what they say, but they're not like a factol, and they don't speak for the Free League. Each Indep does their thinking for themself, and no one else will.

Harmonium: At the diametrically opposite side of beliefs from the Free League, you've got the Harmonium. The Harmonium believe that as long as everyone thinks the same way there will be harmony, an end to pointless conflict, and people can get around to solving all the problems that really beset the multiverse and create a place where everyone can prosper instead of fighting each other. And they can point to Ortho the Prime Material Plane the Harmonium originated on as proof of the rightness of their beliefs. After all, there's no war there, humans, dwarves, beholders, blue dragons, and other 'monsters' live in peace, and it is becoming more and more prosperous. Oh, some berks had to be gotten rid of, creatures like elves, pixies, orcs, and the Chaotic types that just wouldn't get in line and respect the rules, and put their individual liberty above the common weal, but ultimately it's better off without them. Elves might have been Good, but they created disorder and harmony, which in the long term prevented common benefit from spreading; is one person's freedom worth another individual's life? The Hardheads say no, and that once everyone is willing to listen and obey them they'll be able to fix everything.

Mercykillers: The laws are nothing without justice, and justice is everything. It cleanses the soul, and purges the multiverse, leaving it more perfect. Of course justice has to be correctly applied. You've got to punish the guilty, and not the innocent. Still, you've got to punish the guilty. Mercy is a weakness that hurts society and the multiverse as a whole; it's something criminals plead to allow them to go out and commit their crimes again.

Mercy creates a cycle that encourages more crime and suffering. Justice might seem harsh, but it ends it, and leads the multiverse towards perfection. Of course, sometimes the Mercykillers would seem to be breaking the law themselves, but they claim that as the enforcers of the law and justice they can do things that would normally break the law in the pursuit of that justice. Not everyone will agree with a Mercykiller's logic, but one thing can be said for the Red Death it's a rare one who will let a crime – even their own – go unpunished unless it was performed in the pursuit of enforcing justice, and they do police their own.

Revolutionary League: At first glance the Revolutionary League might look a bit like the Free League. Both claim that none of the factions really know anything. The Revolutionary League takes it further, though. See they claim that they're all liars who lie for one reason: to hold onto their own power. The same is true of the Powers too. Everyone in power is only there because they lie, deceive, and twist the multiverse to stay there and to keep everyone else down. The Anarchists believe that all these old power systems need to be torn down, and that to do so is the duty of everyone. It's the only way to get freedom. And how is someone going to find the truth without that? The Anarchists don't say what will come afterwards, or who will end up in charge once the old powers are done for. That's not important. All that's important is tearing down the power structure that is oppressing the multiverse now. The future can be determined once the powers are overthrown.

Sign of One: The Sign of One believes that the multiverse centers around the self. If there was no one there to perceive the multiverse it wouldn't meaningfully exist. That means perception creates the multiverse. And since ultimately perception is just in the mind, how someone imagines it, the multiverse exists because it's imagined. Which means someone's imagination creates the multiverse. Everything exists because of belief. And since the Signers are the ones who have come to this realization, they're the ones who work this effect the most, and since the multiverse had to have a start that'd be whoever imagination really makes the multiverse, and they would, naturally, therefore be a Signer. So you see, one of the Signers is creating the entire multiverse with their imagination and perception, and maybe that could be you.

Society of Sensation: The Society of Sensation would agree with the Signers that reality only meaningfully exists because we can perceive it. Where the Signers believe it's therefore all about the mind that imagines it, the Sensates turn instead to the importance of those senses. It's our senses that are the only way we can know the multiverse. So naturally the only way to find cosmic truth and the meaning of it all is to use our senses. The Sensates go a bit further, believing that it's through experiencing sensations that one

can find the truth, that wherever or whatever it is the path to it is to experience as much as possible in depth and many different variations. Oh some, even many, are just hedonists, paying lip service to the philosophy as an excuse to indulge in pleasant sensations, those rarely go beyond Namers, but there are Sensates who really do seek to experience the good and the bad both.

Transcendent Order: The Transcendent Order believes that by removing conscious thought, and learning to just act one can find harmony with the multiverse and through harmony with the multiverse one will be led to the right way to live in any given situation. This ain't just acting thoughtlessly or carelessly, though. You've got to learn how to move with the multiverse, to understand your own nature and being so well that even without thought you will perform the right action and make the right decision. It's not easy, but a Cipher has to work to train their mind and body to be one, singular thing acting in harmony with itself, instead of two separate things which work together clumsily and awkwardly.

Xaositect: The multiverse is chaos. That pattern you think you see? It's just an illusion created by your limited understanding. The order some addle-cove of a Guvner or Hardhead might preach to you about? Something artificially imposed that will be gone as soon as someone stops trying to force it into being. The Chaosmen therefore say you should learn to embrace the chaos of life and the cosmos, appreciating and understanding the sublime randomness, and instead of wasting time fighting the Chaos of reality to play within it and enjoy the unpredictable and uncontrollable nature of reality.

Sects:

In theory the only difference between a Sect and a Faction is that a Faction is based in and operates out of Sigil. In practice the Factions have a significantly greater reach and influence, often with a larger and more influential power base on their plane of power even if you ignore Sigil. Still the Sects aren't without their influence, and they still provide similar powers from belief.

This list does not include every Sect that exists. There are many which were never named or detailed, especially when something as minor as a militia across Mount Celestia got the full details as a Sect. Some Sects are less clearly a philosophical group than the Factions, but they still serve the same slot for Character Generation.

Anarch's Guild: The Anarch's Guild doesn't exactly have a philosophy. It has a skill set. The Anarch's Guild is a githzerai organization which masters the art of shaping the chaos-stuff of Limbo. A few non-githzerai manage to obtain training and teaching, mostly by rogues from the Guild, but if they can be said to have a guiding belief it is in their duty to shape reality to maintain the cities and settlements of the githzerai. Though they live as proof of the belief that the mind can shape the multiverse.

Brotherhood of Glory: The Brotherhood of Glory believe that the multiverse is something like a great big tournament, one which exists to find out who is stronger than who and create a cosmic pecking order. That is to say the point of life is one battle after another, and to win is to win and earn glory and a higher cosmic place. This doesn't exactly make the Brotherhood of Glory well liked – they were nearly a Faction before they created an alliance in Sigil to kick them out because of the sheer violence they inflicted – but they do seem to fit in well on Ysgard and places where personal glory in battle is respected. Be careful around them, they learn how to go berserk in a way that has led to them being called the Ragers.

Converts: The Converts have elements in common with the Bleakers. They believe that no mortal can really understand the full dark of the multiverse; it's just too big. But where the Bleak Cabal says therefore you stop trying and turn inwards, the Chamaleons however believe that therefore you should be flexible in your beliefs, and bring yourself full-heartedly to believe new things so as to experience other sets of beliefs and point of view. You might not be able to fully grasp or understand the truth of the multiverse, but by looking at the multiverse through the lens of many different ideas of truth, the Turncoats hope to improve their grasp of the truth, and even if they can't reach *THE* truth, they can get closer to it.

Dispossessed: Pandemonium and Carceri are littered with the Banished, individuals who have been exiled to these planes as a prison to remove them from their previous lives. These individuals tend to form insular communities, distrustful of outsiders, and with a grudge on the rest of the universe for letting it happen. The Dispossessed are a subset of these banished who have decided to leave the plane, and go back out into the multiverse, but they keep this chip on their shoulder as they do so. They're a loose group, mostly just allied around a common trauma, but they do believe in helping their fellow exiles, a belief in their own toughness and need for it, and often a desire to seek vengeance against those who exiled them in the first place.

Incanterium: The Guvners believe knowledge is power, and they're almost right. The Incantifiers understand the truth: magic is power. At least that's what this former Faction believed. They dedicated themselves to the pursuit of magical knowledge and power, which they believed would grant them power over the multiverse. And they almost had it. They became the most powerful faction in Sigil, and then one day their Tower Sorcerous disappeared. Many credit the Lady, but the dark of it remains unknown. In recent years, there have been members of the Magicians who have been seen again. Though those that do come about now seem to be not quite human anymore. You might not be at that point, yet, but you can follow in the footsteps and beliefs of the Incanterium, and perhaps if you are advanced enough you can possess some of their transhuman qualities.

Merkhant: The Merkhants believe that money, whether coinage or just raw material wealth, is the true power in the multiverse. The folks with the jink profit, the folks who don't have it end up paying the music. Gold, wealth, economics… these are the things that make the multiverse go round, and the Misers understand that if you have enough money you can buy anything that really matters.

Mind's Eye: The Mind's Eye doesn't actually exist yet. At least not at the default time of arrival. See they'd be formed after the Faction War if it happens, a merging of the Believers and the Signers into a new Sect now that they're not allowed in Sigil. They believe that to find oneself, and potentially pass into a new level of existence, an individual needs to explore and experience more of the multiverse, seeking out new kinds of challenges and tests of character to help them grow, and find themself by finding the infinite wonders and fulfillment of the planes. 'Course the Seekers have a tendency to see the multiverse and everything (including everyone) in it as just a tool for their own self-completion. And to be clear you can still select this Sect before it exists, you'll just not be part of an organization, or be a Believer, Signer, or even Sensate with heterodox views.

Opposition: The Opposition believes that it is through the clash and struggle of opposition that beings and the multiverse as a whole becomes stronger and improved. That it is through conflict and clashing with something's opposites that things are honed to perfection. Whether it's a physical fight, a debate, or something else, it is only through overcoming those things that oppose you that you can transcend, and thus to oppose others not only helps you to improve yourself but improves them as well. They're not exactly a well-liked group due to this, and they don't want to be; after all they want to be opposed.

Primal: The Primals are an extremely secretive sect found only on the Inner Planes. No one outside of the sect knows the dark of their beliefs, but the chant is that they believe that the key to the multiverse is its basic building blocks, and if you can control them you can control reality. No one is completely sure, but their members do develop some abilities to control and reshape matter both in and outside of their own bodies.

Ring-Giver: The Unity of Rings isn't limited to the connections between the planes, what goes around eventually comes around. The Ring-Givers are big believers in this, believing that in giving up what one has they will gain what matters more. Part of this is of course the belief that attachment to material things is a weight that drags down the soul; by obsessing with the need to get more wealth an individual undermines themselves. It's only by giving up that material obsession that an individual can reach their own goal.

Verdant Guild: The Verdant Guild believes that the foundation of all life is the wilderness and as such the wild must be preserved. The Wylders are devoted protectors of nature, who believe that civilization's progress needs to be balanced against the destruction of nature, and slowed, maybe stopped. Oh they aren't burning down burgs to reverse it, but they abhor the destruction and further encroachment of civilization onto the wild, and dedicate themselves to preserving nature and the wilderness.

General Perks:

All discounts are 50%. If a perk is discounted due to multiple different sources, such as a Race and a Class, a Faction/Sect and a Race, a Faction/Sect and a Class, or evne a race and a perk, the discounts stack reducing it to a minimum of 25%; for example a Shator Bard could take the Manifesto Writer perk for 75 CP instead of 300 CP. If a perk is discounted due to multiple of the same source, such as multiple Classes you possess, the discounts do not stack; for example a Bard/Cleric would have to take the Manifesto Writer perk for 150 CP not 75 CP (or the base 300 CP).

If a race comes in multiple ranks, such as most fiends and some celestials, a discount for one rank applies for all higher ranks unless specifically noted otherwise. A discount for only a specific option within a rank does not however (i.e. Alu-Fiends get a discount on a Wizard class this does not apply to Balors despite them being higher ranked than Alu-Fiends).

Non-Weapon Proficiency (25 CP; 5+ free): This is skill in some ability outside of the normal adventuring repertoire such as the rules of etiquette, caring for farm animals, knowledge of a language, the ability to read and write, navigation, ancient history, survival in a specific biome, and many more. Most of these skills are non-combat related, though skill in riding a type of animal is included in these skills as is, quite oddly, skill in fighting blind. Some skills – such as blind-fighting, wilderness survival, or weaponsmithing – cost multiple proficiencies requiring multiple purchases.

This is not mastery, but merely proficiency. You may use additional purchases to slightly increase your skill in a field towards mastery, improving your capabilities a little each time, as if you had spent a good time working on it.

Everyone gets 5 purchases free. If you purchased a Wizard or Priest class you get an additional purchase free. For every 4 levels in a Warrior or Rogue class, or 3 levels in a Wizard, Priest, or Psionicist class (or 3 levels in a multiclass that includes one or more of these classes) you get an additional free purchase. Prime Requisite (Intelligence) gives an additional 3 purchases. Amazing (Intelligence) gives an additional 2 purchases.

Self-Made Man doubles all purchases of this perk including all Free purchases.

Prime Requisite (50 CP): Select one of Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. You are among the top 2 or 3% of the population for your race in that ability. This doesn't include individuals who have had it artificially increased by magical means.

If you took a PC Race and purchased one or more classes you will receive this perk for free in certain ability scores. Strength is free with any Warrior class. Dexterity is free with any Rogue class, as well as Ranger, Illusionist, and Transmuter. Constitution is free with Conjurer, Invoker, or Psionicist. Intelligence is free with any Wizard class. Wisdom is free with any Priest class, Ranger, Abjurer, Diviner, Necromancer, or Psionicist. Charisma is free with Paladin, Enchanter, Druid, or Bard.

Pinnacle of (Ability) (100 CP; requires Prime Requisite): Select one of Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma that you have **Prime Requisite** for. You are among the top 0.5% of the population for your race in that ability. Only those who have had it artificially increased by supernatural means are liable to be greater than you in it, with the exception, perhaps of Strength.

If you took a PC Race and purchased the Paladin class you gain this perk for Free for Charisma. If you took a PC Race and purchased a Warrior class you may take this perk for Strength at a discount.

Exceptional Strength (200 CP; requires Pinnacle of Strength; discount with any Warrior class): You are incredibly strong. As a human you would be able to, without specialized training, break world weight lifting records. You'd not be going too far above and beyond them, but you'd be performing it casually instead of truly straining yourself to the limit, and able to sustain such weights significantly longer. Your blows are such that armor is less effective, and a strike that might lightly wound from another, could kill a strong well built man by cutting deep enough to remove an arm or piercing additional layers of flesh. As a human you are as strong as an ogre, and as something already stronger than a human you'd be significantly stronger still.

Planar Warrior (200 CP; discount any Warrior class): Many creatures out on the planes can't be harmed by mundane weapons. It doesn't matter how skilled or strong you are, any berk knows you won't be killing a pit fiend with just an ordinary sword; well at least unless you've left the realm of 'human' strength far far behind and even then I'd not like to test it. But magic weapons grow weaker as they travel the planes. So what's a basher to do?

Warriors of the planes learn certain techniques, or maybe certain beliefs, that help with this. They allow them to use weaker magical weapons to harm such things as fiends and angels. Now normally these still need to be magic, but even if traveling the ring has left them with a +0 sword it's still enough to penetrate the least of these protections, and it can make a more ordinary magic weapon hurt beings that might take those that form legends around them on the Prime Material, and a weapon of legendary power able to penetrate the flesh of beings that'd normally take a weapon worthy of gods. You can apply this to other supernatural protections against physical harm as if any weapon you wield was one category greater in the department of power (magical or otherwise) needed to overcome supernatural protections and resistances. If something can only be harmed by things stronger than itself, negating all damage from things beneath it, well you only need to be almost as strong as them. If something cannot be harmed by things with less than a certain metaphysical weight, your metaphysical weight hurts it as if you were a weight class higher. This will only help you negate defenses, it won't then push you further – if something of a higher metaphysical weight class would do bonus damage this won't push you up past just being able to hurt it normally.

Planar Mage (200 CP; discount any Wizard class): Many beings out on the planes resist magic to some extent or another. Whether it's 10% of spells failing, 90%, or anywhere in between. So of course those mages who master the magic of the planes learn to overcome this resistance. Now this isn't perfect, but you will see a marked improvement in your ability to use spells and magic against beings that possess the power to resist such things. This doesn't affect full fledged immunity, so be careful with golems, and this doesn't help when dealing with things like a human's ability to resist spellcraft – they aren't especially resistant to magic, merely able to resist magic like magic can normally be resisted, and there's a difference – but it will help with similar abilities to resist or partially neutralize magic in other worlds.

To give an idea what this means, this won't help you affect Superman with a death spell. He's not got any special resistance to magic, he's just too darn tough for most death magic. It would, though, help you affect Wonder Woman whose magical nature provides her with a special resistance to magic which only applies against magic… at least with some writers.

Planar Rogue (200 CP; discount any Rogue class): A rogue that operates on the planes needs to learn how to get around. Whether it's in shifting gravities, slipping through thickets of razorvine, moving over hot brass without burning themselves, leaping from iceberg to iceberg floating in the Styx, moving between cubes of Acheron, or something far stranger, the planes are full of uniquely difficult terrain to move around.

But planar thieves learn to deal with them all with relative ease and so do you. You find it easy to move through and around difficult and unusual terrain. You won't be at a loss for long as to how to do so, and find your climbing skills, balance, and leaping ability all seem to have improved, along with your knack for identifying where it'd be safe to step, or place your hand when you're moving around.

Planar Priest (200 CP; discount any Priest class): A planar priest is an odd one. Where the other Planar kits gave new techniques and skills to overcome obstacles, the planar priests learn how to fight better… but only when their spellcasting ability has been reduced. There isn't much logic behind it. But it's an ability you have now. When you find your spellcasting power diminished you gain an improvement in combat ability, hitting harder and faster so that not only is it harder to avoid your strikes entirely but they hurt more when they do hit. Normally this would only be when your divine spells were restricted due to distance from your god and this bonus would never be more than a very small one, but since you're paying CP for this, the more your powers to use magic are removed or suppressed, the more power you'll get from this. This does need to be a blanket restriction on your magic-using powers; even something like illusions not functioning on Mechanus won't give you a bonus to this. But an anti-magic zone or being near the Spire would see you gaining in combat prowess related to your magical power, albeit not enough to completely make up for the loss.

Blood Warrior (200 CP; discount any Warrior class): The Blood War and the Lower Planes are hard on mortals. You've learned to survive pretty well, though. You've got a familiarity with the dangers of the Lower Planes, how to predict when a Blood War battlefield will turn dangerous for a merc like yourself, and how to roll with the punches and survive. Among other things you've learned how to resist things like magic to alter your mind, poison, and the like just a little bit better. This won't help you survive some basher nicking you with a *vorpal sword* or a normal one either, but you're just a bit better at resisting things like magic, mind-control, and poison. One might say you have a +1 to saving throws. It's not much but it's noticeable.

Floating Sorcerer (200 CP; discount any Wizard class): Many wizards on the Elemental Plane of Air have learned by long study to float along the winds of the plane either in gliding vehicles, or through magic. You seem to have learned these same arts, knowing how to use hang gliders, or similar 'vehicles', as well as being able to modify your spells that levitates or floats things through the air – or grant flight – to last longer, affect a larger area, affect more weight, or reach further. You can only increase one field per spell, but it isn't limited to your magic from this world.

Hinterland Bandit (200 CP; discount any Rogue class): Bandits on the Outlands often live nearly their whole lives on the back of horses (or stranger mounts). Whether you're one of them or not, you've mastered their skills. Not only are you a master of riding some sort of land-based steed, you can do almost anything on horseback (or other creature-back) as easily as on your own two feet. Stand on the back of your horse. Leap from it to another horse. Fire the bow while riding without issue from the bumpy running. It just comes natural to you.

Reading Spellshadows (100 CP; discount with a Mage class): You have learned to identify spells by their spellshadows left on the Astral Plane. It's even possible for wizards to learn new spells by delving into these shadows and reading them. This grants you the Read Spellshadow proficiency as well as unusual talent and skill at the act, and the ability to use *probe spellshadow* as a spell-like ability. More importantly it ensures that in future jumps spells, including those quite different from those of this multiverse, cast on bordering realities will leave a spellshadow in any mental realms allowing you to study them and learn who cast them after the fact by viewing them in the plane of the mind.

At All Angles (200 CP; discounted with Planar Rogue): Gravity can be weird on the planes. Sometimes it goes to the nearest surface, or the only 'down' is what you perceive as it, or you move through the air propelled just by thought. Other times – like on Gehenna – down almost seems to be perniciously against a traveler. You though are very good with strange downs and changing gravity, as you almost seamlessly adapt to changes in the direction of 'down' including there not being one. Perhaps as a result you are good at fighting and moving in 3 dimensions, whether it's maneuvering yourself to be 'up' from your opponent's 'down' where you can take advantage of it, moving between various surfaces where the down shifts about, or just getting used to moving up and down simply by willing it.

Astral Swimmer (200 CP; discount Githyanki or Psurlon): You possess an easy mastery of the Astral Plane which borders on that of a githyanki. You can easily move at great speeds, naturally adapt your fighting style to the fact that weapons carry little to no mass, project your thoughts around others to slow them with the mass of extraneous urges and unconscious desires, sense emotions of others, and track movement through the silvery sea. You can even naturally discern when someone has entered here with their body from elsewhere, or are just an astral projection – even if they're a planar which do not normally have silver cords. Your senses, movements, and capabilities on the Astral Plane are in keeping with the finest of near-natives or those who have somehow colonized the Plane.

And you will find yourself possessing a similar ease and skill at adapting to other mental realities where you have no true bodily existence but merely a psychic one and non-dimensions of thought you may encounter later.

This includes Astral Combat, Astral Navigation, Astral Running, Astral Tracking, Project Thoughts, and Sense Emotion proficiencies, all trained to a particularly high level, and many capable of going beyond the proficiency – such as moving like a githyanki unlike the pale imitation that Astral Running allows particularly brilliant non-natives to manage.

Dismemberment in the Dark (200 CP; discount Lower Planar race): Many planar beings have useful by-products or equipment which vanish upon their death. Like some evil aligned bashers around the planes you've become an expert at keeping victims alive as you butcher their bodies, and containing beings such as angels or demons – with a great variety of magical powers including teleportation – through maiming, pain, and precautions. This won't give you supernatural powers to do so, but you're good at identifying what sort of precautions and protections you'll need to take.

Immortal's Mind (200 CP; discount any Monstrous Race, discount Prolonger perk): Worried about how well your mind will cope with eternity? Well this'll help you a bit. Your mind is adapted for immortality. It will be able to recall events just as well no matter how many 0s you put after a one, at least after the first one. Oh you can forget things, just like a human can't necessarily remember things from a week ago, but those important memories, the ones that make you who you are and last with you your whole lifetime? Well those will stick with you for your whole lifetime still even if it's longer than most planes. Similarly you don't have to worry about running out of room in your brain just by living life. Oh if you try and magically cram the entire information that rushes through Primus's brain or an Illithid god's accumulation of secrets you might go insane still, this won't increase your bandwidth of input so to speak, but you won't 'run out of room' for new memories due to living an eternity either. You've got the mind of one born to be immortal is all.

Naturally this is more than just memory space. You've got the ability to take the long view and a patience that would shame mortal berks. You can put some plan or hobby aside for a century, or a millennia or longer still, and then pick it up again as if only a week, a few months, or at most a handful of years had passed. It's natural for you to think in such time frames too. Oh sure it's more complicated to plan something that'd span a decade than a week, but your brain will go to the task just as easily. You might not be immortal – this perk does nothing to keep you alive even a day longer – but your mind is not daunted by the gulf of eternal time.

Pathfinder (200 CP; discount with Ranger or Druid class): You seem to excel at finding paths between distant locations through terrain that can only be called weird. Whether it's keeping track of your path through a great maze of tunnels, keeping an idea of your path when you're moving in a place without heavenly landmarks – such as the sun, moon, or stars – finding your way through a trackless forest, or just figuring out the best path to climb a steep mountain where the gravity shifts, you excel at finding long distance paths. You aren't necessarily better at passing over terrain that'd be impassible to ordinary individuals, you want Planar Rogue for that, but you excel at finding how to get from one site to another even in terribly, twisting realms.

Of course movement on the planes is based in a large part on knowing where you're headed and wanting to get there. They're infinite and all that. Still even off of places like the planes where belief and intent matter more than movement speed for getting to your destination, you'll find that your intent does matter in reaching distant locales, with your travels going faster when you travel with a specific end point in mind. It's almost as if you sometimes skip over reality so you're not quite traveling all the distance. This of course applies to those who are traveling with you and following the path you guide them to as well.

Portal Sense (200 CP): You've got a knack for finding planar portals, or other gates and passages. Whether it's a vortex, a conduit, a gate, a portal, or something stranger, you've got a sixth sense for identifying planar transit points. You've also got a sense for identifying what sort of portal key or conditions would be needed to open them. Just remember it's a sense, just like hearing or vision, and if you're not alert to it or using it carefully it's possible to miss something or some detail.

This sense will work on other inter dimensional connections in future jumps as well.

Prolonger (200 CP): You've mastered a sort of life-draining grasp. By maintaining contact you can permanently strip the target of some of their life force and skills, weakening them and potentially even killing them (your average berk dies pretty quick under this) while de-aging you a year per minute of contact; it'd take a dozen or more minutes to kill a powerful fiend, and many aasimon are just immune, but given 10 minutes even a hero worth the name would be dead and the top shelf high ends who have made their names across the planes by their deeds would be severely weakened and have to spend likely years regaining the skills you've drained from them. Well assuming they failed to resist the magic and this can be resisted, though, and given those cutters are more likely to resist it could take a while for it to start doing anything, but once it does it naturally weakens their ability to resist. This effect only lasts until you release the target

and once you've used this grasp you'll have to wait some time to use it again, so it tends to work best on restrained enemies.

Factol's Drive (300 CP): One thing almost all of the factols have in common is a powerful, even inhuman drive. Oh some stumbled into it, and some really were just intensely dedicated to their beliefs, but even then it takes a lot of work to run a large organization like a faction and there's a lot of cutters ready to take your place if you don't seem to be doing that work.

You share this drive, being able to pursue your goals relentlessly through hardship that'd break normal bashers and effort to make an aspiring baatezu green (or at least more green than usual) with envy. Not only does this increase your ability to push through hardship and just summon up the will and effort required for whatever it is you're after but, like Nilesia of the Mercykillers, your body and mind seem to have accustomed themselves to this level of drive. You can get by on just 15 minute power naps every 4 hours just as well as a normal berk would get by with a full night sleep; it doesn't have to be exactly 15 every exactly 4 hours but in general you don't need nearly as much sleep as other bashers and can get it on demand too. The rest of your time? Well presumably you pause to eat and other bodily requirements, but keeping up a 120+ hour work week with intellectually demanding work would be quite doable for you, and pushing to 140 hour work week while not enjoyable would certainly be within your abilities if you felt the need to. If you didn't have bodily needs you might manage 168.

Key Finder (300 CP; discount with any Wizard Class): Not portal keys, you want portal sense for that. And not keys to locked doors; learn to open locks for that one. You're good at opening another kind of lock. You're a canny blood when it comes to figuring out spell keys and how to keep your magic working how it is supposed to on any plane you visit. By studying how it influences your magic you are able to discover spell keys directly. Simple keys, such as those for specific spells, will be easier, of course. The greater keys that can affect any spell of a school or even all spells on a certain plane will take more study and research, but you can learn them without needing to seek out people who already know them.

And this isn't limited to the spells of wizards or the planes of this multiverse. With time and study you can figure out how to correct your magic – of any type – for differing dimensional or natural laws. This might be harder in some places than others, and some might be so different that correction is impossible – you still won't be casting Wild Magic on Mechanus or any spells next to the Spire – but you know how to figure out how to

make spells and magic more generally function as it normally would in sets of varying laws that would normally make it difficult at best.

Manifesto Writer (300 CP; discounted Shator race, any Priest or Bard class): You are a skilled writer, especially on the topics of philosophy and religion. This won't mean you're any good at getting those topics right, at least not any better than you were before, but you excel at using writing to get in a berk's head and convince her of whatever you're trying to. Now this isn't magic so you're not going to convince everybody all the time, but your writings could start a movement, or birth new schools of thought and belief. And in a place where belief is power, collective believe as much if not more than personal, this is power.

Mlar (400 CP; discount Githyanki): You have been trained in the arts of the githyanki craftsmen or mlar. This has granted you several spell-like abilities. Each is usable once per day, though with skill and training you may manage them more times a day. These abilities *wall of stone*, *stone shape*, *fabricate*, and certain special powers to *decorate* creating elaborate decoration on a single object which does not significantly change the shape or functionality of the object, *color* allowing the recoloring of an object, *construct* allowing the mlar to temporarily do the work of 10 individuals when it comes to crafting objects, *repair* which allows the restoration of an object that is at least 75% intact, and *fortify* which greatly increases the durability and resilience of an object if used during its construction.

Mephit Maker (400 CP; discount certain Fiends): The fiends of the Lower Planes know certain magic abilities which allow them to create mephits – lesser elemental beings normally native to the Lower Planes – upon these planes. These are free willed, and fully living elemental creatures, usually evil in nature, though that might be more common to those made on the Lower Planes by fiends, capable of acting completely independently and no longer sustained by the magic that created them. You now know these rituals, and can perform them even if you have no other spellcasting ability. This knowledge and skill will help you with the arts necessary to create other forms of life from black magic and elemental matter, or the stuff of souls such as larvae, giving you a talent for performing either existing rituals or creating your own ones.

This is discounted to gehreleths, greater yugoloths, greater tanar'ri, greater baatezu, and night hags.

Belief is Power (600 CP; discount Paladin or any Priest class): They say this all the time on the planes, and people forget it's true. It's belief that gives the Powers their power. It's belief that moves towns or even whole layers of planes into other planes. Belief is a good part of what makes celestials and fiends rise through their ranks and gives their high up bloods their top-shelf powers. But it doesn't take a Power, fiend, or plane to draw on the power that is belief. Just look at the factions, by sharing in their organizations' beliefs they tap into powers drawn from them.

You've got it down on a more personal scale, and it'll keep being true even when you go to the Prime or some other multiverse which isn't born and shaped by sentient belief this way. Of course belief doesn't do anything alone. It requires action too, especially action to carry through on the belief in the face of other considerations – a belief that triumphs over the natural aversion to danger gives a lot more power than one that remains untested.

When you hold tightly to your convictions and beliefs, and act upon them, you will find that you seem to attain some form of harmony with the cosmos which provides you with karma, luck, or providence. Understanding of the nature of the planes or of elements on them flit into your mind when you need them – suddenly just knowing where a portal you could use to escape the Abyss might be – and when you have a truly deep need you might succeed on a single actions – such as a single attack, a single leap, a single attempt to resist magic, etc – with utter perfection performing the task as well as viably possible for you. The more firmly you hold to your convictions, the more specific and higher the ideals – whether of Good or Evil or Law or Chaos – and the more you push forward with these beliefs in the face of challenges to them and dangers to yourself, the more often you have these flashes of insight or brilliance. So stand fast by your convictions, and let your actions make them true.

In the Dark (600 CP; discount any Rogue Class or Greater Yugoloth race): You have a way of stumbling onto the secret truth of things, especially stuff others wouldn't want known. This is a combination of many factors. For one you are an expert on how to gather information, especially secret information, to make even experienced spies turn green with envy. Second you seem to be gifted with a nose for secrets, practically seeming to sniff them out. This isn't truly an olfactory sense, but you do seem to possess a sense for where valuable information lies, and what chant is worth investigating more deeply. Finally you are just plain lucky when it comes to stumbling into the dark of things. Random chance and coincidence leads you to stumbling into these darks and secrets. It won't always happen, and you can even toggle this off if you want, but if you go poking around places at random you tend to encounter clues and hints to the secret

truths of things, or things that if followed will set you off on adventures that will reveal them.

Lordly (600 CP; discount Warrior): You possess the qualities of a leader of… men, fiends, factions, whatever you care to lead. This functions on several levels. First, you know how to lead and command, and have a good mind for organizational leadership. You might not be the best tactician, or long term planner, but you know how to play the role of administer and keep an organization, nation, or group running in good order. Second, you seem to possess a mind fit for a politician or a magnate. You might not be the wisest, or the smartest, or even the most charismatic, but the means of gaining and maintaining power in a political system – whether hereditary lords, democracy, a hellish bureaucracy, or a heavenly one – comes natural to you, whether they're cutthroat enough to make a 'loth blush, or founded on nobility and truth of purpose, you're good at identifying what and how to gain positions of authority and command. Finally, you seem to find it easy to attract the attention of others who would place you in a position of authority or political power. Whether it's the democratic masses, or your superiors in a hierarchy, people and beings seem to recognize in you the potential to lead and rule. This seems to go doubly, or even triply, when it comes to attracting the service and loyalty of fighting-men and warriors. You'd think this last would be Charisma, and there certainly is an overlap, but you could be personally quite unlikable, and still somehow gather forces beneath you.

Planar Grafting (600 CP; discount Mage or Transmuter class): The wizard Valrun Stonefist created a method of grafting humanoid parts onto modrons and vice versa and merging their energies so that the grafted part was a part of his victim. This had terrible, insanity inducing effects, but you have learned the beginnings of this. You know how to take parts of modron and make them a living, growing part of a humanoid merging their energies and creating a functional entity from the combination (or human onto modron). You have not necessarily perfected the art of keeping your patients sane as you merge absolute order into a human essence or vice versa, but you have unlocked the beginnings of understanding of how to manipulate the life force of beings composed of belief, elemental energies, holy or unholy forces and to merge them with more traditionally material entities, and the start of being able to graft organs and parts of magical and supernatural entities into other beings and have them continue working. You are best, at the moment with modrons, but it is an effective starting point for other donors.

If you'd like you can choose another species such as baatezu, archons, or slaadi to have begun your studies in instead of modrons.

Faction Perks

Belief has power on the planes, and Faction Perks represent the powers gained by devotion to the beliefs of a given Faction. Normally these beliefs would come with some restrictions and disadvantages as well, but your payment of CP here replaces the need for the level of fanaticism which would normally be required so you might not believe enough to suffer such even here, and it will just be up to you how honest your belief is. This payment of CP also ensures that even when you're unconnected to these planes of belief and their power, these 'beliefs' (you may or may not actually hold) still provide you with these powers.

Each activated power of a Faction perk draws upon its own source of energy, linked to belief in the ideals of the faction. This isn't just a berk's own belief, but by progressing in the ranks of a faction a blood can tap into the power of others' beliefs in its ideals. Possessing the perk gives you an effective level of belief to use it even if you only pay lip service, or not even that, and you don't need to worry about other berks believing it in the future. You may possibly be able to extend this pool through training and experimentation, actual dedication to the beliefs in question, or even spreading them in future worlds. If there is no stated number of times you may use an ability it is not unlimited, but will respond more easily to training and increases in your raw 'level' and capabilities; those with stated amounts will be harder to improve.

Of course these powers are gained by moving deeper into the beliefs of a Faction and as such each Faction Perk in a Faction's Perk line must be taken in order. You've got to take the Namer perk before you take the Factotum perk which you've got to take before the Factor perk which is required for the Factol perk. There are some exceptions, but you'll see them noted. There's a reason these perks are ranked the same way as the general tiers of Faction position. For one they represent the deepening levels of belief, but if you are part of the Faction in question and you take a Factotum perk you're probably recognized as a factotum already, same with Factor perks and that rank. Taking a Factol perk won't let you just replace the factol, but you'll be one of the high ups in your faction. And in case you're a berk that needs to be told, no this won't give you an official factotum or factor position in a faction like the Indeps; they just don't have those.You can, however, be relatively deeply integrated in their affairs (as much as the Indeps or the Anarchists have a solid set of affairs to be integrated in). You can break this rule and take a higher level faction perk without the lower level perk(s) but this costs an extra 50 CP for each perk that you're 'missing' and since you're skipping ahead you won't have the recognition in the Faction either. You only need to pay this price once, for the perk in

whichever perk line you are missing the most lower level perks for. This surcharge is never discounted.

Faction Perks are discounted for the relevant faction. The 100 CP perk on any line of Faction Perks is free to the relevant faction. If they are discounted to multiple sources they follow the same rules as General Perks.

Athar Perks

Namer – Disbeliever (100 CP): You are immune to the following faith-based spells: *abjure, augury, bestow curse, curse, divination, enthrall, exaction, holy word,* and *quest*. This will protect you from similar effects in future worlds too, but only those derived from belief in or service to a higher power. That is to say a priest couldn't curse you or divine your future by beseeching a god, but it wouldn't stop a sorcerer from cursing you.

Factotum - Athaon (200 CP): Your rejection of the divine has left you resistant to any magic used by the servants of a god. Any spell cast by a priest, any magic used by a deva, any supernatural power of a proxy of a Power, even the natural spell-like abilities of a Baatezu who has offered its service to a god in exchange for priestly magic. If someone serves a god you are more resistant to all of their magical powers.

In addition you may *banish* extraplanar servants of deities back to their god's dimension at least in theory. Normally this would require 4 athaons holding hands and joining their wills together. It might be possible for you to do it alone, but it'd require superhuman strength of will and focus. This is magic, and can be resisted, and a being that dwarfs you in power will ignore it entirely, but those who you successfully banish will be trapped there for a year (if extremely weak), a month (for most beings), or a week (for particularly powerful ones).

Factor - Obscurement of Disbelief (400 CP): Spells and the magical powers of so-called gods and their servants have difficulty detecting you. You are able to passively resist these spells and similar magical powers. This includes things like spells to detect your alignment or discern your invisibility, as well as spells to peer into the future concerning you, or simply see you with *clairvoyance*. In simple terms this gives you a saving throw against Divination magic which would catch you in its effect when they're used by gods or their servants. As with Athaon, however, this does apply to any magical powers used by gods or their servants to detect you or divine about you, not merely those derived from the gods or their servitude; a wizard/priest couldn't use their arcane magic to find you any more than their divine.

Factol - Rejecting False Gods (600 CP): Your resistance to magic drawn from the gods, their proxies, or faith in them has increased yet further. While unlike athaon this increase in resistance only applies to magic drawn from faith or channeled from (semi-)divine being, or the magic of such beings themselves, this resistance is much greater. You possess near total magic resistance against such spells, and even if they manage to affect you their effects will be reduced. While less 'spell' or 'spell-like' powers will be less

affected by this – you won't see them simply failing 9 times out of 10 – you will find any supernatural or magical powers of the gods, or drawn from them gods or faith in them, simply being less effective against you; holy fire burns you less, a divine curse to turn you into stone only turns part of you into stone, and so forth.

Believer Perks

Namer - Reputation Proceeds (100 CP): The Believers are generally well-liked across the planes, and find that most planar beings are willing to give them more of a benefit of the doubt than with others. You might not be a Believer, and future worlds it wouldn't matter, but you find that elements of your reputation that would incline people favorably to you, have a way of propagating outwards faster than usual.

Factotum - Curran's Blessing (200 CP): The previous factol of the Believers managed to ascend to the status of a minor Power. At least it seems that way given she can grant her followers spells of Healing and Protection. You might not be a Priest of the former Factol, maybe even a priest of some other god, but either she's seen fit to bless you with the ability to cast a few spells from the Spheres of Healing and Protection each day or something else has. The more powerful you are the more powerful the spells, but don't expect more than lower level spells from just this; though you will find it easier to replicate spells from those spheres with other forms of spellcasting you possess. If you were a Priest who didn't get those spheres, obtaining full access to them might be possible, and as a Wizard you might manage to research wizard versions only you could cast. Who knows what you can do with your out of context magic.

Factor - Belief in Ascension (400 CP): Every Believer believes people can ascend, you though seem to know how. Now, you don't really necessarily know the dark of it, but when you're attempting to ascend to a higher level of existence or being, you seem to have an intuition or sense for how to go about it. As a baatezu seeking promotion you'd have an instinct for how to act and behave as a proper baatezu to get picked. As an archon seeking to improve your virtue to reach the next rank of archon you'd have a little voice inside of you guiding you on how to behave and rid yourself of your sin. Now this isn't a perfect guide. It's a sense, and just like how someone with functional eyes can overlook something you don't automatically know everything but it will help guide you and help you identify what paths are more likely to be fruitful and which ones are just the work of conie-catchers. Second this isn't just about how to gain power, this is specifically ascending to higher levels of being; this would help you work to become a god or awaken psychic oneness with the universe to ascend beyond physical form, but it won't help you simply become a better swordsman or wizard.

Now while it's not as easy, this sense can help you guide others too. It's harder to get a feel for it, but you could help advise an archon on how to improve or a tanar'ri to behave to increase its chance to become a higher kind of demon.

Factol - Near Power (600 CP): The Believers of the Source believe that by passing a series of tests beings can move up the ladder of existence and eventually become powers and then ascend past that. Maybe that final step is or isn't possible, but you seem to be in ways close to ascending to power status yourself. You are able to grant those who devote themselves to you or your philosophy priestly magic. Now this won't just let you bless anyone you want with the talent; they need to actually devote themselves (whether they need to honestly believe is another question), they need to have a certain amount of Wisdom, and they just need the have the proper talent to become a Priest – some berks have it some don't. You won't necessarily be able to grant all the spheres that a Cleric would have access to, and this will generally be limited to Minor Access – or lower level spells – unless you're a lot stronger than most high end cutters around here, and while you won't have full awareness of your followers you can cut them off or even set up actions that will cut them off.

You may take this perk at a discount if you have the Aasimon (Planetar), Archon (Throne), Baatezu (Pit Fiend), Eladrin (Tulani), Elemental (24'), Gehreleth (Shator), Guardinal (Leonal), Hierarch Modron (Secundi), Night Hag, Paraelemental (24'), Rilmani (Auramach), Slaadi (Death), Tanar'ri (Balor), or Yugoloth (Baernaloth or Ultraloth) race. This won't discount the extra surcharge for lacking the prerequisite perks.

Bleak Cabal Perks

Namer - Madman (100 CP): Whether you've adopted the nihilistic philosophy of the Bleak Cabal or not, your mind has become reinforced against magically induced madness. You're immune to spells that would induce madness in you including *chaos, confusion, delude, feeblemind, Otto's irresistible dance*, and *Tasha's uncontrollable hideous laughter*. You are also able to passively resist abilities that would read your thoughts and mind; you're not guaranteed to resist them but you have a passive chance others wouldn't. This will protect you from similar magical effects elsewhere as well.

Factotum - Bleaker (200 CP): You are resistant to telepathic assault. Attempts to crush your spirit, eradicate your ego, or twist your mind and soul simply fail. This doesn't mean you can't be *charmed* or compelled. You can be made to feel emotions even. But telepathic – or magic – attempts to damage or suppress your sense of self or self-identity fail, as do attempts to use telepathic or magical effects to cause a true, permanent change in your personality. This also increases your resistance to telepathic assault in general.

Factor - Alienist (400 CP): You have learned how to draw out artificially induced madness from others. Whether it was inflicted by magic, psionics, or something stranger, you may free the mind of another. You must first clear your own mind thoroughly, and likely restrain your patient as you'll need to massage their head for several hours to almost a full day. In doing so you can draw out any unnatural madness in your patient and free them from it. This absorbed madness may cause you some mental anguish for a time, but it won't cause any lasting psychological damage to you. This doesn't affect natural insanity, unfortunately.

Factol - Aura of Beneficence (600 CP): Bleakers despite their nihilism are the most charitable of the Factions of Sigil, and some among them who perform these works of charity seem to become more charismatic. You are now among these. When you regularly perform works of charity and beneficence you seem to become increasingly likable and charismatic. Words flow more easily from your lips, you know what to say to persuade others, and it's as if they can recognize some spark of value in you. The more charity you perform the greater this aura becomes and the more likable you become; do enough and people will feel how you're a living saint even if they don't know what you do, and even an abrasive berk of a Hardhead would overlook you doing some minor infraction against their perceived laws like jaywalking.

Doomguard Perks

Namer - Swordsman (100 CP): You are highly skilled in the use of the sword. They seem to strike truer in your hand than other weapons, and you wield them with more power. You're not quite as good as a Fighter who has dedicated themselves to and specialized in such a weapon, but you're close, and this almost magical guidance will apply even if you have making you even more deadly with a sword in hand.

Also this will make it so that swords are exempt from any strictures against your use of certain weapons. This won't let you kill someone with a sword without breaking a vow of pacifism or let you carry a sword where it's illegal, but somehow even if a god only permitted certain weapons to their followers you'd be allowed to use a sword.

Factotum - Entropic Blow (200 CP): When facing an opponent which opposes your alignment – someone evil if you're Good, someone chaotic if you're Lawful – you can charge your weapon with the power of entropy as you strike at them. If your blow misses or is blocked this will be wasted, and same if the blow is one that barely strikes, but if you strike true and deep you will find the entropic energies wounding the foe in proportion to how many wounds they can withstand and survive. This will never kill them, the less they can take the less this will do, but whether you strike a human craftsman, a bear, a pit fiend, or a great wyrm dragon it will cut their remaining life force and ability to withstand wounds in half.

Unfortunately once you have called on this power it will be some time before you can again. Normally it'd be a week, but you might manage to get this down lower.

Factor - Sifting (400 CP): At-will, by taking destroyed material – broken rubble, charred wood, ground dust, etc – and running it through your fingers and concentrating you can perceive how it was destroyed. As long as it was destroyed within the last 1000 years with 1 minute of meditation you can tell how it was destroyed. If you keep meditating you can perceive 5 minutes of the events surrounding its destruction if it was within the last century. This can even work on organic remains to see how a creature died, a power normally reserved to priests.

Factol - Doomlord (600 CP): The doomguard reject magical healing because it opposes the forces of entropy. Now you can reject it from your foes as well. Wounds you inflict are particularly hard to heal through magical or supernatural means, even the regeneration of trolls, devas, and fiends – or other 'healing factors' – find it difficult to heal. This isn't impossible, but it's at least twice as hard to heal from. In addition if you kill a fiend or celestial, or other being, that can only be truly killed on its home plane,

you'll kill it just as dead as if it was on its home plane. In general if you kill something that could reform, or resurrect itself it won't be able to restore itself; other beings might manage it, but you could kill a phoenix and have it stay dead.

Dustmen Perks

Namer - Dead Truce (100 CP): The Dustmen have a special alliance with the walking dead. The undead will ignore a Dustman as long as they don't do anything to harm the undead. Here you'll benefit from the full power of this truce, elsewhere… Well unintelligent undead won't attack you or try to harm you, and even intelligent ones won't see you as 'food' and you won't trigger any of their hunger or predatory instincts or compulsions. You'll have to convince the vampire you're its friend but somehow you won't smell like fresh blood they can drink. In general the undead seem to recognize you as fellow undead.

Factotum - Initiate of the Fourth Circle (200 CP): You possess the ability to rebuke and command undead like an evil cleric. If you already possess such an ability you will find it substantially improved. It's not the only ability to command the dead you'll find improved as you'll generally find the undead easier to control with your powers and abilities.

Factor - Initiate of the First Circle (400 CP): You are able to *animate dead* simply by a touch, causing corpses to rise as skeletons or zombies. There's a limit to how many you can control in this way at a time, but it'll increase with experience. These undead are also resistant to the turning ability of clerics, or similar such powers, when they're within 200' of you, being as difficult to turn as a lich would be – a fair bit harder than a skeleton or zombie. Finally you know a ritual which when performed on the living transforms them into a free-willed wight. This is a dangerous form of undead that hungers after the life energy of the living, but retains their full intelligence and gains powers from their undead state.

Factol - Lord of the Dead (600 CP): You have learned additional rituals. You can transform individuals into ghouls, vampires, wraiths, specters, mummies, and other forms of intelligent undead. Liches are not included; they need to be self-made men. What is included are various forms of planar undead, such as darklights and vacuous. These rituals aren't necessarily cheap or easy, the stronger the undead the more time and resources you can expect it to take and more specific as to who can be made into the living dead through it. At the same time you can create new rituals by invoking and channeling certain elemental essences and thus create new types of undead tied to the elements, paraelements, and even quasielements.

Fated Perks

Namer - Self-Made Man (100 CP): You are particularly skilled at haggling and bartering. Beyond that double the number of purchases of the **Non-Weapon Proficiency** perk you receive.

Factotum - Planar Knowledge (200 CP): You possess knowledge of a handful of the local planes. You know what sort of Powers make their homes on these planes, you know how to recognize the directions of the plane so you can make your way to known destinations on the plane, how to recognize the general purpose of the strange native creatures of the plane, and understand how to find food and water on the plane – assuming it's even possible a berk won't be finding either of those things reliably in the emptiness of Vacuum.

You're good at getting this same level of general knowledge about dimensions built around some guiding principle by recognizing the guiding principles and energies. Something like the Prime this won't work on, but a plane of some element, Heaven, Hell, or something else with that sort of strong guiding element you can relatively quickly obtain this sort of knowledge about it. This still takes time, months typically, you're not just gaining knowledge from thin air, but when you're talking about infinite planes a few months to familiarize yourself with how it works is very quick.

Factor - Heartless Skills (400 CP): How do the Fated pick up proficiency in so many varied skills? They learn, and they learn quickly. So do you. While this won't improve how quickly you can build your muscles or raw power, you learn quickly. You pick up new skills at least twice as fast as normal, and can reach mastery in them at least twice as fast as well. You absorb knowledge a lot faster than ordinary berks.

Factol - Taking Fate (600 CP): Maybe you really are fated for success, because it often feels like it. When you actively work at and pursue a goal, you seem to find fate and opportunity aligning to help you with it. Things that would, to a mortal perspective, appear to be random chance go in your favor more and more often the more hard work and effort you put in. Now, this won't be charity; no good Taker would accept that. These are opportunities, and better results from your actions. You perform closer to your peak, enemies might slip up a little more, and the like, but you still have to work and take these things for yourself.

Fraternity of Order Perks

Namer - Guvner (100 CP): You may replicate the effects of the spells *Comprehend Languages* and *Item* once per day each. *Comprehend Languages* allows you to understand and read all languages (but not speak them). *Item* shrinks a non-magical object (constructs and anything that can think is immune) to 1/12th its normal size for 24 hours, and optionally give it a cloth-like composition; you can restore it to normal with a word.

Factotum - Administrator of Probability (200 CP): You have learned how to put your fingers on the scales of cause and effect, chance, and probability. You can by force of will and (belief in your) understanding of the rules of reality alter probability and slightly warp reality to increase or decrease the odds of something happening. This can only affect an action of a limited scope – you could make it more likely for you to land an attack or a foe to fail to resist your spell, but you won't make your 10 part plan that takes three hours at different times directly more likely to succeed. If the world was governed by dice, this would be like being able to give a plus or minus 15% to an action resolved with a single roll (or +/- 3 on d20 CP); though it'd be unable to make something able to succeed if it was impossible (unless it really was close to possible) or make something less than 25% as likely as it was before. Normally you can only do this once per day, but you might be able to expand its uses or power with a lot of time and effort.

Factor - Loopholes of Reality (400 CP): You have gained a sense for the loopholes of reality's laws; or maybe your own belief in them. You are able to, through this intuition and research, identify a loophole in the laws of reality and exploit it. When you exploit it, it will create an effect similar to that of a spell's, though it will not be magic. Still loopholes discovered by the Guvners allow for finding portals to another specific plane where there wasn't one before, summoning modrons that obey you, skipping ahead 10 minutes in time, as well as replicating various spell-effects. The more powerful the loophole the more time and effort you can expect it to take to identify it. However this has some limits. You can't expect to find one as broad and powerful as a *Wish* spell; they do a specific thing, not just whatever you want at the moment and none of the loopholes found this way will be more powerful than the most powerful spells. Second, while you can use loopholes whenever desired, the multiverse will catch on quick and close the loophole and you'll have to find a new one (and don't expect it to have the exact same effect); the odds of it catching on increase with each time you use such a loophole, and while they start low by about 10 uses they start reaching 100% or more so you'd need some way to keep reality from noticing (**Administrator of Probability** for example

could reduce this chance even once it's gone above 100%). Finally these are loopholes in the rules of reality, those in each local multiverse will be different and you'll have to find new ones. Of course this does mean they are likely to more directly interact with its unique systems and powers than spells from around here are.

Factol - Changing the Rules (600 CP): You possess a great understanding of the rules that govern supernatural powers and events. Whether it's the spell-like abilities of a fiend, the spells of a sorcerer, the psychic powers of a psionicist, or even the powers born from a cutter's philosophical beliefs. And this understanding has given you the ability to tweak your own powers. By reducing one parameter you can increase another. This generally won't make your power objectively better, the cost tends to outweigh the return from a general viewpoint, but situationally this can be a large improvement. You can do this on the fly too, though it will take some practice, and even change normally fixed effects like those of a spell. You could, for example, make a fireball fly a shorter distance and explode in a smaller area to make it burn hotter, shorten the duration of an invisibility spell to make it affect an additional target (or maybe make it only make targets transparent), and this isn't limited to powers you obtained here. The bigger the change the harder it will be, and the worse the return on investment is; if you had to reduce the duration to one-third to double the targets you'd have to reduce the duration to less than a ninth to triple the number of targets.

Free League Perks

Namer - Independent Thought (100 CP): You're resistant to attempts to influence or control your mind. It doesn't matter what the source – whether it's magic spells, psychic powers, or just good old fashion rhetoric and persuasion – you're as stubborn as a goat and you're more resistant than most at attempts to sway you. This is a far cry from immunity, but it's a noticeable added difficulty. And even those forms of supernatural, or not-so-supernatural chemical or otherwise, mind-control that a normal berk would have no chance at all to resist are things you can resist. It won't be easy, or reliable, but you have a chance.

Factotum - Identify Faction (200 CP): Normally this would be a spell that the faction developed and keeps their private secret, but you've learned to replicate it without the need for a spell. The spell identifies if an individual holds to one of the factions' philosophies. If they aren't actively working to hide it then there's no chance for normal berks to resist the effect, and it lasts a little while letting you switch from one target to another. Course it can be foiled – Anarchists can always hide theirs – and strong held philosophical beliefs can cause it to misidentify someone who isn't strictly part of a faction as being part of one they'd agree with. And yeah you can emulate this effect as a spell-like ability at least once a day.

But yours functions a little different. It'll give you a feeling for a berk's ideological allegiances in general. Maybe they're a stoic philosopher, a Democrat, or a devout heathen. It doesn't matter what you'll get a feel for it. And even without this magic, you excel at recognizing subtle hints and cues as to someone's beliefs and ideological allegiances.

Factor - Independent Contacts (400 CP): Strictly speaking the Indeps aren't a faction. At least they don't have the organization that makes a faction a legally constituted Faction. Instead they're just a group of individuals who freely choose to support and help each other. Once a cutter starts making his name in the faction this goes as far as passing them information, helping in brawls in Sigil, and even significant discounts at the Great Bazaar.

Now something as Sigil specific as this probably isn't much good for you. Thankfully you seem to have a way of finding yourself being accepted into loose networks of independent folk. These aren't your minions or followers, they won't just obey you and if you start acting like a hardhead and trying to impose your authority over them, well they'll probably abandon you quickly. But they are people who are well connected in

local communities and you find they're unusually willing to offer you a helping hand or favors.

And this isn't creating bashers. It's just weighing the scales in your favor in finding ones who are willing to help you.

Factol - Free Thinker (600 CP): Indeps are stubborn folk. They don't like following the beliefs of others or doing what people tell them to. You've taken this to another level. If it's a form of 'mind control' or some unnatural influence on the mind that sheer resistance or force of will could resist you definitely can resist it and do so with ease. Even the sort of mind control that force of will shouldn't be able to resist has trouble affecting you; your belief in your right to freedom of thought is a shield against such things and a powerful one against normally 'absolute' or 'irresistible' effects. Finally this does make it harder for people to convince you with honeyed words or empty charisma; someone's aura won't make you overlook their flaws, and you see through sophistic word play to recognize when it's just mere emotional manipulation.

Harmonium Perks

Namer - Finding Agreement (100 CP): You are able to duplicate the effects of a *charm person* spell. Your belief only gives you the power to enforce this feeling of ~~*charmed* submission~~ 'harmonious friendship' once per day and it can be resisted. If your Race would give you the ability to use *charm person* as a spell-like ability already, this will improve to be able to target anything that could be affected by *charm monster* (though not have its much greater duration).

Factotum - Harmonious Training (200 CP): Your training and discipline provides you with substantive resistance to magical *fear* or other abilities which would unnaturally stir your emotions. And whatever one thinks about the Harmonium and their tactics for spreading harmony, they're a pretty effective group at instilling self-discipline. You know how to train others in this form of self-control, instilling both mundane discipline and this same resistance to emotional manipulation in others. They have to keep up with the training and practice to keep it, but this training does help teach people self-discipline.

Factor - Dictator (400 CP): The dedication the Harmonium have to the idea of harmonious order – enforced as hard as necessary – has given them the power to issue commands. Not as the *command* spell, but as a bigger, better version known as *dictate*. Oh, weak beings without above average intelligence can resist it unlike a *command*, but this version can affect 6 creatures in a small area, the command can be up to a dozen words instead of 1 though must describe a direct physical course of action, and the effects last up to 20 minutes for top shelf bashers. You can't give an obviously self-destructive order, though. "Throw down your weapons" is fine, but "Kill yourself" or "Stab yourself" is not. You only have so much inner power to do this with, normally once per day, but can learn to duplicate this magic with other forms of magic (or just supernatural energies) you possess – Hardhead priests can replicate it regardless of their god.

It may be possible to empower this ability further with time and dedication, or learn to use it more often, though no Hardhead has managed this. This also makes you good at modifying and improving other supernatural powers to compel obedience from others; this especially includes the **Finding Agreement** perk.

Factol - Ortho-dox Conditioning (600 CP): One can say many things about the Hardheads, but looking at Ortho they did at least manage to succeed there. Humans, dwarves, hobgoblins, and even beholders live in harmony and peace. And despite the poor choice of location, their plan to convert unfortunate sods to Law was working; even

those who escaped partway have found their personalities changed towards the Harmonium ideal.

Like a proper high up Hardhead, you excel at indoctrination and conditioning creatures towards certain types of behavior. You can even indoctrinate civilizations deeply enough they can carry on this indoctrination long after you're gone, creating whole patterns of culture. This isn't magic, to create something society wide you'll need a lot of social influence and power and yeah a normal cutter can theoretically do it but you're good at it and good at recognizing how to do it. Besides teaching a beholder to not be evil is beyond most normal berks and you could set up ways that would do it through social influence; you might even be able to teach a baatezu to be Good or a slaadi to be Lawful though that's gonna be hard even with your direct attention and probably require them to want to change already. These things aren't perfect, and need some level of compliance if not volition; you've got to stop the beholder from just disintegrating anyone who tries to teach it. Threats work well for this, but even then there will be free spirits who just can't be reached this way; Ortho had to get rid of the Chaotic races like the elves and fairies so while you might succeed even on a slaadi up close and personal don't expect to keep a whole world running with them like clockwork. Also this is cultural indoctrination and conditioning which means without it being reinforced and perpetuated it will often slip over time; some people once sold on an idea will stay so just because of the natural tendency to hate being wrong but you throw a beholder into a barbarian world of kill or be killed and it'll stop caring about how it's 'wrong' to kill pretty quick.

Which is where harder methods come in. That is forced conversion through brainwashing. You excel at using these methods to change someone's beliefs and behavior, and to make it stick without the need for regular reinforcement. This forceful conversion takes a good deal of time, a patient that can't get away, and isn't exactly nice, but given time you could make an elf as rigidly lawful as a dwarf, force a baatezu to play nice and enforce the law evenly instead of using it as a weapon, or make a slaadi strictured and lawful… Well ok the chaotic energies of a slaadi might break it eventually if the slaadi didn't spontaneously metamorphose into a new creature first. You're pretty good at working supernatural powers to influence minds into these techniques too. Or maybe I should say other supernatural powers as there does seem to be something more than natural about the influence; it isn't something as simple as a magic spell that can be lifted, but it's definitely unnatural mental influence and control and can go a fair bit further than just the work of some mundane government ministry dedicated to teaching others the truth could.

Mercykiller Perks

Namer - Stench of Lies (100 CP): You have the magic power that once per day when you ask a question you may feel whether the answer given to you is the truth or a lie. This won't tell you how it's a lie, or if the teller is wrong, only that it is deliberate falsehood or not.

Factotum - Strike of Justice (200 CP): You have learned to invoke justice in your blows. It doesn't even have to be something like a sword you're holding, you could do this by dislodging a rock, or triggering a trap. Whatever it is, this empowers the strike substantially, around here it's normally doubled even with magically reinforced strength and weapons or something like caving in a building on your foe. But invoking the power of justice has a price, and half of the power added to the blow is drained straight from your vitality; be careful this doesn't kill you. This also isn't easy to do, by default you can do it twice a day; at least with the level of belief in justice of a dedicated Mercykiller or that this perk lets you fake.

Factor - Justiciar (400 CP): When you are hunting someone wanted under suspicion of a crime you may perform a ritualistic blood oath and creation of a warrant. This magical ritual provides you with an innate sense for the distance and direction. No known spell or magic item can prevent or block this sense, and it can traverse across the entire multiverse. They will even feel a sense of impending doom and inevitability of their capture. However you must keep a piece of evidence of their crime (used as part of the ritual) upon your person to maintain this sense. In addition this ritual creates a magical warrant which when read in the presence of the named target magically holds them unable to move in the smallest manner for 5 to 20 minutes; this can be resisted but it's a fair deal harder to resist than normal for such magic effects and unlike *hold person* doesn't rely on affecting the mind so beings normally immune to being *held* by magic can be affected. Like a scroll the warrant's magic is expended when used and if the fugitive escapes you'll have to make a new one with a new ritual.

Factol - Bloodhound of Justice (600 CP): Your ability to smell lies has improved. You know when you hear a lie. You might not know what about it is a lie, or why they lied, but if there's not some magic involved to prevent supernatural means from picking up on the falsehood you know when you hear a lie. It's not just lies, though. You can practically smell guilt on others. This doesn't tell you what someone has done, or even whether it troubles their conscience, but if someone is worried about their crimes coming to light you'll know it and have a general sense for how worried they are. Now the crime does matter to an extent too. That is to say some little old lady who is terrified that someone

will find out she accidentally shoplifted something and she'll go to jail for it won't smell as guilty as a serial killer even if he's confident that no one will catch him given how well he's covered his tracks. Of course they do have to understand that they committed a crime and it has to have been legally a crime; a soldier won't smell guilty for killing in war and there's pretty much nothing a balor could do on the Abyss that'd make them reek.

Revolutionary League Perks

Namer - Faction Infiltrator (100 CP): You excel at pretending to hold beliefs you do not actually possess and recognizing the common behaviors of a group to pretend to be part of that group. You can even resist magic meant to determine your loyalty, or membership in a group, presenting as a member of any group you are pretending to be. This doesn't extend to magic to read your thoughts, or determine your morality.

Factotum - Roguish Arts (200 CP): You're pretty talented at the skills and tricks of rogues. You take to them naturally, learning them more easily, and proving better at them. Oh this includes things like moving silently, hiding in shadows, and the like, but it's not limited to those special abilities of Thieves. It extends to things like forgery, disguise, lying, tightrope walking, tumbling like an acrobat, appraising, even stuff like musical instruments, and learning history.

Factor - Anarchist (400 CP): You understand how to run a successful underground movement. You know how to establish safe houses, create a cell system to prevent authorities from capturing too large of a portion of your operations, and generally run 'underground' operations. You have the skills to run an underground movement that can avoid being cracked down on by the authorities even when they have magic on their side. This is more knowledge, skill, ability to set things up, and even an element of luck on your side than any supernatural ability to block detection.

Factol - Cover Identities (600 CP): You are capable of developing cover identities for yourself. These identities take time to develop and practice, but you are capable of getting fully in-character for them, thinking how they would think, and developing new personalities for them. Your original personality remains intact, able to observe things and take control at any time.

These identities don't give you skills or powers or augmented abilities. If you want a wizard cover identity you can easily make one that thinks like a wizard, acts like a wizard, and sees itself as a wizard, but unless you can cast spells it won't be able to cast spells. Likewise you can make a brilliant, genius cover identity but it won't actually be smarter than you or know rocket science if you don't. The identity might think it does and act like it does. However these cover identities do have their advantages. For one you can create ones so thorough that magic and supernatural abilities cannot see through them. This isn't limited to blocking spells to detect your identity. Magic to detect your alignment will reveal that of the cover identity. Attempts to read your mind will read the mind of your cover. Even precognition will read the future of your cover identity as if it

was a persistent entity. Magic and supernatural means won't even be able to find the real you while you're submerged in your cover identity as if they had replaced you utterly.

Sign of One Perks

Namer - Recognizing Unreality (100 CP): You possess a special ability to recognize illusions. You're not necessarily better at detecting them when you interact with them or carefully investigate them, but you have the ability to instantly recognize them on sight. It's not flawless, but it's like you have a sixth sense for the unreal. This can cover artificially induced hallucinations, and the like as well.

Factotum - Imagining (200 CP): You have begun to master the art of imagining reality. You can replicate a large variety of magical effects with this imagination – any spell up to the 4th level – but it takes a long time between uses, is very difficult relying on both Intelligence and Wisdom, once performed successfully the mental energies expended to reshape reality take substantial time to recover, and has the risk of imagining a world without yourself if your mind is unfocused. This danger is not lethal, but you may find yourself to be a shadow of yourself, only partially real for a time.

Factor - Greater Imagining (400 CP): You have advanced in the art of imagining reality. You can now use the **Imagining** perk to replicate spells up to 9th level – yes that includes *Wish* – though when imagining these more powerful effects you are in danger of imagining yourself completely out of existence if you're not careful. This will also make it easier to use the lower level effects of imagining, and to use it more frequently.

This perk requires **Imagining**; you can't simply pay extra to ignore this requirement..

Factol - The One (600 CP): By imagining a different reality, you may perform minor changes to reality in a short distance around you. These changes can't affect creatures, or magic items, nor can they create overtly magical effects but you could light a fire by imagining it igniting, freeze water, make a wall move to create a passage, or other alterations to physical reality around you. This requires a strong will and focus, and intense concentration to maintain as when you cease to concentrate it will revert itself to its original state though changes it has enacted will not necessarily revert (you create a tunnel the tunnel seals, you start a fire and the mundane fire that spread out from it will not be retroactively unmade). This is harder to do when it is mentally rejected by other observers, though if they join their imagination to yours it can make it *slightly* easier instead.

This can be boosted in various ways. For example if your dreaming mind was put into direct contact with the essence of a plane you might be able to twist reality on a much larger scale across the plane and even potentially create creatures or overtly magical effects.

Society of Sensation Perks

Namer - Sensate (100 CP): Your senses are particularly keen. This makes it harder for others to sneak up on you, and you possess infravision even if your species normally wouldn't, allowing you to see in the dark albeit not perfectly.

You are resistant to poisons and intoxicants as well.

Factotum - Sensory Touch (200 CP): You are capable of empathically transferring the wounds of others onto yourself. This requires peace and calm, rendering it not doable in battle. These transferred wounds will ignore much of your defenses – if you heal someone's deep stomach wound you'll receive a deep stomach wound even if your durability would normally mean what wounded them could not wound you – and resist magical healing. There is a limit to how many wounds you can transfer to yourself in a day through this ability.

Factor - Storehouse of Experience (400 CP): You excel at recognizing when your past experiences are relevant to current events. Even if you haven't consciously realized any similarities, you are good at unconsciously making the connections and recognizing what other events you have experienced – or even merely heard of – would be relevant to finding a solution to your current problems or to your current plans.

This also greatly improves your memory for detail, especially of sensations you have felt or events you have experienced.

Factol - Thoughtform (600 CP): One Sensate goal is the transcendence to an existence of pure thought and feeling separate from the body experiencing the universe around them as pure sensation. It's not one that's been reached until now. You are able to transcend your physical body becoming an existence of pure consciousness and feeling. In this form you can travel across reality, crossing between the planes, and feel and experience things unbound by your physical limitations, and with the ability to perceive things with much greater clarity and detail than bound in mortal flesh. However while you are able to think and perceive, moving your locus of consciousness and perception across vast distances or even between dimensions with but a thought, you lack any physical existence in this form and cannot do anything that would require one. You may only maintain this form for a limited time and when you exit it your body will re-manifest at its last location.

Transcendent Order Perks

Namer - Unhesitating Action (100 CP): You seem to possess improved reaction times and response speed. Simply put the gap between idea and action, or sensation and action is shortened.

Factotum - Master of the Heart (200 CP): You are able to act decisively and without hesitation. You excel at snap-decisions, making them as if you instinctively understand your own desires, and as if you had more time to think about them. This is best for split-second decisions, but will help with things you have seconds or even a minute or two to think about; it won't replace long deliberation however.

Factor - Master of the Mind (400 CP): At-will, you are able to instantly enter a trance where you place your heart and body into unison and act without need for conscious thought. This helps shield you against mind-control, though only improving resistance, and helps you to act in a flow state where you act intuitively and instinctively. This greatly improves your reaction time and reflexes as your mind and body act as one. Entering this trance takes little more than willing it.

Factol - Master of the Spirit (600 CP): You have expanded from being in tune with your own nature to being harmonized with that of the cosmos itself. You are in touch with the forces of the planes, and while this gives you no special ability to control or manipulate them, you can feel them. You have a sort of cosmic awareness, able to sense when major events are about to happen. Those that concern your life personally are easiest to sense, but you might have a feeling for big events out there further afield. You won't always know exactly what's about to happen, but you'll have a vague idea of its scope and where and when… and if being there would be dangerous to yourself. This sense also leaves you with a feeling for when the nature of the planes, or reality in general, is being influenced or altered and if something is disturbing the cosmic 'balance' or 'harmony'. Again you won't necessarily know exactly what or how, but you might feel it if something is planes away and will probably recognize something that's the source of such a disturbance on sight.

This also improves the trance from **Master of the Mind** should you have that perk, increasing your resistance to mental control and your reaction time yet further. There is no lag as information travels from your senses to your brain, your body able to react as your brain would decree immediately upon receiving the stimulus.

Xaositect Perks

Namer - Babble (100 CP): All members of the faction known as the Xaositects possess one power in common: once per week they can use *Babble*, the reverse of *Tongues*, as a spell-like ability confusing all verbal communication within 30-ft of the user for a duration of a minute in the hands of a novice and 20 minutes in the hands of a top-shelf adventurer. You too possess this ability.

Factotum - Finding What's Lost (200 CP): Your connection to chaos has developed an odd side-effect. You possess the ability to know where lost objects are. A stranger could misplace their sword and ask you about it and upon thinking about that berk's sword you'd have an idea where it was; of course if you have no familiarity with the location in question you might have difficulty explaining it. This isn't a perfect sense, and will grow with your Wisdom and the more intune with chaotic energies you become though since you're paying CP for this you will be considered to have a certain minimum harmony with chaos. This also only applies to lost objects. Objects that were stolen or actively hidden do not count, unless they were then lost by the one who stole/hid them. As a final note, something lost yesterday is just as hard to find as something lost ten thousand years ago and vice versa; it doesn't matter how long it's been lost as long as you know what you're looking for.

Factor - Chaosman (400 CP): Your chaotic existence resists divinatory powers from sources not aligned with Chaos. This doesn't require some great, cosmic servitude, but merely those which in this world would fall into the Chaotic alignment. This protection isn't absolute, but the greater your ability to resist effects the better your ability to resist these normally irresistible effects. This is not limited to magical divination, but other similar effects such as psychic precognition, clairvoyance, Clarktech means to view distant locations.

You can push this chaos outwards as well, producing an effect that disorders nearby minds, like a *Confusion* spell, making those who fail to resist behave erratically for several minutes. This won't lower your defense against divinatory powers, but it will take time to recharge this ability.

Factol - Xaotic Power (600 CP): Chaosmen eventually begin to derive magical powers such as the ability to create objects as the *Major Creation* spell, change their body several times a day as if with the *Alter Self* spell, or act as a living *Rod of Wonder*. The power of each Xaositect is unique, and subject to change at random times. Now, like such a big boss of the Xaositects you possess your own magical power. Normally this would be

something useful, but insufficient to make a Xaositect the ‘main character’ in a party of their otherwise peers, but since your power is likely already significantly higher than others around here, you’ll find that this power grows to remain something that is useful but not character defining to you. Its exact nature changes erratically, and unpredictably. Due to your intercosmic nature you will find that this power can vary even more drawing on foreign power sources and energies you can draw upon to create new and unpredictable powers and abilities. The only things you can be certain of is: they’ll be useful but not definingly powerful; they will change from time to time without a fixed pattern; and you don’t have active control over what they are.

Sect Perks:

Sect Perks function like the Faction Perks. Except they're for the minor Sects instead of the Factions. All the rules for Faction Perks (see above) apply to Sect Perks, however. This includes the free 100 CP perk related to your Sect and discount on other perks from your Sect.

Anarch's Guild Perks

Namer - Limbo Sense (100 CP): The plane of Limbo shifts constantly and chaotically. One moment it can be a hospitable seaside and the next the land and air are both made of fire. A cutter can keep things fixed with active concentration, but that's not always easy to maintain. You, though, have a sense for when it is about to change, and how dangerous it is likely to become. This isn't too great of a danger sense, but it's enough to know when you have to exert your concentration to keep it something safe for you to be in. This danger sense will also warn you about other shifting or changing realities; it won't warn against conscious manipulations of reality, but if the dimension has rules that change on their own without active conscious control or intention you'll have a heads up as to when it's about to get dangerous.

Factotum - Anarch (200 CP): An anarch is an individual capable of unconsciously shaping Limbo without conscious effort. Their power varies, and training can increase it significantly. You have reached the pinnacle of this training, able to shape Limbo significantly better than an individual of your Intelligence or Wisdom should be able to; if you were as Intelligent as a Wizard you might make active changes with the skill of god, and if you were as Wise as a Priest you might maintain them unconsciously with the same consistency as a god. If you're less Intelligent or Wise you might not be able to shape it out to miles with (non-sapient) animal and vegetable life and complex buildings, but you'll still be able to reliably maintain a large region around you.

This will work on other planes of wild and shifting chaos should you encounter them.

Factor - Reality Anchor (400 CP): Just like how an anarch can serve as an anchor on the reality of Limbo, you are an anchor on reality around you. This is a specialized form of reality warping, one in which you reinforce reality as it is, actively negating or combating other forms of reality warping. This won't work to stop spells or magic with fixed effects, though something like a *Limited Wish* might be able to be resisted. Of course this is pitting your will and power against those of the reality warper, though all else being equal you should have the advantage against all but the strongest reality warpers as you are not working change but merely pushing things back to their natural point of rest; this applies doubly when resisting change to yourself directly. There is a limit to the range of this ability, but even as an average berk it's enough to protect not only yourself but everything within tens of feet, and with a stronger mind or additional power or experience you could control significantly further.

Factol - World Shaper (600 CP): Mortals can shape Limbo to their will. Powers can shape the planes to theirs. Anarchs can shape Limbo to their will in a way extremely close to that by which the powers shape the planes in general. You seem to have taken a step towards being more like the Powers as with time and effort you can reshape regions around you in planes that are more stable and fixed than Limbo. This is easiest on places like the Outer Planes which are already shaped by belief and will, even if usually requiring a large consensus reality and massive amounts of belief from countless individuals, but you can perform this on worlds like the Inner Planes and the Prime Material.

This functions much like reshaping Limbo, though it is much slower and requires much more effort. It does, however, require more time to revert should you leave the region or cease maintaining this shaping. With a god-like mind, you can use this power to change the composition of the terrain, to create structures and even mundane animals or plants, and even to change the laws of reality. This will take some time, especially if you want to work changes on a scale of miles. The greater the change the greater the difficulty: creating a pocket of water in the Elemental Plane of Fire will be a lot harder than creating a sea on the Prime; making Wild Magic possible on Mechanus would probably be far beyond the power of this perk; creating an anti-magic field on the Prime would be far easier than imposing the Outland's stronger plane-wide law which would probably be beyond you. This is also like the Powers modify them to their realms so some traits are easier to modify – gravity and prohibitions against certain types of magic for example – and others are harder to modify – time or the alignment of a plane.

This does not come with the training granted by the **Anarch** perk so you can expect to start quite limited in your range and effects, though it is possible for a mortal mind to eventually reach the level of a godlike one, and to extend your range and ability. A genius would be able to perhaps create a building, and affect a building sized area, as a novice and that would be slow, but with time and training even a berk could reach out to affect miles in any direction and create life or imposing laws against magic. With the **Anarch** perk a genius would start out affecting miles and creating life.

You may take this perk at a discount if you have the Aasimon (Planetar), Archon (Throne), Baatezu (Pit Fiend), Eladrin (Tulani), Elemental (24'), Gehreleth (Shator), Guardinal (Leonal), Hierarch Modron (Secundi), Night Hag, Paraelemental (24'), Rilmani (Auramach), Slaadi (Death), Tanar'ri (Balor), or Yugoloth (Baernaloth or Ultraloth) race. This won't discount the extra surcharge for lacking the prerequisite perks.

Brotherhood of Glory Perks

The Brotherhood of Glory treats **Pinnacle of Strength** as its Namer perk gaining it for Free if they have **Prime Requisite (Strength)**; even if you don't, if you have the Brotherhood of Glory Sect you'll count as having it for the purposes of the latter perks in this line. They treat **Exceptional Strength** as their Factotum perk, and if they're also a Warrior this will be double discounted.

Factor - Rager (400 CP): When you fight against a worthy foe, or enough unworthy ones, you may enter into a *berserk* fury. While in this state you can strike out twice as fast as a normal man, though this may only be half again as fast if you're already a master warrior, your blows hit harder, and you're nearly immune to attempts to affect your mind or emotions. This state also makes you able to ignore your wounds, fighting on without losing consciousness until you die without your battle aggravating these wounds.

This rage is not all benefits however. This is a state where your mind is reduced to fighting your enemy in hand to hand combat without any fear or other considerations than fighting. You can still recognize friends and won't necessarily attack them, but normally speaking this will lead you to fight until you die or your enemies are destroyed.

Factol - Challenge the Next Blood (600 CP): If life is all about finding your place in the cosmic pecking order, then doing so should lead to success, right? Well it does with you. It may seem like you are simply seeking out the strongest foes and fighting them – because you are – but somehow this helps you in the pursuit of other goals. When you engage in all-out combat against worthy opponents, or enough unworthy ones to serve as an actual test of your abilities, you find that somehow they help you in other ways, especially towards the completion of your other goals. If you seek wealth you'll find wealth. If you seek to slay a particular foe you might find a clue to their location. If you seek to be socially accepted you'll find stories of your glory helping you; though this won't magically undo the damage you might cause by attacking and killing random people. If you seek self-understanding you will find epiphanies. If you seek nothing at all, you will just find that good fortune comes to you.

This isn't about bullying though. Instead it requires a challenge. You have to be fighting people that are at least a plausible threat to you, and furthering your understanding of where you properly fit in the cosmic tournament. This means fighting someone who you've fought before won't do as much unless there's good reasons to think the outcome would be different now.

Convert Perks:

Namer - Changing Colors (100 CP): Belief is power out on the Planes. Maybe this is why many planar beings are so unswerving in theirs. Not all though. Whether you're one of the Converts or not, you find it easy to escape the trap of dogma and to accept when new information disproves your own beliefs even if they were deeply held. You might never know the Ultimate Truth, but you can always refine your beliefs to get yourself closer to it.

Factotum - Chameleon (200 CP): You are able to adopt a set of beliefs in accordance with one of the Factions (or Sects) to instantly gain the benefits of its Namer perk until you set aside these beliefs. You cannot gain the benefits of two of these perks this way simultaneously, and once you have put aside these beliefs, say to gain the benefits of another Faction's perk through this effect, you cannot put on the beliefs of that Faction again until the end of the current jump. Post-chain this becomes a 10 year time limit.

This cannot be used for the Brotherhood of Glory or Incanterium.

Factor - Self-Conversion (400 CP): Belief is important on the planes, and you have learned how to change yours. Through entering an auto-hypnotic trance you can reprogram your beliefs, making yourself truly believe something of your choosing. This is hypnotic programming and can be picked apart if you are confronted by information that makes you think too hard about this belief, but you can seal the memory that you actively changed your belief. You may also set up triggers to end this reprogramming of your mind.

At the start of each jump you may already program certain beliefs into your mind, and at the end anything you have hypnotized yourself into in this way will fall away. This self-reprogramming may circumvent your own immunity to hypnotism, brainwashing, and/or mind-control.

Factol - Greater Chameleon (600 CP): You are able to adopt a set of beliefs in accordance with one of the Factions (or Sects) to instantly gain the benefits of its Factotum perk until you set aside these beliefs. You cannot gain the benefits of two of these perks this way simultaneously, and once you have put aside these beliefs, say to gain the benefits of another Faction's perk through this effect, you cannot put on the beliefs of that Faction again until the end of the current jump. Post-chain this becomes a 10 year time limit.

This cannot be used for the Brotherhood of Glory or Incanterium.

Dispossessed Perks:

Namer - Toughened (100 CP): Perhaps it's life as an exile, but you can take more raw damage than most individuals. This isn't quite to the level of **Prime Requisite (Constitution)** on an average human, but it is noticeable, and like the benefits of a hardy Constitution will improve with level and general toughness. Unlike **Prime Requisite (Constitution)** a Priest will get more out of this than a Wizard and possibly a tad more than from **Prime Requisite (Constitution)**.

Factotum - Making Kip (200 CP): When one's banished to a Lower Plane they're unlikely to find a friendly welcome. You, though, seem to tumble to how a cutter can survive such places faster than others. When you find yourself in a new place, you are able to quickly pick up the necessary information to live there, and will usually get a warning or heads up for any particularly deadly dangers you encounter before they become dangerous to you – you might luck into seeing a deadly animate plant eating a rat before you walk too close or hear about tanar'ri before encountering one. This won't always keep you safe, but if you mark these warnings and stay peery, you'll usually at least have an idea what you need to do to improve your chances to survive, and what things will put you in the deadbook fast if you mess with them.

Factor - Repossessing (400 CP): Everything has been taken from you. You've been banished. You've been wrong. And you will take it back from whoever did this to you and repay them in kind. When you have been gravely wronged, you will find yourself boosted in pursuit of vengeance. You strike truer, you hit harder, your spells possess more power, you dodge blows, you come to clearer conclusions, and you simply perform better in all regards. This applies to even powers from outside of this reality. This only, however, applies when you're performing things that directly aid you in taking your vengeance – no fighting against random fiends who want to kill you doesn't count even if you need to be alive to take your vengeance – and it needs to be vengeance for a major wrong; some berk cutting ahead of you in line for baked goods won't slice it but if someone put a loved one in the deadbook or exiled you to a hell dimension you'll be sure they have to pay the music.

Factol - Banished No More (600 CP): You got banished, exiled to Carceri or Pandemonium. For most sods this is a one way trip, but you tumbled to a way to get out and get back. Whether you got even, or simply got free, you gave a laugh to those who'd keep you imprisoned, and became well-lanned in how to do so again. It's like you tumbled to the dark of how to escape, because you always seem to know how to get free whether you're thrown in a birdcage or simply left hipped somewhere with – seemingly –

no way out. If you find yourself trapped or sealed away, you will know how to get free if there's something you can do to do it. You might not know all the details till you need to, but stranded in Pandemonium you'd be able to recognize you needed that object, and need to go such and such a way, all just to reach a temporary portal to Sigil while it exists and with you carrying the portal key.

More than just an innate divinatory sense for how to escape, the planes seem to be moved by your belief in your personal freedom and chances to escape seem to come to you, meaning it'd be one tight birdcage that kept you imprisoned for long.

Incanterium Perks:

The Incanterium treats **Pinnacle of Intelligence** as their Namer perk gaining it for free, though they still must have **Prime Requisite (Intelligence)** to take it; if you don't have that perk you will still count as having the Namer perk for this Sect's perk line if you are a member of this Sect. They also treat any 1 Wizard Class as their Factotum perk gaining a discount on it; **unlike normal discounts this is a 100 CP discount instead of 50%**.

Factor - Suffused With Magic (400 CP): Magical power has permanently suffused your being. This has made you noticeably more Intelligent, as well as a more significant increase to your Strength and Dexterity; enough to make a fairly normal berk keep up with the best humanity has to offer if not to the level of one of those barbarian heroes that are as strong as an ogre. It has also made you immortal, at least in the sense that while you may seem to grow old your aging is only skin deep with your body not failing due to senescence except in ways that only matter to vanity; you'll still get wrinkled and go bald but you won't find your muscles failing, your health declining, or your mind slipping into dementia due to age and can live forever. This same effect makes you tougher too, giving you an increase to your Constitution though not to the same level as your Strength or Dexterity.

Factol - Incantifier (600 CP): You are resistant to magic. This isn't a great deal of resistance, but as you grow more skilled and capable at wielding magic, it will slowly grow until you're more resistant than not. It'll never reach anything close to 100% resistance, and you'll need to be equal to a Wizard worth the name before you see it having an effect. But this isn't just resistance; it's absorption. When it protects you from magic it doesn't just block the effect but absorb it both (mildly) healing you based on how strong the magic is and that energy can then be used to cast a spell you have memorized with greater than normal speed and without removing it from your memory; the energy absorbed has to at least equal the spell you use though. Of course you might have other forms of magic too, and you can use this absorbed energy to fuel them.

Merkhant Perks:

Namer - Miser's Eye (100 CP): You are able to unerringly identify the value of a gem or 'art object' (that is paintings, tapestries, statues, and other works of physical artwork as well as jewelry, crowns, gem-studded swords, and the like). This won't tell you how much a collector looking for that specific type of art object would pay, but more the going market price. This won't tell you the value of stories or books, or 'intellectual properties.'

Factotum - Interplanar Merkhant (200 CP): One plane's trash is another plane's treasure. You have an intuition for what would make a profit when re-sold elsewhere. You can recognize things that don't have much value where you are, but likely would elsewhere, and if you are familiar with one of those places you have a great sense for where it would be valued, and if not you have a good sense for what sort of traits such a place would have.

Factor - Recognizing Value (400 CP): You possess the ability to appraise, with some level of accuracy, the likely value of chant, dark, books, stories, intellectual properties, new technology, and really well anything that can be sold. This isn't how much it's objectively worth, or how much you could use it in your plans, mind you, just how much gold you can probably sell it for. Though it will give you an idea of how much you could sell rights to something for compared to how much you could make off of say publishing it yourself, and the expected return on investment of playing stock market. In a world with modern stock markets you could make enough money that people start sniffing around for what form of insider trading or illegal methods you're using very quickly.

Factol - Money is Power (600 CP): So the Merkhants believe jink is the real power in the planes. You, though, have taken it even further than they have. You are able to 'cast from GP' so to speak. That is to say you can bargain with reality, offering large amounts of gold and material wealth up to reality, using it as a material component to fuel magical effects. It's easiest to mimic the effects of wizards or priests, with the likes of *Wish* being exorbitantly expensive, but unlike them you don't need to prepare the spells ahead of time and for an extra fee can go to further effects. It does take some recharge time between uses, this time increasing the more powerful an effect you 'purchased', and something outright stronger than a *Wish* may simply be flat-out impossible and if not will be exponentially more expensive than a *Wish* and will only get exponentially more expensive as the power increases.

This material component is consumed by the magic, and has to be something you own; you can offer up farmland but it'll be turned into blighted wasteland and valued for the

difference or offering up a mine can remove the ore inside. Also, reality doesn't like those who steal from it, so don't be expecting to directly get back what you spent.

Mind's Eye Perks

Namer - Visionary (100 CP): Your journeys across the planes to find yourself in their infinite wonders has left you with the ability to *remove fear* once per day, helping to protect individuals from magical fear or lift it from them. It has also left you more capable of recognizing illusions, hallucinations, and things like holograms through interaction or careful study of them.

Factotum - Finding Your Way (200 CP): You possess an innate sense of direction. This won't guide you to a location you haven't been and isn't enough to just magically intuit the path through a maze on its own, you find that it's hard to get lost even in unfamiliar places and that you can generally know which was is 'west' (or another arbitrary direction) at all times.

Factor - Visionary's Sight (400 CP): Visionaries have a connection to the multiverse which makes it easier for them to resist illusions, but you carry it far further. You can recognize false sensory perception, immediately recognizing the falseness of illusions, discerning with accuracy when you are hallucinating – whether naturally, due to alterations to your brain chemistry, from magic, or some other cause – recognizing holograms and even discerning that something is an optical illusion at a glance. Your relationship with the multiverse allows you to recognize these false sensory inputs feeding you the simple fact of whether they're true or false and a vague sense of how they're false if they are.

Factol - Seeker (600 CP): The followers of the Mind's Eye believe that by facing the unknown and exploring new things out in the infinite expanse of the planes they grow to understand themselves more properly. If this isn't true of all seekers (or people) it definitely seems to be true about you. When you explore new and different places, encounter new and different things, and face challenges to overcome you find that you seem to come to epiphanies about yourself and the function of the universe, growing more and more in tune with yourself and developing a greater understanding of your own desires, your own motivations, your own behaviors (and how to bring them in line with what you desire them to be), and your own nature, as well as how you relate to the multiverse as a whole and the underlying connections between elements of reality. In short, you grow more and more enlightened.

These challenges don't have to be fights. Convincing someone of something, reaching a hard to reach place, making a magic sword all of these could be challenges depending upon your capabilities.

Opposition Perks

Namer - To Oppose (100 CP): Once per day you may perfectly act to oppose another being's action. This must be the action of another thinking being. This also must be something you can do through physical means that is not physically impossible for you to oppose without this. You could with this ability potentially parry a bullet to oppose someone shooting you (or someone else close to you) even if you didn't know how to use a sword, but you could not parry an explosion with just this ability. It also must be something that could be said to be a single action; you could oppose a sword blow or even potentially a spell (by grasping their hands possibly) or a point they just made (by saying precisely the right thing to undermine it) but not perfectly oppose a massive overarching plan (though perhaps the final step in it). When you use this ability you will perfectly perform the action(s) needed to oppose theirs; you will say something that counters their point (if there is anything that could be said to do so), cut their bullet from the air, strike to grasp their hands to make their spell fizzle harmlessly, etc with perfect skill and finesse.

Factotum - Opposing Blades (200 CP): You excel at the art of parrying, or blocking. This is far from perfect, but you're faster when it comes to parrying and even with unfamiliar weapons you use them with unusual skill and ease. Even if you're a master, there seems to be something that makes the act just a little easier for you.

Factor - Opposing Argument (400 CP): You excel at creating arguments meant to oppose another viewpoint or the argument of another. You seem to be inspired in making these arguments, carrying them out with greater rhetorical skill and flair and coming up with better points for tearing down the stance and opinions of your rivals. This is more about creating a convincing argument than necessarily being actually objectively 'right' or 'correct' but you are very good at disproving those you argue against.

Factol - Opposing Magic (600 CP): You have mastered the art of using magical energy to counter the spells of others. This does not allow you to dispel magic, once it is in place it is in place, but you can shape the magical energy that would be used in spells to disrupt and nullify the spells of others as they cast them. This mastery goes beyond merely countering spells. It can just as easily counter spell-like abilities and even the activated powers of magic items (you won't counter a sword being +1, but you could counter an intelligent sword manifesting a ray of energy).

This mastery has also taught you to use other forms of supernatural energies to counter and negate the active use of such powers from your enemies. Like with magic this is

countering its use and not undoing its effects, but you could use your ki to disrupt someone else using theirs to power up, or use your psionic energy to disrupt a telepath using telepathy.

This comes with a small supply of power, enough to counter perhaps a single 9th level spell each day, or several lower level spells. Unlike other energies this one can be used universally to counter any type of energy though things much more powerful than 9th level spells will be beyond its ability to counter on its own.

Primal Perks

Namer - Primal Initiate (100 CP): You have hardened your body, making your flesh serve as light armor. The same understanding of the nature of the multiverse that allows you to harden your flesh can be turned outwards allowing you to *mend* a damaged object once per day. This won't affect magical or living objects of any sort or anything too large. A novice might mend an object up to 1 cubic foot in volume, but someone top shelf could repair a 20 cubic foot object.

Factotum - Primal Lorewarden (200 CP): You have learned how to use your understanding of primal realities to turn raw materials into finished goods through the power of your beliefs. While you can affect organic materials you cannot affect things that are currently part of living creatures, nor can this be used to reshape magical items. This is most efficient with non-mineral materials, turning 27 times as much material into finished projects, though even with mineral materials you'd be working on a scale of cubic feet; this would be cubic yards with vegetable or animal materials. This requires no special skill with simple objects, but for those requiring a high deal of craftsmanship (jewelry, swords, full plate) the finished good will rely on your skill and knowledge in crafting it.

Factor - Primal Loremaster (400 CP): You have learned a mastery over the world which allows you to use the power of your beliefs to heal your own wounds, by default enough to bring down an ordinary individual 5 times over, and to temporarily animate objects to do your bidding.

Factol - Primal Dark (600 CP): Your understanding of primal realities allows you to disintegrate non-magical inanimate materials, and to magically reshape them into other materials or even creatures. The length they will remain reshaped varies by how extreme the change is: turning a rock into another type of rock might be permanent, and changing a tusk into an elephant will last longer than turning a tusk into a lion and turning a rock into a lion won't last long at all. This ability to alter and reshape matter can even be applied to your own body, allowing you to imitate the effects of a *polymorph self* spell, taking on a wide variety of forms and shapes.

Ring-Giver Perks

Namer - Ring of Giving (100 CP): A berk only gets as good as they get. At least that seems to be the belief you've actualized. When an individual accepts gifts from you they feel better inclined towards you. Well giving gifts often improves people's opinions of you, but this is extra effective when you're the one giving the gift. This works best the more meaningful the gift, either because it represents so much of your possessions or something that giving up really does inconvenience you, or just because of how valuable and important it is to the receiver.

Factotum - Beggar's Resilience (200 CP): When one decides to live a life of extreme poverty there are problems that come with it. You deal with these problems surprisingly well. You can survive with less food or water than others, and the quality of your food matters less to your health; as long as it's edible and provides you with sufficient calories the nutritional value hardly matters. You can sleep nearly anywhere whether it's a cold floor, a small cell, or wet mud. You are also substantially resistant to disease and poison.

Factor - Favors Repaid (400 CP): When you have given someone a gift or favor and they have accepted it, you can call upon them to repay that gift or favor. They will find themselves compelled to do so, though this compulsion can be resisted. The greater your gift or favor to them the harder it will be for them to resist this compulsion. This is relative to how great and important it was to them and how major of a sacrifice it was from you. That is to say, you giving all your money to a beggar who has nothing will make it harder for them to deny you than giving all your money to a demon lord for whom it's merely another room to their treasure palace. Similarly giving someone your *+3 sword* will have more of an effect if you don't also have another magic sword, and much more of an effect than if you have a *+5 sword*. The bigger a favor you ask in return the easier it is for them to resist. This applies doubly so if the favor you ask in return is substantially greater than what you gave them. In general, though, given a major gift this is a particularly hard compulsion to resist compared to the magic of this place.

This compulsion is subtle, and unlike many magical compulsions will feel natural to those who fail to resist it unless it pushes them to perform acts greatly against their morality and nature. Simply repaying a favor will not trigger it to feel unnatural, even if by their nature they'd never do so. That is to say a demon lord won't think it's odd they performed a favor for you, though they might if you made them save an archon, or help the baatezu.

A being who is sufficiently more powerful than you is immune to this effect.

Factol - Free From Greed (600 CP): You are living proof of the philosophy of the Ring-Givers. When you live a life of poverty (willing or otherwise) you will find that you grow wiser and more in tune with the cosmos, potentially pushing your Wisdom to truly superhuman, or even god-like levels if you were already wise enough. It is not only your Wisdom that increases, but your personal power seems to grow as well. Whether it's how well you can wield your sword, the power of your magic, your resistance to poison, dragons' breath weapons, and magic (beyond those that wisdom protects against), or other abilities and powers you have brought with you from beyond this multiverse, you seem to be improved by living a life without material attachments or possessions. This does mean not holding an attachment to physical goods; start hoarding powerful weapons and tools and you will find this power boost and Wisdom fading.

Verdant Guild Perks:

The same animal must be selected for all Verdant Guild perks taken by a single individual.

Namer - Wylder's Mask (100 CP): You have learned how to create an animal mask stylized after an animal. When wearing one of these masks you may speak with animals of the type represented by it at-will.

Factotum - Wylder's Senses (200 CP): You possess the keen senses of an animal, at least where they'd be superior to those of your race. This animal is one that represents you, chosen when this perk is selected.

Factor - Wyld Shape (400 CP): You possess the ability to take on the shape and form of an animal as if *polymorph*ing. This is a specific type of animal that represents you, chosen when this perk is selected. You may also take on the shape of a supernaturally powerful version of this animal; it will normally be nearer to human size if smaller than a human and the exact powers will vary based on the animal but be exaggerated elements of it with more powerful new abilities from less otherwise powerful animal forms; a t-rex will gain few supernatural powers.

Factol - Wyld Lord (600 CP): You possess the ability to summon and command animals of a selected type. This is a specific type of animal that represents you, chosen when this perk is selected. While this will not create the animals ex nihilo, you can summon them from great distances or even across planes, summoning them often and commanding great numbers of them. You will summon more small or weak animals with this than big ones in raw numbers, if (significantly less) in pure mass. That is to say you might summon hundreds or thousands of bees vs one t-rex.

Items:

All discounts are 50%. 100 (or less) CP items that are discounted are **not** Free. You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%).

If an Item is discounted due to multiple different sources, such as a Race and a Class, a Faction/Sect and a Race, a Faction/Sect and a Class, or even a race and a perk, the discounts stack reducing it to a minimum of 25%; for example a Sensate Thief could purchase Memory Crystals for 50 CP (instead of 200 CP), but additional copies would still be 50 CP (instead of 25 from three stacking discounts). If a perk is discounted due to multiple of the same source, such as multiple Classes you possess, the discounts do not stack; for example a Psionicist-Thief would purchase Memory Crystals for 100 CP not 50 CP (or 200 CP), though additional copies would only be 50 CP. If an Item would be discounted to less than 25 CP it still costs 25 CP but you get 2 copies of it per purchase.

If a race comes in multiple ranks, such as most fiends and some celestials, a discount for one rank applies for all higher ranks unless specifically noted otherwise. A discount for only a specific option within a rank does not however (i.e. Alu-Fiends get a discount on a Wizard class this does not apply to Balors despite them being higher ranked than Alu-Fiends).

You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Baatorian Lute (25 CP): This is an instrument made by the erinyes of Baator. While it lacks any special magical ‘effect’ it creates a beautiful and otherworldly tune, a sound that can’t quite be mimicked by other instruments made by mortal berks.

Celestian Rope 50’ (25 CP): This is 50-ft of rope made from the transparent and gossamer silk of spiders from Mount Celestia. It’s as strong as an iron chain, a whole lot softer and lighter, and despite being thicker than a single strand, it’s transparent enough to be nearly invisible. If you buy this rope multiple times you may instead increase the length of this rope by 50’ for each additional copy you’d receive.

Chillfoot Boots (25 CP): These boots keep one’s feet very cold while wearing them. It’s like wrapping one’s feet in ice that just won’t melt. They’re not exactly comfortable, unless you’re walking over hot coals, or baking hot stone or metal surfaces, but they can make it a lot easier to walk in some of the hotter parts of the planes.

Fishskin Suit (25 CP): This is a medieval wetsuit, made from the skin of fish, or fish-like planar entities. This suit has webbed hands and flippers on the feet, and helps make one move smoothly through the water. On a normal human this would increase the speed at which they swim by a full 50%.

Living Cloak (25 CP): This appears to be a thick, fur cloak. The only thing is that it's alive. It's not magical. It's just some strange creature found on some Prime Material World or the Planes. Still this cloak will hug itself tight around the wearer unless actively removed, and it's warm blooded so it'll produce heat to help keep a basher warm on the colder planes. Doesn't seem to need to eat though.

Pandemonium Earplugs (25 CP): This is a pair of earplugs that is guaranteed to completely block out all sound from reaching your ears when they're in place. Useful for bashers going to places with maddening sounds, probably why they sell them to berks going down to Pandemonium.

Planar Foodstuffs (25 CP): This is a basket of foodstuff from across the planes. It might have fine cheeses from Bytopia, rare mushrooms grown in the Abyss or Pandemonium, wines from Arcadia or Arborea, mutton from the slopes of Mount Celestia, fruits grown between the floating islands of the Elemental Plane of Air and more. You get a new basket every month and the contents may vary, though you will find that particular favorites are more likely to appear.

Solanian Shoes (25 CP): On the layer of Mount Celestia from which they get their names these shoes are a real wonder. Even an inept berk could use them to walk straight up vertical cliffs. In other places a planeswalker like you might go they're not nearly as effective, but they do help one keep their footing when scaling inclines or walls; it won't do most of the job but it'll make things just a little easier to do.

Zadisband (25 CP): This headband, or armband, is a bit of a novelty item. When worn it hums a soft melodic tune. Nothing too impressive, but it's a bit pleasant, at least until one grows tired of it. Since you're paying CP for it, yours is a bit more special. See I know you sometimes get perks that give you a soundtrack or music. Well this zadisband carries all the music they might provide with it, and the wearer, even if not you, can hear them all any time on demand.

Clockwork Pet (50 CP): This is a replica of an animal made from clockwork. It's somehow able to obey commands like a trained animal, and it doesn't need food or water or actually have a mind of its own, but it is a neat piece of machinery and a rather interesting curiosity. Unfortunately they are not robust enough for combat.

Githyanki Jewelry (50 CP; discount Rogue or Psionicist): This is a piece of githyanki jewelry. Maybe it's a ring, or a necklace, or even a tiara or large golden armring. Whatever it is, the special quality of it causes it to become psychically attuned to the wearer. This attunement causes it to vibrate lightly when the wearer's name is spoken within a range of about a mile.

Ladder of Infinite Climbing (50 CP; discount Rogue): This is a slim, sleek 15-ft ladder. But when it is pressed against a wall that has some permeability or friction on its surface and a command word is spoken it merges its essence into the wall. At that point if a creature begins to climb this ladder the bottom rung will automatically move to the top when needed to climb further, allowing for any wall that's not too dense and smooth to be climbed. Speaking the command word a second time dislodges it.

Seeker Stones (50 CP): Pair of perfectly clear peridot spheres. Command word makes an arrow appear in the center of the sphere pointing towards its mate; either sphere can be activated without impacting the other sphere's ability to be activated. Normally these have a 10 mile range, but since you're paying CP you've got one of the legendary pairs that can detect each other from across planar boundaries.

Thought Recorder (50 CP; discount Rogue): This is a flat copper plate about 6 inches to a side. If held against some berk's head for 5 minutes (or more), the image of what he was thinking about will appear on it. Each plate only works once, and it's just an image of what they were imagining, but it's a neat trick. You get a stack of 10 and a new one each week if you've used any of those 10.

Buseni Skin Clothes (100 CP; discount Rogue): Made from the skin of a busen, a shadow-dwelling creature that protects the passages between Arcadia's first and second layer, these clothes naturally blend in with shadows making the wearer much harder to spot in the dark.

Bottled Breath (100 CP): This is a glass bottle that appears to be empty. In fact it contains a limitless supply of breathable air, and by opening this bottle and holding it to one's mouth one can breathe even in planes such as the plane of vacuum. Unfortunately it cannot be left uncapped for more than a minute or it will stop functioning for several seconds, requiring one to alternate between holding their breath and using this bottle to breathe.

Mark of Invisible Alignment (100 CP): This is a small tear shaped gem. When placed to the forehead it adheres and blends in with the flesh becoming invisible. While it's in place magic means to judge the wearer's alignment report back a false report unless they are at least equivalent to a *gem of true seeing*. Normally these gems report True Neutrality, but yours can report an alignment of your choice chosen when you purchase this gem.

This gem will work on magic meant to judge ethics, morality, and behavior in future worlds even where they are not directly tied to Good, Evil, Chaos, and Law or cosmic principles, but will report ones generally in keeping with the alignment of the gem.

Mimir (100 CP): Also known as a Well of Wisdom or Speaking Skull, this magic item floats around its owner head much like the more famous *ioun stones* and when asked a question they will answer it verbally to the best of their ability. They definitely don't know everything, really only what their creator put in them, but most mimir seem to have somehow been filled with information and knowledge about the Outlands, the Gate Towns, and to a more limited extent the Outer Planes in general. Don't expect much out of them about Prime Material Planes or the Inner Planes as these items only work on the Outer Planes. Ultimately a mimir is like a travel guidebook for the planes, or even a tour guide. They don't have truly deep knowledge about anywhere you know but they can give some general information on topics about the Outer Planes. At least when floating freely; while you can stuff it in a bag if you don't want a metal skull floating around your head (though they do come in other forms such as disc or sunflower) it won't work until it's floating around you again and it will only answer questions when it is.

In future jumps this mimir will work off of the Outer Planes, and give general guide like information about the local world(s) and societies within.

Batstaff (200 CP): This staff has 25 charges. By speaking the command word and spending one or more charges you can activate one of the following abilities:

- Shielding: Black, bat-like shapes of harmless energy appear in a swarm around the wielder. These obscure the vision of those within 5' of the wielder, and obscure vision of the wielder from further away, though they do not obscure the wielder's own vision. This lasts 10 minutes per charge spent.
- Summon Bats: You may summon 3 to 30 normal bats or 1 to 4 giant bats. These bats will serve your will implicitly until slain or 10 minutes per charge spent have passed.
- Sonic Sight: You gain bat-like echolocation out to 50' for 1 hour per charge spent.

Once it is out of charges it is simply a 5' staff until the start of the next jump where all charges will be restored.

Blood of Aoskar (200 CP): This is a bottle of a substance that resembles wine. It seems to be what chant and rumor calls the blood of Aoskar the god of doorways killed by the Lady of Pain. I'd thought it was just lies told by knights of the cross-trades, but yours seems to really work. This is a universal gate key able to open any portal or gate between planes. Of course like all gate keys it is used up in the process but you'll get it back in a week.

Even in future worlds it'll continue to function as a key to open any sort of interdimensional passage, portal, or even wormholes connecting the same plane. Of course this does generally require them to be able to open – it won't replace powering up something to punch a hole between realities, just the key to unlock the hole that's already there. Well… It won't just simply replace it. This does seem to hold some potent arcane power for the purpose of connecting worlds and a canny mage might be able to use it in some sort of ritual to make a temporary gate where there wasn't one before.

Chains of Light (200 CP; discount Harmonium): Chains which when used to bind an evil creature begin to glow with a light that is blindingly bright to non-good creatures who look directly at the chains (or the bound being unless they're massively larger than the bound area), though good beings can see it as merely a bright light. These chains also heat or chill themselves – whichever will harm their captive more – in response to attempts to escape the bindings, slowly building from painful to a threat to a normal human, to enough to most likely kill one right out and badly wound even a moderately experienced fighter.

Clearsteel (200 CP): This is transparent steel from Acheron. Normally they make weapons, armor, and especially shields from it, but you can make other things. While not normally perfectly transparent, it's about as see-through as glass, making it have its uses.

You now will receive a steady supply of this material, enough to make a good deal of weapons, armors, or shields… or maybe you can think of other things to make with it.

Conduit Map (200 CP): This map shows nearly all of the astral conduits leading from a single Prime Material world, or a vast expanse of the first layer of another plane of your choice; the map isn't infinitely large and would be infinitely unreadable if it tried to show all of an infinite plane. It does not mark the age of these conduits so some may be unstable due to youth or extreme age, but it does mark where they are and what planes they lead to. Getting to them, however, is on you.

In future jumps this will not only change to reflect some local world or plane, but ensure there are astral conduits to travel through to reach other planes and dimensions. You have no control over which planes they reach, and dimensions that are usually barred from dimensional travel may still remain barred, but if you go looking you could find portals between the worlds of the material and the soul.

Fiend Globe (200 CP): This small, ceramic globe no more than 3 inches in diameter contains a powerful magic. When it is broken it will summon a fiend of minor or perhaps even medium status – the likes of succubi and night hags being the most powerful it can summon – but it will do so even in planes where fiends normally could not be summoned and nothing short of the likes of an *antimagic field* will stop it from working. It also compels the fiend to serve obediently and loyally for 1 hour, fighting even to the death for their summoner (though given how summoning a fiend works this is rarely true death), though at the end of the hour the fiend will disappear back to where it was summoned.

You will still be able to summon fiends from this multiverse with this globe even after you have left it behind, though you may find similarly powerful fiends from other worlds you have visited among those you can randomly summon. Once you've used this globe, you'll get a new one after about a week.

Flutes of Enchanted Harmony (200 CP; discount Bard): This is a set of pipes which bears an enchantment. The greater the skill of the player and the goodness of their heart the higher quality these pipes will be, becoming able to produce extraordinarily – even supernaturally – beautiful music in the hands of one who is both highly skilled and good of heart. In the hands of one who completely lacks skill or goodness, such as a least tanar'ri they create haunting, discordant, and disturbing sounds fit for the pits of the Abyss. Since you're paying CP for these you can set your 'goodness' to the level you desire, though playing with skill or skillfully playing with an utter lack of it will be up to your own talents.

Grue Bottle (200 CP): When you open this bottle it will summon an elemental creature – usually a grue but sometimes a mephit – to serve you for anywhere from 1 hour to 2 and a half hours. You can order it back into the bottle at any point during this time and save the remaining time. Normally at the end of this time the elemental would be free to act according to its nature and left stranded where you summoned it, but since you're paying CP for this they'll be sent home instead of free to cause chaos where you are and likely attack you.

Normally after this time the bottle would become unusable but because you're paying CP for this the bottle will be ready to summon another such creature at random in 1 week after you first opened it to summon one, so long as the time of the last has been fully expended.

Memory Crystals (200 CP; discount any Rogue class, Psionicist, and/or Sensate): This is a small box of crystals. Each one is about the size of a finger. If a basher holds this and remembers something its memories will be permanently recorded into the crystal. Once there's a memory in the crystal any other individual that holds the crystal can instead experience that memory as vividly and real as it was in the memory of the original. Each crystal only holds about 10 minutes of memory, and they'll only hold one memory no matter how short it is. But you get a small box and a replacement crystal each week if you've filled or lost one.

Planar Compass (200 CP): This magic tool resembles an iron orb 6 inches in diameter. It can open revealing a 4 inch cavity. By placing something from a plane into that cavity and closing it the compass will begin to spin before an arrow will point at the direction of the nearest planar connection that leads to that plane. While this will guarantee it leads to it, and not from it, it won't guarantee you can reach it or know the gate key to open it if it requires one.

In future jumps this will continue to work to point the way to portals or pathways to other planes or dimensions if you have an object from them to place inside of the compass.

Potion of Truth (200 CP; discount Mercykiller): This potion, made from the poison of a special breed of wyvern, causes the imbiber to be unable to speak a lie for a span of time ranging from a few minutes up to an hour. Any attempt to lie will find them speaking the truth instead, and there is no saving throw to resist if they drink it (or have it forced down their throat).

You get one dose of this potion, and it will refill in a week if used.

Ring of Vanishing (200 CP): Teleports the wearer to a random location. Usually this will be somewhere close by, a few hundred feet away. Perhaps 1/5th of the time it will be further away – perhaps a few tens of miles. Perhaps 1/25th of the time it will teleport an individual one or more planes away. Despite seemingly being much more random than normal *teleportation* this won't put you at a location unable to support your weight or inside of an object.

It has 25 charges which recharge each jump.

Spirit Bowl (200 CP): Normally when a petitioner dies their soul either merges back into the plane to be spun out again, or if they are not on their natural plane they are permanently and forever lost. This item is designed to capture the souls of petitioners so that they can be returned to their plane of origin, or forcibly removed from it to ensure their destruction. Yours can capture other souls too, though you will have to be there when they die, and it can only contain one soul at a time.

Vambraces of Evil's Warding (200 CP): These armored bracers are said to be made from the spirits of fallen petitioners who still seek to strive in battle against evil. They draw in projectile weapons and attacks fired at their wearer by evil beings, causing them to hit the magically reinforced armored bracer instead of their wearer. This attraction doesn't protect from large scale 'area' attacks, but can draw in more precise attacks with enough force to make up the difference between firing at an average individual and one of the most agile humans alive or an unarmored individual and striking a foe that wears chainmail.

Normally if worn by an evil being these vambraces will cause them pain and damage over time – enough to bring down an ordinary human in minutes – but since you're paying CP for this they won't hurt you even if you're evil.

Amulet of Superiority (300 CP): This is a magical amulet which makes it so that any weapon wielded by the wearer – even bare fists – can overcome resistance to mundane weapons as if they were magic. Normally these can be stymied by the highest levels of such resistance, if a *+3* weapon wouldn't work then the amulets wouldn't, but yours will work on even those which would require a godly weapon to harm. This won't make you hit harder or any more accurately, but supernatural protections that require a certain level of 'magic' or the like behind them will falter before your blows.

Recorder Stones (300 CP; discount Sensate): This is a magically created stone which functions much like one of the **Memory Crystals** above. It holds a lot more memories, though – able to hold hours instead of minutes – and the Sensates will swear up and down that it has a higher fidelity of recording. It does seem to go deeper into the unconscious feelings and associations that the recorder might not even consciously remember. They can also be filled with memories from different sources, or multiple memories from the same individual. You get half a dozen such stones, and a replacement each week if you've filled or lost one.

Baku's Trumpet (300 CP; discounted Upper Planar Race): 3 times per day when sounded this trumpet wounds all evil beings within 40-ft as if they had been struck by a sword, and causes magical fear in them. Evil creatures which try to sound this will be struck mute if they fail to resist its magic and it will have no effect. Since you're paying CP for this you can use it safely even if you're evil.

Brooch of Alignment Detection (300 CP): Any planeswalker worth his salt knows that alignments matter out on the planes. Well this magic brooch allows you to look at a nearby individual and focus on them and through it detect if they're Good or Evil, Lawful or Chaotic. This works not by what they believe themselves to be – that'd be pretty useless – but based on their patterns of action and behavior and the deeds they have committed and how they have aligned the individual to these cosmic principles. Even in future worlds it'll base it off of how a berk would be aligned if he were in these planes.

Do be careful though. You can have some pretty nasty customers who pass for Good, and just cause some sod is Evil doesn't mean he's out to get you at the moment.

Chains of Law (300 CP): These chains are designed to hold slaadi, becoming unbreakable to slaadi, and negating all their spell-like abilities when they are bound by these chains. Yours are special affecting any creature of incarnate Chaos such as eladrin and tanar'ri as well as slaadi, and will affect similar beings born of Chaos in future worlds, preventing them from using any of their supernatural abilities and being unbreakable no matter how strong they are.

Gehreleth Triangle (300 CP; Free for Gehreleths): Each gehreleth possesses a magical black triangle shaped charm linked to its life – dissolving when they are killed – which records its experiences for their twisted pseudogod Apomps. While others cannot access everything it holds within, and it only records permanently a fraction of what they experience, it holds the memories of their race – or at least past members of it – granting these chaotic fiends a form of racial memory. The one thing it records with extreme precision and shares between all of these is whenever a gehreleth was summoned and by whom.

You possess one of these triangles, or one very much like it. If you're not a gehreleth you must choose if it is a gehreleth triangle you have (somehow) managed to attach to your life so that it will only melt away with your death, or if it is instead linked to your Race for the jump. In the latter case it will have memories from previous members of your race, and contain each and every time one of your kind was summoned by some mortal mage. In the former case it will do so for the gehreleth race.

Post-jump it will update to contain memories, and a record of summoning for your species in that jump (or humans if you dropped in without a native species).**Oil of Devildeath (300 CP)**: Apply to a weapon and it becomes a *+5 weapon* against baatezu, tanar'ri, and yugoloths, and deals double damage against them, until the oil rubs off or it successfully wounds a target. Has enough to apply 12 times and refills yearly. In future jumps will work on beings similar to these devils and fiends.

Planar Wards (300 CP): Set of 8 stones when activated (by command word) in the proper order creates an area where *plane shift*, *teleportation*, or anything to travel between dimensions fails to function. Each stone has to be within 60 yards of the number next and previous in the sequence (with 1 and 8 having to be within 60 yards of each other) and this field extends 60 yards above and below these stones. They'll remain active for 1 to 4 weeks unless deactivated by a command word. Usually these stones are one use, but since you're paying CP for them they'll recharge after 1 month for every week or fraction thereof they were active, and will work on scientific means of *teleportation*.

Shifters' Manacles (300 CP; discount Mercykiller): Magical manacles that prevent *plane shift* and *teleport* and are resistant to magic and psionic attempts to remove or tamper with them. Normally these don't resize to fit individuals, but yours do. They do stay particularly large and heavy manacles.

Lifepearl (400 CP): Formed on the Positive Energy Plane from a concentration of positive energy, like sand and grit compressing into a pearl inside of a clam. This pearl can be used to cure disease, heal, or even resurrect the dead like a *staff of curing* and *rod of resurrection* with 40 charges; that is to say it can cure blindness, disease, wounds, or insanity up to 40 times, though *resurrection* costs more of its energy depending upon the target – a human cleric might take only 5% of its power, but an elf wizard would take nearly 4 times as much. When it is fully expended the pearl will explode in a fireball-like explosion. There's some chant though that these pearls are even more than a tool of resurrection, and that they can form the seed of entire new races, worlds, or possibly planes. Though you'd probably need one far beyond this one for such things.

This pearl will recharge at the start of each jump.

Key of Dreams (400 CP; discount with Well of Dreams): This magical gem is connected to a realm of dreams. It will connect itself to the possessor's head, embedding into their skull and resisting all attempts to remove it. This provides the bearer with subconscious guidance, effectively increasing their Wisdom, guidance in some artistic

pursuit or field of ancient knowledge (chosen by the possessor when it enters their head), and will automatically *resurrect* the bearer on death but this includes standard loss of experience with such magic and events since they last 'gained a level' will be hazy and dream-like. If the key *resurrects* the bearer it will be destroyed and not reform till the start of the next jump.

In this world, or if you took the **Reward** from **The Tales of the Infinite Staircase** Adventure, it can also open a temporary entrance into the Infinite Staircase that lasts for 5 minutes.

Planar Barge (400 CP; discount Marraenoloth): This is a small river boat like those used by the marraenoloths, and sometimes other fiends, to ferry people along the River Styx. that can be used to ferry passengers between planes.

Thief of Charms (400 CP): This magic rod upon the speaking of its command word steals the *beauty* from a single creature or object. This doesn't change it physically in any way but the intangible aspect of beauty is drained from it – a magnificent gem appears dull and unappealing when it's taken, an elf princess whose beauty was famed across her Prime would still have the same proportions and features but they'd no longer appear beautiful or attractive – and stored in liquid form in a bottle attached to the base of the rod (1 bottle included though any bottle or container that will fit works). This liquid beauty or circean embers will lose its charm and luster after a week to a month. These circean embers can be applied to a creature or object. If their beauty has been drained away – such as by the Thief of Charms – it will restore their beauty in a permanent and lasting way. If they have their own beauty already it will supercharge them to supernaturally beautiful, causing those who see them to covet them like a dragon covets beautiful gems and gold unless they can resist the magic of this beauty; unlike restoring beauty to something that has lost it, this supercharged beauty can only be contained for a time and will fade after a week.

Tomes of Sorcery (400 CP; discount Wizard): This is an extensive collection of tomes on topics of magic and sorcery, as well as spellbooks. It's a more than respectable collection for any sort of mage found on the Planes, though it's still only a small drop of all there is to be known. As you expand your magical knowledge you will find that new books occasionally appear within it, enough to help you continue to research and learn, and while all that begin in it will be about magic as this multiverse understands it – and mostly the magic of wizards as opposed to priests – these additions can be about any kind of magic you've encountered and have studied, or are beginning to study. It'll never be

more than a drop in the sea of knowledge on its own, but it will always be enough to give you something new to research and study periodically.

Power Key (Varies; discount with a Priest class unless of the Athar Faction): Remember how it was said that Priests lost power when they moved from their gods' realms? That's where Power Keys come in. They're a Power's answer to that, helping restore some power to their priests. Like a spell key these are some ritual object used in – or activity performed during – casting a spell.

These things come in 3 varieties. The most common are *Specific Keys* which affect only a single spell. This will bring everything about the spell to its maximum when cast – healing spells heal as much as possible, and the loss of range or duration from a reduction in casting ability is negated – though they won't let you cast a spell if you lost your ability to cast it entirely.

Much rarer are the *General Keys* which function like a *Specific Key* but affect all spells of a certain type such as all Healing spells or all Divination spells.

Finally you have *Greater Keys*. Instead of boosting certain spells to their maximum effectiveness, these allow the user to ignore several intervening planes for determining their casting abilities.

Normally a key represents an investment of power from the Power into its creation as a ritual object/performance and in every use of it, but because any object like it or performance can replicate its power, they are best kept as a secret and if shared will often stop working especially in the case of *General* or *Greater* keys. Yours though seems to actually tap into your Benefactor or maybe your nascent Spark, or something else entirely since the Power it is, theoretically, linked to doesn't feel a drain when it's used and it can't be copied. This also means that it cannot be stripped of its power by the Power in question. And it doesn't require you to actually serve a Power at all and will continue to work if you change your allegiance to another.

For 200 CP you can get a *specific key*. For 400 CP you can get a *general key* and this key will function on non-priestly spells of that type as long as they are divine spells, drawn from some 'higher' being or from belief or faith, instead of mastery of arcane forces and the workings of reality. For 600 CP you can get a *greater key*. Of course *greater keys* aren't too useful to you once you leave this world so it will unusually double as a *general key* and also work as a *general key*. In addition it will function not only for the weakening of your divine spellcasting due to planar separation but help with any other effect which would weaken the connection or weaken your spellcasting by straining it. It may not be

able to overcome all of them – if the most powerful power keys only negate 5 planes of separation – but it will help mitigate.

***Dream Diver* (600 CP)**: This vehicle is a 30-ft diameter sphere. It is capable of moving through any malleable material – air, water, energy, solar plasma, evershifting chaos – at a rate of approximately ten times the speed of a human moving in battle, or twice the rate of a fast human sprinting (assuming that is they're on good, even ground prepared for easy movement). The vehicle is opaque except for 6 round portholes that allow for observation of the exterior. There is a 10 ft diameter iris door that allows entrance and exit when it is open, the opening and closing of which is controlled by a crystal which floats in the center of the sphere and also controls the craft's movements. While someone must hold the crystal to move the craft, the door can be opened and closed by mental command from whomever last touched the crystal.

This vehicle is immune to physical force – its exterior even negates gravity leaving those inside weightless – and no mere physical force, not even magic weapons can damage it, and it can freely sail through regions of the Elemental Plane of Fire which would harm those immune to non-magical fire. Environmental effects and harm are completely ineffective against this vehicle, allowing it to pass through any sort of external environment. Only actively used magical and supernatural effects can harm it, including magical fire, and it can be destroyed by supernatural attacks, though since you paid CP for this it will repair and rebuild itself over time. Despite being capable of being (temporarily) destroyed by magical assault, this object functions more like an *artifact* than a normal magic item.

Weapons and Armor:

These Items are those that are primarily intended as personal scale weapons and/or armor. They follow all the rules of Items, and are just separated out for convenience.

+1 Armor **(100 CP; discount Warrior or Cleric)**: This is lightly magical armor of a normal variety of armor of your choice. It offers better protection from harm as if there were fields of mystical energy preventing blows from striking you, though it's only enough to make up the difference between say chainmail and breastplate, or leather armor and studded leather armor. Normally magic armor in this world would weaken in its enchantment as one travels between the planes, but like a Transient Sword this one does not. It's worth noting that, unlike in 3rd edition, magic armor benefits applied to even those rare attacks that ignored normal armor as what 3rd edition would term a 'touch attack.'

+1 Shield **(100 CP; discount Warrior or Cleric)**: This is a lightly magical shield of a normal variety of shield of your choice. It offers better protection from harm as if there were fields of mystical energy preventing blows from striking you, though it's only a relatively small effect. Normally a magic shield in this world would weaken in its enchantment as one travels between the planes, but like a Transient Sword this one does not. It's worth noting that, unlike in 3rd edition, magic armor benefits applied to even those rare attacks that ignored normal armor as what 3rd edition would term a 'touch attack.'

Green Steel Armor (100 CP; discount any Warrior class or Baatezu): This is armor made of baatorian green steel. It is significantly lighter than normal, and somewhat harder than usual making it generally superior armor.

Green Steel Weapon (100 CP; discount Warrior or Baatezu): This is a weapon made of Baatorian green steel making it lighter and giving it a sharper, more resilient edge that increases its cutting power. It's not too useful on bludgeons but edged weapons do see a significant benefit.

Transient Sword **(150 CP; discount Warrior)**: This is a magic sword, one of more than minimal power, but not quite the stuff of legends, or what one might call a *+2 sword*. Unlike most magic weapons, transient swords do not lose their enchantment as one travels the planes further from where they were created.

You can select a non-sword weapon if you'd prefer. It'll be an oddity, but oddities are common on the Planes.

Mace of Disruption (200 CP; discount Priest): This *+1 Mace* is blessed so as to deal double damage to evil creatures and its strikes hold a destructive force which instantly destroys weak undead (up to a wight) it strikes without fail, and has a good chance (about 20%) to destroy even powerful liches, and a small chance to destroy even powerful fiends; even a pit fiend or a balor risks death from a single blow from this weapon, though it won't damage them traditionally. Here this applies to all natives of the Lower Planes, in future worlds it will apply to all natives of 'Hell' dimensions, demons, fiends, or creatures of incarnate evil.

This mace also does some real pain to an evil creature that attempts to wield it. Enough to bring down an average, non-adventuring evil berk (or your basic thief) four times over. Since you're paying CP for this it won't hurt you even if you are evil.

Planar Mancatcher (200 CP; discount Harmonium): This is a *+2 mancatcher* (long pole with spring-loaded sharpened jaws on one end) which prevents *plane shift* and *teleportation* from those caught within it. Since you're paying CP for it it'll prevent all forms of *teleportation* including 'scientific' ones. This weapon causes damage when it prevents teleportation (more than enough on average to take out a normal human) and black out inducing pain tends to come with this damage even if they are able to survive the direct harm.

Glaive of the Barbazu (300 CP; discounted Lesser Baatezu, 1 Free Barbazu): Odd… One would think that the Barbazu, like other fiends with magic arms, generated their own weapons. Yet there are sources that claim they do not. Whatever the truth these glaives do see occasional sale in Sigil and other planar bazaars. This is a saw toothed *+1 glaive* which increases to *+3* against chaotic foes, and inflicts bleeding wounds that if not medically treated will quickly cause an individual to bleed out as the wound simply worsens with time.

Silver Sword (300 CP; discount Githyanki): This is one of the silver swords of a githyanki. It is a *+3* sword, usually but not always two-handed, and it is capable of severing the silver cord of a foe who is traveling the astral plane with one. This is hard, and the opportunity for a clear strike is likely rarer than even a serious, grievous wound but it is there. In future jumps this sword will be able to sever similar guidelines for wandering minds and spirits; not all wandering spirits have such things and this won't

give them to ones that lack them, but if there is such a guiding connection this sword can sever it.

Entropic Blade (400 CP; discount Doomguard): Created by the doomguard for their doomlords – roughly factors – with a strip of the future doomlord's skin, each entropic blade is a *+2* weapon, usually a short sword. Like a *Transient Sword* they retain their full power as they travel the planes. They do, however, possess a power related to the plane they were forged on with those forged on the plane of Ash providing a protection from heat and fire as well as the ability to produce a chilling cold touch 3 times per day, those forged on the plane of Dust providing protection from stone or earth based attacks (but not metal) as well as the ability to disintegrate an area of stone or earth by touch once per day, those forged on the plane of salt protect against water based attacks and can allow the wielder to *lower water* or *destroy water* three times per day, and finally those forged on the plane of vacuum grant immunity to gas attacks and an enfeebling touch similar to a ray of enfeeblement three times per day.

In addition to these powers, each entropic blade is forged to combat a certain, grand scale threat or force of order – examples might be the utter destruction of the baatezu, the ending of the cyclic phenomenon that is the Great Modron March, opposing a certain Power, or something else of that sort – and wielded in that cause it becomes a *+4* weapon instead. However once its purpose is served and what the blade exists to destroy is destroyed it will crumble away and turn to dust.

Since you're paying CP for this, you can choose a new purpose for the blade at the start of each jump, and it won't crumble away after. It also doesn't have to be a short sword, those are only the most common.

Holy Avenger (400 CP; discount Paladin): The fabled weapons of paladins. Normally a *Holy Avenger* would be a *+2 sword* but yours is *+3* enough to match other weapons of legend. In the hands of a paladin it creates a field of substantial magic resistance in a 5-ft radius around you, can *dispel magic* in a 5' radius, and deals substantially increased damage against 'Chaotic Evil' beings (enough to bring down a normal human three times over). Since you're paying CP for this it will have its full, paladin-specific powers in the hands of a non-paladin.

Scourge of Lightning (400 CP; discounted Lesser Tanar'ri): This is a *+2 scourge* (short barbed whip) which can be electrified for substantially increased damage (enough to on average bring a normal human down more than twice over though it can be significantly more or less powerful). Normally this would be limited to five times per day

except in the hands of a sufficiently powerful tanar'ri, but since you're paying CP for this you can invoke this electrical might any number of times.

Scythe of Light (400 CP; discount Archon): This *+4 Scythe* can produce magical light 3 times per day and turn undead as a cleric nearly worthy of the name 3 times per day.

Scythe of Pain (400 CP; discount Lesser Baatezu): This *+3 Scythe* causes magical agonizing pain in those it wounds on spoken command. This magically reinforced pain causes spasms and difficulties moving, making it harder to dodge attacks or parry, and harder to land blows as well. This pain lingers in those who fail to resist its magic for anywhere from a minute to six minutes, potentially crippling foes.

Greater Transient Sword (400 CP; discount Warrior): This is a *Greater Transient Sword*. Like its lesser brethren this sword does not lose its power as one travels the planes. Unlike its lesser brethren this sword has the power to rival the weapons of the gods themselves. Oh it does not have the associated abilities some of them possess, but it is among the most powerful weapons made by mortals; what one might call a *+5 Sword*.

You can choose to have a non-sword weapon instead of a sword. This would make it an oddity among rare relics.

Legendary Armor (400 CP; discount Warrior or Cleric): This is heavily magical armor of a normal variety of armor of your choice, the sort one might call *+5 armor*. It offers far better protection from harm as if there were fields of mystical energy preventing blows from striking you, enough to make a suit of thick hide armor the equal of a full suit of plate with its layers of chain and gambeson, or an average man in full-plate armor harder to strike than the most agile elf in full-plate armor (and properly made full-plate does not slow someone dodging that much). This is armor of a quality of magic that most successful mortal adventurers can only dream of. Normally magic armor in this world would weaken in its enchantment as one travels between the planes, but like a Transient Sword this one does not. It's worth noting that, unlike in 3rd edition, magic armor benefits applied to even those rare attacks that ignored normal armor as what 3rd edition would term a 'touch attack.'

Legendary Shield (400 CP; discount Warrior or Cleric): This is a heavily magical shield of a normal variety of shield of your choice, the sort one might call *+5 shield*. It offers far better protection from harm as if there were fields of mystical energy preventing blows from striking you, enough to make an unarmored individual with just this shield as hard to strike as one in full body chainmail with a shield, or harder to strike than the most agile elf with a shield. This is a shield of a quality of magic that most

successful mortal adventurers can only dream of. Normally magic shields in this world would weaken in its enchantment as one travels between the planes, but like a Transient Sword this one does not. It's worth noting that, unlike in 3rd edition, a magic shield's benefits applied to even those rare attacks that ignored normal armor as what 3rd edition would term a 'touch attack.'

Scythe of Plane Opening (400 CP, discount Greater Tanar'ri): This is a *+2 scythe* but its true power is only seen in places where the barrier between planes is thin. There it can create a temporary gate, lasting 5 minutes, between one plane and its neighbor, allowing individuals to pass through it. This gate is rather dangerous to pass through, a normal human might survive, but is more likely to find themselves brought low three times over, and even a wizard worth the name might be in danger if he was unlucky and frailer than average.

Special Silver Sword (500 CP; discount Githyanki): This is a greater version of the *silver sword* above. Specifically this is a *+5* sword with the *vorpal* quality guiding it to easily remove the heads of foes. It maintains the ability to sever silver cords – and similar links between detached spirit and body – though while there are means in this world to prevent a regular *silver sword*, a *special silver sword* possesses power enough to cleave through them with ease.

Molydeus Axe (600 CP; Discount for Fighter; Free for Molydeus): This is the axe of a molydeus, the one species of guardian tanar'ri. Normally these weapons would disappear with the death of their master, making it hard to collect one unless you're a Molydeus and harder still to keep one – as you must keep a guardian tanar'ri bound but alive – but yours is linked instead only to your own life. This is a large battleaxe, which functions as both a *Dancing* and *Vorpal* sword would (and at the *+5* level like such legendary weapons) and even outside of its magic enchantment seems to cause greater wounds than a battleaxe should; at least half again what would be expected from an unenchanted ax of its type even before its 'enchantment.'

Sites:

These items represent places and locations. They can range from a humble place to call kip all the way up to a realm fit for an arch-fiend or a power. They can attach to your warehouse as a warehouse add-on, insert into the local setting, or, for those that represent a singular structure (or even structure complex) and not an entire burg or realm, exist as a token which when placed in the local setting will become the site until it vanishes at the end of the jump to be replaced with a new token.

In addition, as Xaositects never found businesses, hold strongholds, raise armies, or otherwise tie themselves down in such an organized manner, if your faction is Xaositect you must pay an additional **100 CP** surcharge (undiscountable) on each Site you purchase.

Otherwise they follow the same rules as Items.

Pillar of Skulls (200 CP; discounted Lesser Baatezu): This is a towering pillar more than 20 ft tall and 10 ft in diameter formed from the heads – not actually skulls as the name would imply – of Baatorian petitioners. These petitioners were graybeards in life, but ones who peeled their customers. They're legitimately knowledgeable sages, though you got to stay peery with them as they were cheats in life. Part of their punishment now, though, is that they have to give honest information in exchange for proper payment. Now honest doesn't necessarily mean true; while these graybeards know a lot of dark, they don't know everything, can be mistaken, and will take advantage of ambiguous questions to answer only enough to leave you needing to ask more questions. Still they can't outright lie to you.

You do have to pay properly. What each head wants can vary: one might just want a higher position on the totem pole, another might want some bit of dark or even chant, but most often they want to be fed. This means sacrificing a living creature into the tower, and usually they'll demand one that's not only sapient, but intelligent and learned. Still if you pay them properly, and can sort through which head to ask, they will answer your questions with the knowledge of a learned sage (and you have hundreds if not thousands of sages to pick from spanning centuries or millennia).

One piece of bad news is that you won't get to keep the heads that form the tower at the start of a new jump. The good news is that the tower will be reconstituted by the heads of

dead local graybeards who peeled their customers, giving you a source of knowledge relevant to the world you have arrived in.

Walking Castle (200 CP; discount any Wizard class): This isn't actually an item per se. It is instead an upgrade to a single fixed structure purchased here. This upgrade gives it a series of giant legs it can use to walk and move about the planes on. These great legs are adept at climbing – though you might want to tie down objects – as well as able to simply step over smaller obstacles such as shorter trees or single story houses, and will render the structure faster than a horse.

Elemental Vortex (300 CP; discount Inner Planar Race): This is a small vortex leading from one of the elemental, paraelemental, or even quasielemental planes. It's like a hole in reality allowing elemental matter from the Inner Plane to spill out to the other side of the vortex. While you're here it will allow you to travel to the Inner Plane by passing through it – though you'll have to get through the elemental matter pouring out, but in future jumps it will just insert somewhere appropriate and provide a constant, never ending, stream of elemental matter. Things like air, fire, or even water will move out faster than earth.

If bought with a discount based on your race you must match the plane it opens to (a dao could purchase a vortex connected to Earth at a discount, but not Fire).

Fortress (300 CP; discount Fighter, free to Fighter if 8 levels beyond 1st were bought): This is a relatively mundane military fortress or strong point. Relatively mundane because it's still one built on the planes so it may be constructed inside of a giant metal flower found growing in Gehenna, carved from a small cube of Acheron, built of a fabulous stone as lustrous and shining as gold to watch over the slopes of the celestial Mountain, built in transparent steel so as to keep a bubble of air in the plane of water, or something else. Whatever it is, its fabulous construction will only provide minor benefits – something like being built inside a fortress sized floating metal cube (or other polyhedron), or as a submarine locale accessible by air breathers, is the effective maximum – but it is a military strong point built to exist on one of the planes.

If you allow this fortress to insert naturally it will always be inserted at a place that is naturally defensible or possesses strategic significance. Even if you use a token to situate it instead it will naturally incorporate the surroundings into its defenses – unless it floats or the like.

Garden of Holes (300 CP): This is a garden which grows flowers – theoretically from damned souls – that have 2 petals each of which can be used to open a portal when plucked. Each petal opens a specific portal, to a specific location in your Warehouse or a property you have gained directly from a jump document. Each petal can only be used once, and only one portal can be opened by any given flower at a time (though multiple flowers can open portals simultaneously). Once all 12 petals have been used the center of the flower can be used to open a portal to this garden. Petals have symbols that correlate to the location they transport you to. You can influence how many flowers grow and where their portals open to.

Mage's Tower (300 CP; discount Wizard): This is a tower, or similarly sized structure, built for the purposes of magical research. It's not as large as a Fortress would be, nor does it have as thick and heavy walls, or locations designed to allow defenders to harry attackers through defensive gate houses and the like. It does, however, have chambers designed for working on the creation and forging of magical items, the scribing of scrolls, the brewing of potions, researching new spells, and even summoning and binding creatures from other planes. You'll find it easier to create new spells or magic items in these chambers, and any summoning circles or similar preparations for magical summoning are somewhat more effective in the summoning chamber.

Place to Meet (300 CP; discount Bard): This is a fully manned inn, tavern, or similar service location that tends to travelers. The tavern holds a portal to Sigil, from which they can acquire foodstuff from all over the planes, though they will need to turn a profit to do so so make sure to place it somewhere they can actually get business. Even post-jump they'll still be able to acquire planar food stuff as long as they are getting enough business to afford them. Similarly if there are naturally occurring portals, wormholes, dimensional conduits, etc, they will have one leading to a major metropolis.

This tavern has another valuable quality. It seems to attract the chant, rumors and tales spinning through the tavern and bringing with them news, if sometimes of questionable veracity. In addition to chant, it attracts bashers, cutters, and itinerants, or in a word 'adventurers' or mercenaries, as well as those who seek to hire such traveling problem solvers. In future worlds they might not be planeswalkers, but it does have a way of attracting those coming from places far away.

Temple (300 CP; discount Cleric; free to Cleric if 8 levels beyond 1st were bought): This is a magnificently, and artistically wrought temple. Whether it's a holy glade grown in an intricate manner as a temple to nature, a cathedral of hellish iron such that you might find in Baator, a magnificent Olympian temple with statues that seem so lifelike

that a medusa's gaze might be suspected, or something else, it is a large – though only on the scale of a small cathedral at most – building built for the worship of a higher being. Like the Fortress, it can incorporate planar oddities and materials, though it will be smaller and less defended, with a greater emphasis on art, aesthetic beauty, and creating a place fit to feel like a site of worship. And worship done in this place seems to be more effective when it comes to providing strength and nourishment to those beings which draw power from worship.

You may change which deity or Power this temple is dedicated to at the start of each jump.

Thieves' House (300 CP; discount Thief; free to Thief if 9 levels beyond 1st were bought): This is a compound built for the purpose of housing a band of thieves. Normally speaking this would be a mostly unassuming structure, perhaps a large manor house, or outwardly a place of legitimate business. Inside, however, it is a maze of rooms, traps, secret doors, and underground passages. While this is not as overt or outwardly defended as a fortress, it is a highly defensible death trap of a compound.

Its outward facade will also automatically update to fit the local setting and architectural styles. It can even work itself into local power, water, and communication networks.

Desert Garden (400 CP; discount Cleric): This is an arid, desert garden which grows the flowers known as *desert's night* which would normally only grow in Set's realm in Baator. These flowers are famed for their ability to restore memories lost to the River Styx. It's not too large and they don't exactly grow tightly clustered together so you will only be able to harvest a few of these blooms each years, but they retain the ability to restore memories. However, since you're paying CP for this, yours will work for many other forms of supernatural memory loss in addition to just the River Styx. Though be warned an immortal being with enough secrets stuffed in it may have sufficient memories such that even one of these blooms cannot restore all of them.

Burg (400 CP; discounted with Realm or Demiplane): This is a town, or even a small city (no more than 2000 inhabitants), on one of the planes of your choice. You are recognized as the local mayor or lord. The people are not necessarily slavishly loyal but you have a firmly established power base and are recognized by others as the 'rightful' authority; though that will mean more on Mount Celestia, Arboria, or Baator than the Abyss.

Post-jump this town will exist as its own pocket dimension, much like a demiplane, looping around onto itself. It may connect to your warehouse through a gate, or have a

gate that connects it to the normal worlds of the setting. Either way it continues to exist as a slice of the plane it originally came from inhabited by humans, planar demihumans, petitioners, and even natives of that plane. You won't have any high end bloods or top shelf beings, though; a Baatorian burg might have spinagons and even a few osyluths, but a pit fiend is right out and even the least of the greater baatezu aren't likely.

This burg can feasibly attract petitioners, but it's such a small slice of a plane that even if they worship you as their power you shouldn't expect many souls to find their way here.

If bought with **Realm** or **Demiplane** this will simply add a burg to your **Realm** or **Demiplane**. It will not be part of another plane than the discounting purchase, but just add a settlement with inhabitants.

Labyrinthine Portal (400 CP): On Mechanus there exists a massive network of gates and conduits that connect the various cogs of Mechanus. You've got to traverse them in the right order, from the right directions, in the right way, and with the right actions in between, but they can take you anywhere in the plane. But the dark of it is even stranger. See there are loopholes and ways to take advantage of the byzantine rules that dictate the labyrinth's function to make the gates open to places they never have before. It'd take a god-like intelligence to really figure them out, and following that precisely is something rare to see out of the modrons themselves, but it's possible to reach nearly anywhere through the labyrinth.

And this is your own labyrinth of clockwork gears accessible through a portal in your warehouse. It's easy to find your way back out of this labyrinth into your warehouse, and it all looks pretty much the same, but if you can figure out this maze you can find a portal to take you almost anywhere in the multiverse; the more precise the location the more difficult it will be to navigate to though.

While this is not discounted to a hierarch modron, a hierarch modron will have a much easier time figuring out this maze and following its precise strictures for movement.

Maggot Pit (400 CP; discounted Greater Baatezu or Greater Tanar'ri, discounted with Larvae): This is a great pit hundreds of feet across and dozens of feet deep. It is filled with nearly countless larvae, squirming, writhing, and most of all fighting within it. These larvae melt away if taken away from it, and will attack anyone other than you, or a fiend, that comes near them. However, from time to time one of these larvae, gorged on the wickedness and evil of its brethren, will emerge from the pit as a lemures or a mane, or even more rarely a spinagon or a dretch. You can choose whether this pit produces Baatezu or Tanar'ri, though if you discounted it due to your race it must match your race.

You can expect it to produce a few lemures or manes a day, no more than one every few hours, spinagons and dretches will be much rarer on a scale of 1 or 2 a year at most. This pit could also be used to help promote at least lower ranking fiends.

The fiends produced by this pit will instinctively recognize you as a higher ranking fiend of their kind (that is baatezu or tanar'ri). For lemures and even manes or spinagons this will make them rather tractable and obedient, though be careful dretches don't decide to try and grow larger by trying to kill you, a good demonstration of your power should stop that.

Anthill (600 CP; discount Formian Myrmarch or Formian Queen): This is a full scale formian hive-city with 10,000 workers, much fewer warriors, 20 myrmarchs (including you if bought with a Myrmarch discount), and 1 queen (you if bought with the Queen discount). If you're a myrmarch you're the queen's favorite. If you're not a formian at all the queen has accepted you as an advisor similar to a favorite myrmarch.

Post-jump this anthill city may insert into the local setting if you'd like, or exist as a slice of Arcadia much like the **Burg** exists as a slice of its native plane.

Demiplane (600 CP; discounted Abjurer or generalist Mage): This is a demiplane as would be found in the Deep Ethereal. It can have its own Border Ethereal or not, your choice, and it's up to a dozen miles in each dimension. You can design conditions on this plane within reason; supernatural effects will be minimal, and its time will flow normally, but you might have it have gravity like on the Plane of Earth or Air where perception of it causes attraction to the surface, or one where any significant surface creates gravity, you could have it be a sunny place fit for verdant farming or a great cave with no surface until you're stumbling into the Deep Ethereal. It can even 'naturally' possess relatively simple structures; a basic castle, or a sprawling dungeon is certainly possible, but don't expect marvelous works of art or sophisticated machinery. In general this won't allow access to any features more useful than could be found on one of the major planes, and gained via a **Burg** (above), but allow for more customization of the location to fit your desires.

In addition, unlike the **Burg**, this demiplane will not naturally possess any animal or self-aware life. Mundane plants, even mildly supernatural ones – such as razorvine, or trees that bite – can be included, but anything that would have an Intelligence score of 1 or higher will require you to manually establish a colony of it.

This demiplane will grow slowly over time. You can choose whether this is in two dimensions or three, the former will be faster than the latter, at least if you measure just in the longest (growing) dimension or square footage; the latter may add more cubic footage

per year. This growth will remain steady… in the square/cubic footage it adds, meaning the increase in radius or any 1 dimension will slow over time.

Post-jump this plane will follow you in its own slice of the Deep Ethereal plane.

Dream Well (600 CP; discount Githyanki Wizard): Created, normally, on the Astral Plane to catch and gather the dream winds created by the dreams of individuals on the Prime and Outer Planes, this well serves as a gateway to a world of dreams. Just sleeping near it can influence the dreams of those nearby, pulling them into strangely vivid, and dangerously real, dreams, and one can venture deeper within. It allows for exploring these things, and passing into it can allow one to question the dream winds themselves, potentially obtaining cryptic answers to questions drawn from the unconscious minds of dreamers. However, passing deeply can be dangerous and it's possible to lose oneself inside the realms of dreams.

In future jumps this will be connected instead to the dreams of the local multiverse, even those long passed. It will still be a dangerous maelstrom to delve too far into, but who knows what mysteries one can find exploring the realm of dreams.

Faction House (600 CP; discount Outsider; discount with Realm): This is a large, fantastic building complex. It would be fit to be the base of a Faction either on Sigil itself, or one of their planar strongholds, or alternatively used as the seat of power for some abyssal prince or baatorian noble. Not quite a city in and of itself, it is a large complex that could be considered a small town, and is built with planar effects and influences similar to the **Fortress** above, except potentially on a larger scale. Perhaps it has great forges powered by vortices to the plane of fire which makes creating magic arms and armor easier, exists floating but protected in the depths of one of the two energy planes, or is a massive iron tower built as a maze with rooms that only reliably connect via teleportation. Whatever it is, this will have some unique and potent magical property connected in some way to the plane it is on.

God Corpse (600 CP): This is a strangely stable 2 way color pool leading from your Warehouse, or another property you possess, to the Astral Plane and the corpse of a god. What god is not something you are likely to know, and even if you manage to research it to learn its name you almost certainly never would have heard of them – gods normally die when they are forgotten after all and this one seems extra forgotten as the githyanki and other travelers of the Astral Plane don't seem to have found it yet. Occasionally – maybe twice in 500 years – it will stir, shaking violently and potentially destroying structures built on it, and filling the heads of those nearby with memories of the divine.

Of course god corpses are full of valuable resources. Whether it's arcane and esoteric energies still lingering within them and emanating from them, valuable minerals and metals, unique plants and fungi that grow on divine corpses, or the secretion known as godsblood that is a potent curative though at risk of being mistaken for the poisonous juices of decay that can pool about these dead gods, deadly to those who contact them. Of course there are those on the Astral Plane who protect these corpses and have means to detect when they're being mined or harvested, but that doesn't stop the githyanki.

In future jumps this divine corpse will follow you in its own pocket of the Astral Plane, and somehow, ever so slowly, the resources and energies you leech from it will be restored to it. And since it's now just a small pocket of the Astral you won't have to worry about other protective beings coming to interfere unless they manage to detect and access the pocket plane.

Mirrored Library (600 CP; discount Rilmani): Library which magically makes a copy whenever a text of significant length is written anywhere in the multiverse. This only applies to texts written with the intent of being read by others – a journal, or a spellbook will not be copied – and this relies on *scrying* magic so can be blocked so something written next to the Spire, or where it is impossible to view with *scrying* magic won't be copied. These copies will also lack any enchantments or magic placed on the book, and only one copy of a text will be made no matter how many times it is copied out or reprinted. The library itself has mirrors throughout its main chamber, reflecting it and acting as a portal to another version of the room. Only about one in 20 of these reflection rooms have the exit, but new reflections of the room will be made whenever one is filled with these copied texts. Smashing a mirror will cut off the room it connected to, spilling living creatures out into other chambers, and has a low chance of cascading the effect into rooms that neighbored it; new mirrors will replace the smashed ones and restore access to lost rooms at the start of a new jump. Rooms also can only be entered or exited when the mirror for that room is uncovered and reflecting; the main exit if in a room can still be used when the mirror is covered, but not mirrors entering other 'adjacent' rooms. The library transports new books from where they are created to their place on the shelves by means of *unseen servants*; these *servants* will also return unattended books to their places on the shelves and generally tidy the library.

While this library won't retroactively update itself in future jumps, it will continue to add new books as they are written drawing from the local multiverse you are within.

Nowhere (600 CP; discount Rogue): This is a hidden safe house built underground. *Unseen servants* to keep it nice and clean and prepare food, and it seems to have its own supply of water from a mysterious source, as well as waste disposal though it's not advised to try and exit through this system. It is completely proofed against any form of magical, psionic, supernatural, or technological detection short of the Lady of Pain (if in Sigil), the serious attention of a serious Power, or just maybe a *Wish* spell. Even following you there isn't a perfect way to find it as its magic obscures and blurs memories of the path and location. This won't help if you just lead them straight to it, but if you go on a circuitous route then it'll all become rather muddled. This can be overcome, especially with repeat trips or thorough instructions so be careful still, but 'followed you home' won't be a guarantee they can find it again even for a detective with eidetic memories. Has a secret safehouse within it for yourself and a few companions, which is similarly warded, and has a magic item which allows you to open telepathic communications with anyone in the safe house.

Realm (600 CP): This is a supernatural realm located on one of the Outer or Inner Planes (or even on the Astral or Ethereal) and functioning much like the personal realm of a Power or Archfiend. You may choose which plane it is on, and that plane's rules will be applied here in general, though there may be some oddities or altered rules much like one would expect from that of an archfiend's personal domain or that of a minor Power. Generally speaking this is no more than the tier you would see from a Lesser Power, and more likely a Demigod, but you have a great deal of leeway in designing the nature of this realm. Perhaps it is a miniature moon, moving through one of the Planes, a region of the Elemental Plane of Fire where the flames burn cool enough for Prime Material life to thrive or plants of elemental flames grow, or a great cave system where secrets naturally gather as whispers on the wind. Its exact nature should reflect the Plane it is a part of, and to some extent your own nature, and it should not be anything too overtly powerful or supernatural (altered flows of time or being part of hyper-reality are right out despite existing in some divine realm). It will also be no more than 20 miles in diameter.

Post-jump this may insert into a local setting, retaining its original planar properties – much as a realm already maintains its own altered rules compared to the plane around it – attach to your warehouse through a gate, or exist as a pocket dimension attached to the main setting through a gate. If this Realm was part of an Outer Plane it can continue to draw and attract petitioners. These will be very rare unless they worship you, and even then they will not be common.

You may pay **100 CP** (discounted if this realm was) to increase the diameter of this realm by 10 miles, and may do so any number of times. If you purchase a **Burg** as part of this realm, you will get 1 of these size increases for free.

Pets and Familiars

These items represent pets, familiars, or followers. They can range from a planar dog to an entire army of modrons, including highly intelligent hierarchs. They do not count as Companions. They're not fellow PCs or cohorts, merely pets, familiars, or followers.

Otherwise they follow the same rules as Items.

Aoskian Hound (50 CP): This is a breed of two-headed dog only found in Sigil. While they were initially bred in large numbers by the clergy of Aoskar, they have outlived him following his destruction at the hands of the Lady of Pain. They're slightly more intelligent than ordinary dogs, and on top of that they have two heads, and a warning bark that's loud enough to potentially stun individuals for a time.

Fundamental (50 CP): A fundamental is the least true elemental creature. Animal-like in their intelligence, they are not courted or sought out by the archomentals, and seem to exist almost like the plants or the plankton of prime material seas. They are nearly 2 dimensional, 1 to 2 ft long, flat beings whose bodies seem to move and 'flap' like wings when in motion. They move by swimming through their element, and occasionally leaping free from it into a pocket of another element to return soon after – one to four minutes in an opposing element is enough to kill them. They are nearly undetectable in their native element when they're not moving. They are, as truly elemental beings, immune to their element, and to non-magic weapons.

You have one that you have somehow tamed. It seems to have a liking for you and chooses to remain near you for some reason.

Animental (100 CP/150 CP): This is an animental, a form of elemental being created when part of the lingering life force of a dead Prime Material being reaches the Inner Planes and forms an elemental reincarnation of that creature. While there are potentially animental medusae and dragons, most are normal, mundane animals, and this one is no exception. This is an ordinary modern Earth animal made of the substance of one of the Elemental, Paraelemental, or Quasielemental Planes other than Vacuum of your choice. It is harder to hurt, and its attacks more dangerous, due to its elemental nature – less substantial as wind or harder as stone with forceful air, freezing cold, or choking smoke that aids its attacks – and able to pass through its element like a fish through water, but otherwise resembles the original animal.

For the higher price of **150 CP** it can be a prehistoric animal, or an animal-like monster no larger than a blue whale, and without any noteworthy supernatural powers or substantially greater than animal intelligence.

Bezekira (100 CP): Also known as a hellcat, this lower planar feline has decided that you're its new master so long as you regularly provide it with food – that is live humans and demihumans – and promise to let it roam and hunt in the worlds you'll travel to; normally the felines are bound to the Nine Hells unless summoned off of them and even they don't like such places. Still this a large cat that's invisible in the light, though producing a luminous outline in darkness, and possesses a special sense for the strength of Lawful Evil bashers. Normally it'd use this power to determine who to ally with, but it'll probably stick with you even if you're not the strongest cutter around. Probably.

Ethyk (100 CP): An ethyk is a small, mammalesque creature found on Bytopia. They have long, prehensile tails, small heads with a single bulbous eye, four lightly clawed legs, and brown, grey, or tawny red fur. They can be domesticated, and sometimes are for their ability to, six times per day, amplify a creature's contrarian tendencies, anger, hostility, argumentativeness, and general desire to fight and redirect it towards a random nearby creature other than the ethyk. This can be resisted, and the effect lasts 3 to 12 minutes. They also have exceptional senses of hearing and smell, enough to make it effectively impossible for a human to sneak up on them.

Ether Golem (200 CP): Formed from stable protomatter drawn from the ethereal plane, this golem is much like a stone golem, except it is able to pass back and forth between the Border Ethereal and the local plane – if it borders the Ethereal – at-will. As a golem it is completely obedient to its master's will, though incapable of independent thought or initiative, and will obey your orders as you give them to the best of its machine-like ability. Also as a golem it is immune to even weaker magic weapons, and utterly immune to most magic and magic-like abilities, unless they interact with its very specific weaknesses in this case the transmutation of stone – into mud will slow it, into flesh will render it vulnerable for a time, and one to change mud to stone will resolidify and repair it.

Living Book (200 CP; discount Guvner): This is a living accounting book. It's intelligent and capable of telepathic communication with those nearby. It's even capable of greater feats of telepathy, each once per day: sending out a short telepathic message to 6 individuals within a hundred miles; telepathically stabbing the minds of individuals with enough force to potentially kill normal humans as well as causing those stabbed to risk being left reeling in psychic turmoil for several minutes; reading the minds of those

nearby for a brief period. As an accounting book it's naturally an expert accountant and excels at mathematics in general, and it has a great wealth of knowledge and information about running businesses built into itself. Unfortunately it is almost entirely lacking in imagination and generally requires instructions to act.

Larvae (200 CP; discount Greater Baatezu, Gehreleth, Kyton, Night Hag, Greater Tanar'ri, or Greater Yugoloth): Larvae are centipede like creatures with humanoid faces. They are also the souls of the damned, those souls drawn to the Lower Planes not fortunate enough to be taken in by a specific Power, and not evil enough to spontaneously manifest as the bottom rungs of a fiend. They are traded like currency among the lower planes, used for the creation of the least Baatezu and Tanar'ri, and variably consumed or used as building materials for the soul stuff that makes them up.

You get 100 of these creatures per purchase, and they will resupply regularly, perhaps as fast as 1 a day.

Foo Dog (200 CP/300 CP): A foo dog is a Chaotic Good, celestial hound once a petitioner that has become a very low end proxy to a power of good. They are known to sometimes aid Good aligned creatures or even accompany them as guardians and protectors. They have floppy ears, broad noses, short brush tipped tails, and leonine front limbs with canine hindquarters – though in truth both are between both. They are fierce fighters, though not quite equal to a Fighter worthy of the name, and become more so against Evil beings, striking more true and more easily, and even hitting harder against those who are Lawful Evil. Conversely the blows of Evil creatures seem to be deadened against them, being harder to land and inflicting less harm. They can become invisible, or enter the Astral or Ethereal Planes at-will, and by barking for 6 minutes straight have a chance to *gate* another foo dog – though that will not function in multiverses without foo dogs. Finally they are able to resist approximately half of all magic spells with their magic resistance.

Normally as creatures of Chaos and Good they'd only accompany an individual for a time, but with your CP we have arranged for them to be assigned long term service to you. You might even keep them from gobbling down your gems and precious metals, though do feed the dog such from time to time, they love the taste.

For 300 CP you can instead have a foo lion. They are a separate species to foo dogs, but overall resemble them, except where a foo dog is the size of a large dog they are the size of a lion. They are likewise more powerful and fierce in combat.

Incarnate (300 CP/400 CP): Incarnates are the sapient, living embodiments of principles such as greed, sloth, hope, and temperance. They are merely living energy, unable to affect the physical world except by attempting to take on a living host. When they do so they influence its behavior, filling them with their principle, and feeding off their acts in regards to it. While evil aligned incarnates prefer good aligned hosts they can bring to ruin, good aligned incarnates reject evil hosts and prefer good aligned hosts that they can work more mutualistically with. Possession by minor evil incarnates is fairly detrimental in all ways, while possession by minor good incarnates and major incarnates of both kinds has its upsides (though is not without downsides). Of course weak creatures (a being would need to be stronger than an adventurer worth the name to survive) that a major incarnate attempts to possess die, and even those who are stronger suffer great damage if they are not aligned with the incarnate.

A minor incarnate costs 300 CP, and they come in 14 varieties, 7 good, and 7 evil. These are: charity, courage, hope, faith, justice, temperance, wisdom, anger, covetousness. envy, gluttony, lust, pride and sloth. A major incarnate costs 400 CP and come only in two varieties: the Lawful Good good incarnates and the Chaotic Evil evil incarnates. Whichever you choose they will be cooperative with you, willing mostly to take hosts that you direct – at least so long as they do not conflict with their moral restrictions (a good incarnate will not take an evil host) – and to not take hosts that you direct them to avoid. You may also host them and while this will influence your behavior and alignment, you will not suffer the full control, or major downsides that come with hosting an evil incarnate; even these will act mutualistically with you.

Nightmare (300 CP; discount Greater Baatezu, Gehreleth, Kyton, Night Hag, Greater Tanar'ri, or Greater Yugoloth): A terrible beast born of evil that resembles an earthly horse. Nightmares are black with burning eyes, no need to breathe, eat or drink (though they eat the flesh of their fallen foes for pleasure) seemingly sustained by their service to Evil, and possess fangs and burning hooves they use to strike foes. They are able to run through the air at speeds twice that of a horse, though they are unable to hover thus, and must bank their turns like a bird. They are also able to transport themselves to the Astral and Ethereal Planes at will. In combat a nightmare produces a hot, noxious cloud of smoke which sickens those within it, as you're paying CP for this you are immune.

Nightmares are known as somewhat fickle mounts. While they can be bound by mortals for 72 hours at a time, or bound by fiends for seemingly longer term service, they are still beings of Evil without any allegiance to Law or Chaos, but yours seems to be strangely loyal… or at least motivated to serve you on your journeys. Do not make the mistake that

this is a dumb best because it looks like a horse; nightmares are slightly smarter than your average human.

Vargouille Pack (300 CP; discounted Mage with at least 13 levels purchased or Necromancer with at least 13 levels purchased): This is a pack of 20 vargouilles. Created by an ancient wizard, these creatures resemble human or demihuman heads with great pairs of bat-like wings stretching from where their ears should be, terrible fangs, and a crown of tentacles writhing about the fring of the head. They are capable of seeing in the darkness with infravision which stretches 120 ft, but they are blinded by bright lights such as magic might provide or daylight. They fight by shrieking, which can cause a magical fear that paralyzes the victim with fright until they are harmed, and then bite a foe. Their bites contain a venom which can prevent the wounds from ever properly healing, and those who fail to resist it will find that even a powerful *heal* spell will only possibly heal one or two bites, and that even a *wish* will need careful wording to heal them all. Most dreadful of all they can *kiss* a paralyzed victim infecting them with a transformation which takes place over 3 to 18 hours in which the victim goes bald, grows fangs, tentacles, and ear wings, and then their heads fly off of their body. Bright light can halt this transformation, but only pauses it, and it requires disease curing magic by a priest nearly worth their name to reverse it.

These 20 vargouilles are loyal to you and obedient as well, serving you to the best of their abilities, though they are not very intelligent, being well below human average, and are vicious, evil creatures by nature preying on the weak and even killing and casting out their own weak or wounded. Only 20 will serve you between jumps as followers, but the others that they create with their disease will still recognize you as their master like they would the wizard – possibly now lich – that created their race.

Visiting Arcane (300 CP): This is a special ‘follower’ as they do not really accompany you. Instead they act, like arcane normally do, as a traveling merchant. They will visit you semi-regularly – maybe as frequently as once a month or as rarely as once a year – to offer you their goods and wares. They seem to have secret ways of traveling the greater multiverse however because they usually bring and offer goods from other past jumps you have visited. If you ask for something in particular, they are good at getting their hands on items and objects – at least if they’re on the market – and will usually have what you asked by the next time they visit, though some harder to acquire objects may take much more time and/or require large upfront down payments.

They won't sell to others in the local multiverse while you're there either. At least not without your permission. If you give them permission, well who knows what they'll sell to whom. Thankfully you can rescind this permission on your next meeting.

Imp (400 CP; discount Lesser Baatezu, discount any Wizard class, Cleric, or Specialty Priest of a Lawful Evil Power): Imps are diminutive, evil creatures who serve as familiars for Lawful Evil wizards and priests. Created from larvae by the baatezu, they are about 2 ft tall humanoid creatures with horns, wings, and a scorpion-like tail with deadly venom. They are able to take on the shape of 2 different small animals or goats, detect magic and good, turn themselves invisible, and even offer up magically empowered suggestions though only once per day. They are quite resilient, regenerating from wounds and resisting those that are neither silver nor magic, ignoring fire, cold, and lightning, and resisting magic (25%).

Possessing an imp familiar provides several benefits to a wizard or a priest bound to it. Within a mile they share a telepathic link which allows the imp to share its regenerative ability, as well as its resistance to magic, and increases the magical abilities of their master as if they were a level higher as a wizard or priest; since you're paying CP for this it'll increase your magical powers even with various non-local forms of magic. Normally there would be some downsides – the increase in magical power reverses to a penalty if the imp is further than a mile and if it is struck down and forced to return to reform on Baator its master immediately loses several levels and much power – but you won't suffer them. The imp is still a cunning, Lawful Evil creature, intent on spreading Evil across the multiverse and corrupting you to its cause and using you to gain power. So not all the downsides are removed.

Quasit (400 CP; discount Lesser Tanar'ri, discount any Wizard class, Cleric, or Specialty Priest of a Chaotic Evil Power): Quasits are diminutive, evil creatures who serve as familiars for Chaotic Evil wizards and priests. Created from larvae by the tanar'ri, they are about 2 ft tall humanoid creatures with horns, wings, nasty teeth and claws they use in combat, and a scorpion-like tail with an itchy spasm-inducing venom. They are able to take on the shape of 2 different small animals or wolves, detect magic and good, turn themselves invisible, and even create a burst of magical fear though only once per day and once per week commune with the Abyss seeking answers from it. They are quite resilient, regenerating from wounds, and resisting those not inflicted by cold iron or magic, ignoring fire, cold, and lightning, and resisting magic (25%).

Possessing a quasit familiar provides several benefits to a wizard or a priest bound to it. Within a mile they share a telepathic link which allows the quasit to share its regenerative

ability, as well as its resistance to magic, and increases the magical abilities of their master as if they were a level higher as a wizard or priest; since you're paying CP for this it'll increase your magical powers even with various non-local forms of magic. Normally there would be some downsides – the increase in magical power reverses to a penalty if the imp is further than a mile and if it is struck down and forced to return to reform on Baator its master immediately loses several levels and much power – but you won't suffer them. The quasit is still a Chaotic Evil creature, intent on spreading Evil across the multiverse and corrupting you to its cause and using you to gain power. So not all the downsides are removed, but at least they're mentally subpar compared to a human or an imp.

Marut (400 CP): Standing 12' tall and constructed of pure onyx, a marut is a construct instilled with sentience by Rudra, a god of disease and law. They are given as gifts to Powers, often those of Good, to serve their will with absolute and unflinching loyalty, existing only to obey their commands to the best of their ability. You have been gifted with a marut of your own. These constructs are extremely tough and powerful, requiring at least legendary (+3) weapons to harm, immune to acid, though only resistant to fire, and cold, and possessing minor resistance to magic and complete immunity to attempts to trap their soul or snuff out their life force with death magic. Even when hurt they regenerate quickly in combat, an average blow from a longsword healing within a minute, though given only legendary ones strike them it'd be rather below average for such a mystical weapon. They are powerful warriors, capable of heavy, if slow, blows with their arms which are devastatingly powerful, able to fell an ordinary man a dozen times over with a single powerful slam. Maruts have the following spell-like powers: animate object, blink, cause disease (against any one target within 60'), continual light, control minds (3 times per day), deafness, earthquake (once per day), hold person, lightning bolt (8d6 damage), and shades.

Yours is absolutely loyal to your will, almost reaching Prime Requisite intelligence, and exists only to obey you.

Moignos Collection (600 CP; discount Hierarch Modron): This is a dozen moignos. Moignos are beings of living mathematics, existing as a 2 dimensional mass of mathematic subroutines. They are nigh impervious, able to instantly reconstruct from physical blows – even of the mightiest magic – teleport and slide between the 3 dimensional and 2 dimensional world at will, though magic or effects that cripple minds can prevent their reconstruction or ability to move beyond just moving at human speed, and molecular manipulation is dangerous to them.

Moignos as a species exist for performing mathematical functions. They're barely intelligent in a traditional sense, but are able to run massive instantaneous mathematical calculations. The modrons use moignos to calculate the proper motions and expansion of their plane, and the moignos are using only a fraction of their capabilities as the lion's share is continuously dedicated to the ultimate goal: calculating pi.

Your dozen moignos are willing to devote their subroutines to your purposes. They're still focused on finding pi, but can still each outperform supercomputers for calculating potential.

Ship of Chaos (600 CP; discount True Tanar'ri): This is an Entropy Weapon created by the Tanar'ri in their war against the Baatezu. Made from bones, crushed spirits, thousands of larvae, and imbued with the mind and spirit of a transformed vrock, this is a massive, staggering weapon of interplanar war in the form of a flying ship. While not the most agile in the air – a bird is more agile – it is faster than most dragons. The ship can see from all of its outer surfaces with infravision like that of an elf's or dwarf's, but has no sense of touch or smell, nor can it see inside of itself. While lacking a sense of touch or pain, it is aware of its general condition and can detect damage done to its body and has proprioception. It also retains some of its fiendish telepathy from when it was still a vrock, and is able to sense the general location and emotional state of any thinking being on board.

A single 5-ft section of its hull can take about 30 times the punishment of a human being, if one can even hurt it at all – it's tough and resilient after all – meaning that blasting a ship from the sky is a fool's errand with weapons and abilities of this world. At least shy of something like a Power, or the concerted effort of hundreds of fiends flinging fireballs at once. Of course trying to cut your way in will reveal some of the still living larvae that make up its hull and while they can't attack while still fully integrated into the ship, when half-exposed they're more than willing to attack anything foolish enough to come near them with nasty bites. Even looking too closely at its hull is dangerous, viewing it under *true seeing* or similar will show the damned souls that make up the ship in a view of maddening horror which can dangerously disorient and confuse the viewer, filling them with madness until the sight can no longer be seen.

Its main weapon is an entropy field with a 480-yard radius which causes weak creatures to act randomly, those that are more powerful may resist but not easily, though those adventurers worthy of the name, and other beings of comparable power will find their minds not disordered to total randomness, but instead simply filled with a need to move away from the ship at speed if they fail to resist this magic. Those on the ship itself are,

of course, unaffected. The ship also has two heads – one in front and one in back – each with 2 rooms with ballistae for a total of 16 ballistae. The ballistae bolts function as magical weapons of a legendary (+3) quality for overcoming defenses, and do as much electrical damage as they do from their spear sized bolts. These are minor weapons compared to the force projectors in these mouths. These force projectors create a cone of force 2-ft wide at the mouth, and 5-ft at its terminus 200-ft away from the projector. Weak creatures in this projection may be completely disintegrated, though stronger beings need merely fear being thrown back dozens of feet and off of their own feet and hurt by the battering waves of force. Or pinned to the ground after it knocked them down.

The ship is not intrinsically capable of traveling the planes, but it can warp itself to pass through any planar portal that is at least 5 square feet. This is a horrible process which risks permanent madness in all beings upon the ship, except tanar'ri, and rends apart magic – as if with the powerful spell *Mordenkainen's Disjunction* which is capable of permanently destroying magic items and even some true Artifacts beyond mortal means – except that cast by the Tanar'ri or magic items made by them. Since you're paying CP for this even if you're not a tanar'ri you'll be immune to this effect, as will your magic, magic items you made, or those you received directly from a jump document.

While the ship does need a crew to man its ballistae and for full operation, it is mainly controlled by a pair of brains – one in each head – which possess what remains of the vrock's mind. They maintain the fields of magic which keeps the monstrosity of a ship alive, and prevent it from breaking apart. They also control its general movement, and guide it. Normally being a former-vrock it'd be hard for a non-tanar'ri, or even most tanar'ri, to command, but since you're paying CP for this it is obedient to you and your will. It can also create illusory replicas of its previous vrock form in certain areas of the ship. You may import an existing AI, object based intelligence, or the like into this ship as its intelligence. It will be protected against the effects of the ship warping its way through planar connections as if it were a tanar'ri (or you).

Usually it'd be powered by a steady stream of larvae, but since you're paying CP for this yours will maintain its power at normal combat levels for free; pushing it beyond normal battle expectations may require you providing it with extra fuel, or see it having to shut down completely to 'recharge' for a time. Similarly since you're paying CP for this it will repair over time.

Modron Army (1200 CP; discounted to Hexton or higher Hierarch Modrons): This is an army of modrons. Normally they'd be led by a Hexton, but somehow if you're not a Hexton or a higher ranking Hierarch Modron, they've come to recognize you as a Hexton. Well at least the septon has, the others just treat you with the same cognitive blindness they would a hexton. If you're a higher ranking hierarch modron you'll find that this includes the next rank down, all the way down to the hexton.

Either way this is an army of nearly a million modrons. There's one septon, three octons, 9 nonatons, and 36 decatons making up the hierarch modron command staff. The main body includes 500 pentadrones, 6,400 quadrones, 32,400 tridrones, 202,400 duodrones, and 691,200 monodrones. If one of these modrons is destroyed one of the next level down will immediately and automatically promote to take its place and this will run down the chain to the monodrone. When a monodrone dies a new one will be born somewhere on Mechanus, which might be a problem for you when you're away from this multiverse. Thankfully you'll find one waiting for you in your Warehouse, or wherever is appropriate, after precisely 708 hours, 44 minutes and 2.9 seconds.

Companions:

You may transfer CP to any companion imported, created, or purchased here. This is done with each companion individually at a 1 for 1 rate granting 1 Companion 1 CP per 1 CP you spend in this way. You may spend any number of CP this way, and may break it up between companions however you wish; that is to say you could spend 1000 CP to give 1 Companion 1000 additional CP, 2 Companions 500 CP each, or even 1 Companion 900 CP, 1 Companion 50 CP, 3 Companions 10 CP each, 2 Companions 9 CP, and 1 Companion 2 CP if you for some reason desired to.

Companions cannot purchase Sites (though some prebuilt ones come with them for free) or Companions. The gender of preconstructed companions can be freely changed within the range possible for their race (Erinyes are always female) with the exception of Kelda Liefi as while male bariaurs exist their sexual dimorphism is extreme enough to have substantial mechanical consequences.

Party (Special): For **Free** you can import or create up to 3 companions. These companions may select a Faction or Sect, and gain its 100 CP perk for free and also gain a PC Race (with no optional upgrades) and a single Class, other than Psionicist, which is legal for that Race (without a surcharge) for free. They may also take free perks and items allotted to them by their Class. They cannot select Outsider to gain its bonus CP. If they choose Githyanki or Githzerai they will gain the free version of the race; they cannot pay for its upgrades. For 100 CP you can increase this to up to 8 companions; if that's too many for just 50 CP you can increase this to 4 companions.

For 100 CP you may have any or all of the companions you created or imported instead gain 800 CP with which to purchase a Race, Class, Perks, Items, and even Pets and Familiars. They cannot purchase Sites or (naturally) companions. They can select to be an Outsider to gain its bonus CP. This is instead of the free PC Race and Class; if they want a Class or a Race with a cost they will have to pay for it. If you took a Monstrous Race, companions may purchase the same race at a discount. If the Race has multiple options (such as Elemental being available in multiple elements and HD, or Baatezu allowing for Least Baatezu all the way up to Pit Fiends) they can purchase any of them at a discount, however this discount only applies if their chosen options cost equal to or less than your own. Alternatively they can give up all CP (except the 100 CP from Outsider if they took it) to gain any Race that costs less than yours. You can grant this to a single companion instead of all of them for 50 CP instead of 100 CP.

Party Members:

These Companions can be recruited for **Free** in place of one of the companions who would be Imported or Created by the purchase of **Party**. If you paid to upgrade your **Party** these companions do not gain the CP to spend, but instead use their upgraded versions. If they have a PC Race and a class(es) they can be assumed to have the relevant **Prime Requisite** perks. If they have a rank in a Faction they have all perks up to that rank (i.e. a factor would have the namer, factotum, and factor perks for the faction). If you purchased **Experience** to grant yourself levels, you can rest assured that they will have a similar level to you at minimum (maybe 1 less if they're multiclassed and you aren't); even if you have not they are rarely Lv 1.

Arezai Moongold (NG): Arezai is a planar half-elf born in Arborea within the realm of the elven gods. She seems to have soured on the gods, having become a quite outspoken Athar and cleric of the Great Unknown. She is whole-heartedly opposed to the Powers, seeing them as tyrannical soul-leeches, feeding on the worship and belief of mortals, and preventing mortals from discovering the truth. Knowing that actually fighting a Power, much less all of them, is suicide, she has instead taken up planeswalking, trying to see if there's anything she can find on the planes pointing to what lays above and beyond them. She is at the **pinnacle of wisdom** and has already reached the rank of Athoan or Factotum in her faction, and is a skilled priest in the service of the Great Unknown, though not yet worthy of the name.

Upgraded: In her adventures to reach the secrets of the Great Unknown, she has reached name level and more. She is a factor, not a factotum, and her experiences in traveling the planes looking for the dark of what lies beyond the Powers has given her the benefits of the **In the Dark**, and **Portal Sense**, perks.

Asma (CN): A Fated to the core (and a Namer among them), how this elfin and spritely air genasi reached Sigil is a story that involves a period spent as first an efreet and then dao slave, and has left her permanently soured on her djinn father and his beliefs in charity which allowed for it to happen and kept his attention elsewhere when she needed him. She learned in this time the harsh truth: the only person you can rely on to watch out for you is yourself, and if you want to survive or want anything else you have to make it

happen yourself and only a fool relies on someone else or wastes their time giving to those that have no value to them. She's open about the fact that she's joined your party because she expects that the rewards and payment for her services and skills will be a good return on investment.

There's also got to be a story of how she became a bard, something air genasi aren't known to do. She also has the **pinnacle of charisma** and **prime requisite (intelligence)**.

Upgrade: It would seem that Asma is no genasi, but a djinn, and while she is talented and skilled at musical performance she is no bard, her magical skills merely being the spell-like abilities common to djinni. She does still have her great charisma and keen intelligence, and while she's still officially a Namer, and lacks the Factotum perk, she has learns quickly picking up **Heartless Skills**.

Aventurine Felspar (LN): Named for her green toned skin, this earth genasi is a devout priest of the Egyptian artisan god Ptah. She is just as dedicated to her harsh and unrelenting ideas on law and mercy. As a Mercykiller she believes that mercy for the guilty, and allowing them to escape unpunished for their crimes, amounts to cruelty to the innocent; without proper punishment they will repeat their crimes or move on to worse ones and society will decay. Only through justice can order be maintained. Of course, Aventurine is increasingly uneasy with her faction, as under their new factol the Mercykillers seem to be falling further and further from their way, with disproportionate punishments, and even behavior that might be criminal outside of the pursuit of bringing a criminal to justice.

She is also prone to forgetting everything else and delving into a period of artistic furor in which she creates weapons and armor which can only be called a work of art. She has the **proficiencies** of a master weapon and armor smith as well as a master of artistic ability letting her turn them into true works of art worth far more for their aesthetic value than their function as (fully functional) weapons and armor (except maybe the full-plate, that is worth a lot as armor) or the valuable materials in their ornamentation, in addition to what you'd expect from her **prime requisite (intelligence)** and experience as a **Planar Priest**.

Upgraded: It would seem that somehow this genasi has learned skills and abilities that one would normally expect to see from a githyanki **Mlar**, as well as as leads a **Temple** on Acheron dedicated to her Ethereal dwelling god. It was upon finishing its construction that she was gifted a dream which led to her forging a suit of **Legendary Armor** for

herself, though she's never been able to come close to replicating this feat either in its magical enchantments or the sheer aesthetic perfection of its beautiful design.

Dirk (CN): One could be forgiven for mistaking this human cleric for a tiefling. They look twisted as if by some lower planar taint, and their odor is unpleasant enough. However they are instead a human priest dedicated to the Powers of Chaos one and all. Or as dedicated as a loyal devotee of Chaos can be. They have a tendency to use the chaosspeak of a Xaositect too often, seeming to scramble words in a jumble that can only be half-understood sometimes – or with a disordered mind at other times. They are actually rather laid-back and relaxed at most times, though, but will get wildly passionate about seemingly random things at the wildest times. What they'll obsess over this time is hard to say, but in some other worlds they might be accused of being a 'geek' 'nerd' or even 'otaku' with their tendency to get obsessively into something, but these fads never last long. They're just too chaotic for that. Their only consistent passion is Chaos, and a hatred of stifling order. It might be why they have the powers and abilities fit for a Factor in the Xaositects.

Upgraded: Actually it'd seem they even have **Xaotic Power**. Of course they're not anywhere close to being the Factol, but they do have their own, semi-random power. They also seem to possess abilities similar to those of a **Near Power** though they can only grant these priestly powers to those who devote themselves to Chaos and the gods of chaos – whether those are Greek, Norse, Celtic, Sumerian, or something else – and have no ability to remove these powers once granted.

Dor (LG): Many might expect to find a Paladin in the Harmonium or a more action oriented faction than the Guvners, but Dor is a Guvner through and through. An aasimar paladin, he believes firmly that there are rules to the multiverse and that it is only through understanding them that a cutter can do real, lasting good in reality. It's the same everywhere; hasty action without understanding the rules of the situation leads to wasted effort and long term harm even if one has the best intentions at the time. He's pretty cerebral for a paladin, preferring research and attempting to understand over rushing in sword glowing with light. Not that he won't rush in when he feels it's a real emergency. Dor might be a Factotum of the Guvners, but he is still a paladin; if there's evil happening he won't just stand by and watch it without at least attempting to stop it. If he didn't he'd not be worthy of the **Holy Avenger** he carries.

Upgrade: Dor seems to have come to realize that **Belief is Power**. At least that's something that flows through him and his actions, and has helped him rise to a Factor in the Guvners with all the responsibilities, and proof of his knowledge of the secret rules of reality in the process.

Gurrik (CE): A human fighter originally from a Prime Material world, Gurrik is a devoted member of the Revolutionary League. He believes the terrible wizard rulers of his Prime world, and the priests who worship them as living gods, are just an example of the proof of the Anarchists' beliefs. He's not clear what he wants to see once the rulers are torn down, but he definitely believes that absolute social power corrupts absolutely and any one who wields it will inevitably wield it poorly. If pressed he really does want a world without any form of government or hierarchy, though has no real plans for how that'd work in practice… and sometimes it feels like he might just like it because it'd mean that there was no one who could stop him from using his own strong right arm to take what he wants. The Revolutionary League doesn't actually have ranks so to speak – that'd go against its own beliefs – but he leads his own cell, and is well connected and deeply so in it, and has the perks as a Factor.

Upgraded: Whatever the world he was from it seems to be a terrible and odd one. He was a gladiator, a type of warrior found on the plane similar enough to a fighter, who is seriously tough. Apparently the people on his world – one that is almost unknown on the planes (and he even claims has a third offshoot of the githyanki/githzerai) – are just 'built better.' Of course given he has greater than **Exceptional Strength**, as well as has what is **Pinnacle Dexterity** and **Pinnacle Constitution** along with **Prime Requisite (Intelligence)** and **Prime Requisite (Charisma)** would indicate that either he's some real freak of nature or he's telling the truth about that. Also despite not being a member of the Doomguard he's a **Swordsman** capable of using an **Entropic Blow** all the better to tear down those who might be kings.

Kelda Liefi (CG): This bariaur mage seems carefree at first, eager to speak about how all reality is a dream of one dreamer, and how anyone could be that dreamer. She is, however, secretly convinced that Evil and Tyranny only exist as manifestations of her own nightmares in the dream that is reality, and that she is therefore responsible for fixing the misfortune she has accidentally added to her dream of reality. Though if she learns about your ability to move between different multiverses, and the dreams of different

dreamers, she might lighten a bit on the self-reprimanding guilt when exploring other dream-realities. Still she is a dedicated member of the Sign of One, and even if she's not dreaming up all reality herself – which she definitely is even if the Faction still hasn't recognized it and regulates her merely to the status of Factotum – then surely her perception of it shapes things. Perception's ability to shape the planes is self-evident any time you travel them without a portal. She's pretty good at using her Factotum power of **Imagining** what with being at the very **pinnacle of intelligence** and **wisdom**.

Upgraded: There might be some validity to Kelda's beliefs. Oh not because she's been recognized as a factor by the faction; sure the active control of her **greater imagining** of the multiverse helps but that's not the proof. Kelda is simply put strangely lucky. It's not that good things happen to her, or she's unusually likely to succeed. It's that bad things, especially really bad things, don't happen to her. Oh she might get wounded in combat, but she seems to be inordinately lucky in avoiding a fatal wound, magic that would spell the end for her fails when it really matters, and disasters heading her way manage to miss her by hairs or get diverted whether natural or human(oid). It almost feels like the universe, or whatever sort of Dungeon Master is dreaming it up, is fudging the dice in her favor and re-writing encounters to make sure she's not swept up in a TPK. Of course this luck only really protects her, so things can still go very badly for you.

Kurzeron (NE): It would be easy to mistake this githzerai psionicist for a wise sage. They have excellent initial instincts, and are extremely decisive. Unfortunately they tend to be a liar, a cheat, and a thief, whose final goal is always self-serving. Of course, if they decide that helping you helps them, they can be a pretty useful – if wholly amoral (or more unfavorably immoral) – cutter to have behind you, and they know a lot of the tricks of a knight of the post… because they are one. They are also a member of the Transcendent Order, and have become a **Master of the Heart** or in other words a factotum. They possess the normal githzerai – unlowerable – spell resistance.

Upgraded: They have gone further becoming a **Master of the Mind** or a factor, having reached a level of enlightened self-understanding that few ever will. They've mastered their mind in other ways developing an **Immortal's Mind** and becoming an **Astral Swimmer** and a talent at **Recognizing Unreality**.

Lady Verikka von Ril (LE): Born as the daughter of a mortal (human) 'count' in a 'kingdom' within Gehenna that was carved out generations ago by a group of Primes who decided somehow that Gehenna was a good place to set up kip, Verikka von Ril had the privilege of being tutored in sorcery from a young age by her father's arcanaloth advisor. She took to wizardry like a fish to water, showing a special proclivity for Necromancy, and a strange fondness for the infernal crypts and tombs of her ancestors carved into the infinite mountain of her home layer. So when she escaped to the Outlands after her kingdom outlived its usefulness to the 'loths and encountered the Dustmen she was naturally drawn to them as well. After all living on Gehenna there was nothing to live for except escaping death, and in those tombs they still tried to, fearing the final merging with the hell-realm. Now, Verikka realizes that even such a merging is a hollow attempt at escaping true death, and she seeks to escape that, to find the escape of true death and cessation of being without reincarnation into this brutal world of suffering and desire. Of course, you might offer her another out; if this multiverse is all an afterlife, what about those you have come from?

Whatever you think about her Dustman beliefs, Verikka is a respected Factotum in the faction, and a brilliant wizard at the **pinnacle of intelligence** and despite only being a Factotum she has learned the secrets of an **Initiate of the First Circle** as well as many surprising insights into the yugoloths.

Upgraded: Of course escaping Gehenna was not easy, and not something that a mortal could handle. Verikka did not survive the fall of her homeland. Instead she found the embrace of death in the form of a vampire's kiss. A death she rose from again. She recognizes she still has the thirst for life, not yet shed of her attachments to this world that leads her to cling to life, and while she honestly seeks to shed those attachments, she has not yet decided the best methods by which to do so. Perhaps you can help this vampiress to do so? Of course, her undead state has helped her pursue her position in the faction, rising to a full Factor and developing knowledge fit for a **Lord of the Dead** despite naturally not being the factol.

Marovoi Sceolum (LE): A tiefling fighter/thief born on Dis, and raised as a tool of his Baatezu 'father' Marovoi had a harsh upbringing and past. It also left him with an intense belief that one can ascend to higher forms; he's seen it in action among the devils of the Nine Hells. That's what has led him to the Believers of the Source and he has become one of their namers. He's not broken off his old allegiance to the Lawful Evil fiends, he still has connections to them, and works for them from time to time, but he is dedicated to his

attempt to ascend hoping to live a life worthy of becoming reborn as a higher form of being in his next life, and in learning the secret rules that govern this ascent.

Upgraded: He is not actually a tiefling or a fighter at all. In truth he is an osyluth who uses a magic ring to disguise himself as a tiefling. He has also risen to the rank of Factor in the Believers. He does still have significant thief skills, and **prime requisite Dexterity**. Despite his ascension among the Baatezu, he is a true Believer, and has begun to suspect that the Baatezu ascension hierarchy is a trap by the Lords of the Nine, meant to distract the Baatezu race from a truer progression that the Lords themselves have used.

Saya (NG): This tiefling claims to be the daughter of an alu-fiend, and given her looks one might well believe it. She's at the very **pinnacle of charisma**, which might be why she took up the path of a bard. She is surprisingly kind, gentle, and altruistic for a tiefling, in direct opposition to her own demonic heritage, spending most of her free time when not adventuring putting on shows for Hivers. She's also slow to open up about her past experiences for a Sensate, though if you earn her trust she'll show you some of them in the Hall of Sensation. Part of this is the shame she feels – she spent her youth experiencing being wicked, and it's only recently that she's turned over a new leaf and, with the help of some priestly *atonement*, begun experiencing what it is like to be Good. She's also got something of an **Immortal's Mind**.

Upgraded: It would seem her willingness to dive fully into the experience of such a moral shift has caught the attention of Saya's superiors and raised her position to Factotum, and despite not having been officially made a factor, her long experiences as a terrible person, and a would be saint, has given her a **Storehouse of Experience** and a talent for **Changing Colors**. She also has a tendency to find her way **In the Dark**; one doesn't survive the Abyss without learning how to pick up on secrets.

Smiles (TN): It's fairly obvious where this Githzerai Thief got his nickname; the scar on the right side of his face which permanently tugs up one side of his mouth into a twisted 'grin'. He doesn't seem to mind it. He'd claim to not be a member of any Faction, and give you an ear full about how anybody that obsessed with convincing you that their way of thinking is the one and only correct way is somebody who isn't really convinced that it is themselves. Of course, he's too deeply involved in the Free League's activities to not be an Indep. He'd be a Factor if the Indeps had such things, and he does have the associated perks. Still as long as you aren't trying to convince him that you've got the

whole multiverse figured out and that you know everything about the root of existence he's fairly easy to get along with if a bit mercenary. One might even think he was a Merkhant given how much he seems to love jink, though he protests that he never for one minute pretends it makes the Great Wheel go round; he just likes what it can buy him and so what if he wants more of it. This quest for money, and his skills at picking pockets and locks, might explain how he got the scar too.

Upgraded: Smiles still might not be a Merkhant but he really does prove that he could probably make it as one. He's got a great eye for value and trade, having the Merkhant perks up to the Factor level. He's also spent time as a **Hinterland Bandit** in the past, and still has some connections with them which he sells to get merchants in the Outlands safe passage through some difficult areas.

Ter'aphee Loressia (CG): An aasimar born on the Beastlands, they are a skilled ranger. They joined the Doomguard, recognizing that decay and entropy are the natural processes of the multiverse, and if it is supposed to wind down and end that doesn't necessarily mean that end is a bad thing. Maybe it's due to her experience on a Prime Material Plane she lived on for a few years and watched a doomed, dying empire lashing out trying to save itself and causing untold suffering in its wake. Of course, she's worried about her faction as well, seeing how many in it seem to be intent on making certain that entropy tears everything down faster, than helping shepherd things to a natural end. Still she remains a loyal and dedicated Namer in the faction, and even works as a guide to the Plane of Ash acting out of its stronghold in the plane. She is a **Pathfinder** and **Planar Warrior** who is quite skilled at getting around **At All Angles**. She's got a magic ring which protects her from the heat sapping effects of the Plane of Ash, and lets her breathe in it and on the Plane of Smoke and it'll keep her resistant to other forms of supernatural cold and help her breathe in choking or noxious smoke clouds.

Upgraded: It seems she's not *just* a ranger. She's a mage as well, and a rather good one. While Ter'aphee's not played faction politics much she's still managed to get herself recognized as a Factotum, and despite not actually being a rogue has developed skills similar to many **Planar Rogue**s.

Turv (TN): It's been a long time since this half-ogre Fighter made his way to the Outer Planes. He's not the canniest blood and never going to be a graybeard, but he has become a gentle soul after having abandoned his past as a brigand, bandit, and mercenary. He still works as a hired basher from time to time – a berk has to eat – but he spends a lot of time working at the Gatehouse and acting as a porter carrying goods for others in the Cage or at the Bleaker's base on Pandemonium. He's not fully broken all the habits of his previous life of banditry, but since accepting that social position and authority didn't really matter he has found a strange pleasure in doing what he can to help those who are less fortunate. It's possible that with a good influence he'll reach Neutral Good alignment, though a bad one might pull him back towards Chaotic Evil. He has **exceptional strength** and **prime requisite wisdom**, and is a Namer in the Bleak Cabal.

Upgraded: Turv's career as a mercenary lasted a fair bit longer it would seem. It's given him enough self-confidence to spend half his time in a **Fortress** built in the caverns of Pandemonium where he provides a safe place of shelter for travelers lost on the plane, and maintains a path back to the Mad House. He's even quite **Lordly** having the respect of others on the plane, and an **Aura of Beneficence** despite only being a Factotum in the Bleak Cabal.

Way of Fellowship (LG): Now the hardheads get a bad name. Their my way or the highway tendencies, leave a sour taste in a lot of mouths. Still the Harmonium's members aren't all bad. Of course, Way of Fellowship is an odd one in the Harmonium or out of it, but rouge modrons always are. It has stumbled onto two major things since going rogue: a thrill and love for magic which made it become a Mage; and a staunch belief in the teachings of the Harmonium and that they're right that the multiverse is supposed to exist in peace and harmony… and sometimes the only way to get it to that point is to smash the heads of those people who want to keep everyone fighting for their own personal causes or gain. Way of Fellowship has developed a personal fervor for dealing with those who spread Chaos, or Evil, and those that undermine the social fabric by inflicting harm to others for personal gain and satisfaction. Violence is a distasteful tool, but it is unfortunately a necessary one. And when I say Way of Fellowship has a fervor for it, well the rogue modron can get really dedicated, turning its entire **Factol's Drive** to the task, though it will admit that while smashing heads can lead to peace, it's not always the best way to reach it.

Upgraded: Normally a rogue modron will degrade into a quadrone no matter what their original rank was. Way of Fellowship, for some reason or another, has managed to remain

a Decaton and retain most of their abilities. Its Cleric spellcasting has been lost – though they are still a Mage – but it otherwise retains its abilities as a hierarch modron, though not its authority as one. Like most rogue modrons, modrons will still kill it on sight, though those below a pentadrone won't even recognize its existence. It also (still) possesses **Prime Requisite (Intelligence)** making it unusually smart for a decaton (though even unupgraded they'd have slightly surpassed an average decaton in Intelligence so this is mostly avoiding a downgrade).

Other Companions:

A Curious Flame (100 CP; CN): Human languages don't contain the characters to properly record this fire elemental's real name – too many crackles and pops of flame – but it goes by Imhul. It is an oddity among fire elementals due to its fascination with the Prime Material and other planes where the world is not raw fire. It still, like most elementals, finds these foreign planes extremely uncomfortable, even hostile, to its existence, but offered a way to be able to become human – or another being born of the mixing of elements – and be able to turn back into flames it would be delighted. Even so delighted as to be willing to leave behind the comfortable bosom of the Plane of Fire forever and explore across the multiverse, or many multiverses.

Imhul is a quick and bright wit among fire elementals, having the equivalent of **Pinnacle of Intelligence** and **Prime Requisites (Wisdom)**; which coupled with their sheer physical might as one of the largest and most powerful fire elementals, means many of their own kind believe they should cease their nomadic wanderings and become a leader of their kind but Imhul has no such aspirations or desires to be tied down thus. Their elemental nature leaves them mostly trapped on the Plane of Fire, but they have a great deal of experience with the nearer portions of Magma and Smoke as well, and have visited Radiance, and the border reaches near Ash; despite being limited to these elemental realms they have become something of a **Pathfinder**.

An Odd Slaad (100 CP; CN): Exhork, or whatever nearly unpronounceable thing she chooses to call himself today, is a death slaadi who despite their tendency to change his mind on who she is on a day to day basis, changing her name, mannerisms, and large parts of his self-identity on a basis that can't be predicted save for that they will change sooner or later is strangely good at interacting with humanoid society. She hasn't completely overcome his racial tendency to focus on personal power and belief that might makes right, but they have *some* idea that humanoids have rules and that she can benefit by observing and even *sometimes* following them.

Of course he has decided that he wants to tear them all down. It's the one thing that doesn't seem to change about Xorin's concept of self. Whether he's calling herself Saht'orq or she's chosen Xoorlnng, this death slaad is a dedicated member of the Doomguard, possessing the Namer rank, and determined to create the entropy that will tear down the civilizations of mortals and move the planes to the post-order Chaos that they are destined to become. Well he's semi-dedicated. The fact that she's extremely secretive about her **Entropic Blade** forged on the Plane of Salt for the purpose of destroying the Slaadi Spawning Stone, and far from the rank that'd be expected to have such a sword, implies she might have stolen it. She also has the abilities of a **Planar Warrior** and **Pinnacle of Strength**.

Clueless Minder (100 CP; LG): This basher doesn't watch the clueless, but he is from a prime. Events have conspired that somehow this dwarf ended up with a blood debt to you, and he's decided to act as your minder until he's paid it off. He's rather Lawful, and even might be Harmonium leaning, but he's not a bad sort at the end of the day, and what he lacks as a conversationalist he makes up for in his sheer competence. He's one of the most experienced basher you'll find on the planes, even if he's only had experience on his native Prime Material where his skill in combat had made him one of its great heroes. He's a level 18 Fighter, with strength that has been pushed permanently to superhuman (and super-dwarf) levels beyond even **Exceptional Strength**. He's got **Pinnacle of Dexterity** and **Constitution** as well. Beyond the skills of such a prime example of a fighter, he seems to be a trained berserker as well – functioning much like the **Rager** perk but easier to turn off part way – and carries a full kit of magic items you might expect from such a high level fighter. This includes a *+5 Two-Handed Sword* which he has specialized in and *+5 Full Plate*, as well as several more interesting magic items, though none as generally powerful.

Defective Dao (100 CP; LG): The dao are well known across the Inner Planes as prolific slavers and dealers in gems and precious metals. Their culture is a rich and decadent one, where their own hedonistic pleasure is built on the pain and suffering of those they enslave. This dao is an extremely unusual member of the race for he has decided to reject all their kind stands for. He knows that he lacks the power to bring down the empire of his race, and its slave trade, but he has done their best to create something of an underground railroad to help undermine it. Or at least he did until they caught on and he had to flee.

Despite his rejection of the evil ways of the dao and their society, he believes that Law and order have a place, and that it is only through the change of society and its customs and culture that a race like the dao can change. He has turned his attention, however, to Ogremalach and helping organize forces of other elemental-kin in the plane of Earth against him. It's simply the good he can do here and now.

He's a mostly ordinary dao, though his dedication to Good and Law has changed his nature somewhat, allowing him to grant non-twisted wishes, and to use *cure moderate wounds* and *detect evil* once per day each as well as turn undead like a cleric worthy of the name three times per day.

Living Death (100 CP; TN): Reclusive dwellers of the Negative Energy Plane, the Xeg-Ye rarely leave their home plane despite their curiosity about other worlds. One must wonder how long they can even survive outside of it. This one has somehow found its way to the Outer Planes and doesn't know how to get back. It would be very grateful for a guide to help it return to its plane of absolute death and unlife, but even as much as it wants the comforts of home – the Outer Planes are simply not comfortable for it – it is curious about the multiverse. It knows it will leave again, exploring one of the Quasielemental Planes, and potentially even further. It is exceptionally curious about different forms of magic, and the ingenious ways that mortals have come up with for manipulating Negative Energy and the forces of the cosmos. If you could create a spell that managed to provide it with comfort on other planes it would have absolutely no qualms about joining you on your journeys so that it could learn more. Even if you couldn't, some hardships are worth it to learn more. It'd even bring with it its **Mage's Tower** designed to exist within planes of negative energy and protect its inhabitants from the effects of living in a dimension of pervasive death energies.

Swarm Intelligence (100 CP; NE): This is an odd 'companion.' See it's actually 100 separate rats. The backs of their heads resemble exposed brains and when within 10 ft of each other they share thoughts and brain capacity and become one entity in more ways than one; they resist magic as one for example, and this particular swarm of cranium rats share their perks possessing them in whole as a swarm. When all of them are gathered together they're brilliant, a supergenius to surpass a wizard in raw intellect, and match wits with a balor. They are also capable of producing a small amount of wizardly magic from their sheer mental brilliance and force, and gain resistance to all magic. They can easily cut a member of the swarm out of the telepathic gestalt if it becomes mentally compromised as well.

This particular swarm seems to be an oddity. For one thing they've made telepathic contact with you. For another they claim to be a renegade escaping from the psychic Power that made their kind, and seek your aid in escaping their reach permanently. Finally they have developed psychic powers as a novice Psionicist and are intent on expanding them further, though they become too dumb to use them in numbers less than 70 rats together at once. They're willing, however, to aid you in whatever your goals are, in exchange for your help. They seem to be a very curious being, always eager to learn more about what is happening around them, how things work, why you do the things you do, and any secrets they encounter.

They do not appreciate jokes about their fondness for cheese or collecting seemingly random objects, though one does have to wonder if the objects really are random with their tendency to have historical or mystical importance.

Twin Temptations (100 CP; LE & CE): This pair of lovely ladies are an interesting and unusual sight even on the Planes. See, Sam'raizel is an erinyes and Liliathurque is a succubus, and they're in love. They met when both were trying to corrupt the same lord, and over several mutual targets what began as a rather murderous professional rivalry eventually developed into a mutual respect and then finally the joy they felt in competing with each other blossomed something more. They're rather afraid now that the higher ups in their respective hierarchies are becoming aware of their feelings for each other, and Samaizel is worried that if they haven't she'll get promoted soon and while some connections stay she's not sure their love will be one of those if she becomes a greater baatezu.

So they'll be rather grateful if you can remove them from this world and their duties to their respective hierarchies. They can think of many interesting ways to repay you too, and they'd be glad to either help you corrupt individuals in the future or even let you into their (now much friendlier than initially) competition in the field.

Ancient Evil (200 CP; NE): This baernaloth is immensely old. They claim to remember the expulsion of Law and Chaos from the hearts of the yugoloths into larvae which led to the creation of baatezu and tanar'ri. Some of their claims are a bit fishy, and they are a capable and prolific liar, but they are certainly very old even by the standards of immortal, planar beings, and while most of this time has been spent in relative hermitage they know a lot of lore, and the dark of many things that other beings upon the planes have forgotten; he is certainly **In the Dark** for many things.

Safiya (200 CP; CG): A powerful noble djinn, Safiya rules a minor court in the Elemental Plane of Air, a small floating island with a few lesser djinni who act as courtiers and hangers on – many seeking her hand in marriage in hopes of marrying into the nobility – but has recently fallen in battle with the efreeti and been captured by the cruel fire genies. Bound by magical bracelets that limit her access to her magic, she is to be kept by them as a slave. Somehow during your time here, maybe even just by your arrival here, you will have the chance to free her soon after her captivity begins, perhaps even before the efreeti can determine who will be her new owner, and she will repay her debt to you as a loyal djinn should. She is proud and free spirited, and ultimately one who values her independence and freedom, but she has a touch of wanderlust, and a curiosity about mortal lives and worlds that is a rarity among the djinni; it is why she often hosts jann in her court to learn more about life on the prime from these nomadic genies.

Special Investigator (200 CP; LN): This is a hexton of strangely unique design. While they look normal, they possess the ability to cast spells as a 14th level wizard in addition to their normal priestly abilities, and can even continue to progress as a wizard. They have also been made to an abnormally high standard having the equivalent of **Prime Requisite (Intelligence and Wisdom)**, and an unusual level of independence. They have left Mechanus to find you, and find you they have just as you've arrived in this jump, informing you that their superior has assigned them to accompany you on your journeys beyond this multiverse and observe so as to report back to their superior officer.

Apparently these orders involve obeying you absolutely as long as it does not conflict with their own 'internal laws'; well the full explanation (that they will give, days long depth if not prevented) makes it a bit more clear that this is probably just a way to allow them to disobey orders that would be Chaotic enough to break them without the act of disobedience breaking them. How they're supposed to report back about this while you're in other jumps is certainly a question, and one must wonder… how did Primus learn about you in the first place, especially with enough time to prepare a uniquely designed and designated hexton to come and meet you almost precisely the moment you arrived?

Vor-Gherash (200 CP; CE): A rare elemental that has become Chaotic, and made rarer still by having become Evil as well. They are one of the more mighty elementals in the service of Olhydra the Princess of Elemental Evil, though they are willing to trade up to serve a being that can offer them more power and greater wealth and status, or simply more free reign to work their destructive and cruel will. They were sealed on a Prime Material Plane for the last millennia, but one of the shockwaves of your arrival has broken them from the prison that they were kept in there, and dragged them along in your wake, causing them to appear before you. They are a highly powerful water elemental, though like the archomentals themselves has begun to take on a unique form, that is identifiably them and not just a mass of water. Still they possess the powers of a water elemental of great size and power, as well as several spell-like abilities related to water though only once or twice per day each. Still they have touched the first cusp of becoming something more, and if they were to develop a large enough base of worshipers they could possibly qualify for something like **Near Power**, though to even attempt that would be to declare war against Olhydra something they are not yet ready to do.

Zhorath (200 CP; LE): This pit fiend has high ambitions, as most do, but they have decided that Baator is ill-suited to them. Oh, they would love to rise to the Dark Eight or better yet to become a Lord of the Nine. They are also wise enough to recognize the near impossibility to reach either of these positions. They have decided to try something more ambitious: to claim a section of another, bordering plane as their own – to create an empire on Acheron or the Outlands – and hope to drag it into Baator as their own principality. In this pursuit he has started to become something of a world shaper, the first step to becoming something greater than a pit fiend, though he is as of yet unskilled in

such efforts and it will likely take centuries, or millennia, before he is capable of truly being called a **World Shaper**.

Though you could give them another option. They would be willing, and eager, enough to follow one who could offer them power beyond Baator's limits, even if it means to remain second in a hierarchy. Surpassing you is at least as realistic a dream as surpassing the mystery shrouded Lord of Nessus.

Crusader of Balance (300 CP; TN): The auramachs are among the most powerful beings on the planes, individually more powerful than even a pit fiend or balor, and with mental capabilities surpassing even them. They are the great maintainers of Balance, keeping Good and Evil as well as Law and Chaos in check and in balance for the greater well-being of the planes. This one is an extremist by the standards of their race. He has theorized that there exist other planes further afield than even the Elemental Plane. He has spent years attempting to open a portal to reach a place he calls the Far Realm which connects all realities, even ones untouched by the Astral and Ethereal, but has been thus far unsuccessful. So he is pleasantly, even wondrously, surprised at his latest experiment having seemingly summoned forth a creature and being with strange powers and abilities not known anywhere among the Planes, namely you. Given his goal to reach other worlds and help push them towards balance between the extremes of Good and Evil, Law and Chaos, he is more than willing to join you on your journeys, and travel with you in hopes of preventing or undoing such excesses especially those caused by Powers, angels, demons, and other such beings of living Alignment.

Shamhazai (300 CP; LE): How long ago this Tome Archon fell is unknown. His name is no longer spoken on the planes, and public histories do not speak of him. Even he could not tell you; his long imprisonment deep inside of Carceri has left him unclear on its length. Whatever the truth, he fell, becoming a being who was willing first to let the ends justify the means, and then to let the ends become his own self-aggrandizement, pleasure, and power.

This is what led him to fall from grace, and be exiled to Carceri. He still possesses the form, and powers, of a Tome Archon making him a very powerful being, though he can no longer summon archons to his defense – in fact if they realize he exists they'll likely try and kill him – and his powers of protection against evil and detection of evil work towards good instead. Even beyond that his quest for personal power has led to him being

a **Near Power**, having tasted and sipped lightly of divine authority before being cast down. He is also quite a speaker and manipulator.

Xeno (300 CP; CG): This titan could be considered quite a greybeard, having learned much on many topics, and being a very wise, intelligent, and well-informed being. In fact, many a mortal world of the Prime Material is familiar with legends of their wisdom and great knowledge. Fewer of these tell that such erudite learning is merely a hobby that distracts him from time to time from his true calling: having a good time. Xeno is a lover of parties, a patron of the arts, and generally considers himself something of a hedonist. Oh, he's still certainly a Good aligned being; he takes no pleasure in the suffering of others, and in fact would advise you to live a life that will not trouble your conscience and one which you take care to make certain will not lead to long term suffering; if today's pleasure causes more pain for you in the long run it's not really worth it. Still he himself is in love with great and elaborate parties, even more so than his avid interest in history, philosophy, and the nature of politics and building of societies. It is this great dedication which has enabled him to learn how to use his powers as a titan to create a great feast once per day; there's little or nothing there that a true ascetic could consume, and mortals may unfortunately find themselves regretting it the next day as it is easy to overindulge on the potent wines and the rich foods which could upset the stomach if it is not accustomed to the like.

Living Demiplane (400 CP; TN): This is a living demiplane much like Neth. It exists within the Ethereal Plane, and will carry a portion of that plane with it in future worlds. The size of a large continent, though only on average 30-ft thick and crumpled up into a chaotic ball like a wadded up piece of paper which contains an oxygen-laden fluid which serves as nutrition for the plane. It can move and shift these folds, creating or destroying pockets of this fluid as it sees fit. It is also able to force beings in its Border Ethereal to materialize within these fluid pockets. This isn't its only defense as it can bud smaller avatars from its flesh filled with a copy of a portion of its mind and personality, or simply begin to acidically absorb and consume creatures in its fluids or on its surface. The plane can also send forth these avatars through the Deep Ethereal, and reabsorb them to absorb their memories and experiences. It is highly curious, and would like to learn more of the multiverse-beyond-the-multiverse. Oh, and it is still growing. Perhaps with enough ages it will no longer be a 'demiplane' but a full fledged Prime Material unto itself.

As a plane unto itself it will not insert directly into existing dimensions in future jumps, but as a demiplane in a pocket of the ethereal through which it can use the Deep Ethereal to enter those planes of matter – as opposed to of belief – that might border the Ethereal.

Maiden of Pain (400 CP): This woman is something that almost certainly shouldn't exist. She resembles the Lady, you know the one, the one who keeps the Powers out of the Cage, except looking younger; which would either put her as coming from before any one remembers, even immortal fiends, somehow a throw back to before the Blood War even. Or else she's some sort of daughter, younger sister, clone, or replica. One could just dismiss her as an imitator, except any berk would realize she'd be flayed or mazed almost as soon as she set foot in Sigil and that doesn't seem to happen to her. Besides, she's got abilities that resemble the Lady as well. For one she can shut out interdimensional travel near her. Oh she's not powerful enough to stop Powers like the Lady, but mortal mages and fiends? Well their abilities to teleport or gate or the like she can stop from working anywhere nearby her; miles at minimum. And while she can't maze people, there's still records of when the Lady hadn't developed that yet, she can flay them. It's not as effective as the Lady, but she can just look at someone and cause some force to start flaying their flesh. It's not as powerful as the Lady's, and someone might get away or bring this Maiden down before it kills them, but it is eerily similar as all she seems to have to do is focus and concentrate on having them torn apart. Finally, while she can't just make portals from nothing, she possesses an impressive ability to control and influence planar portals, gates, conduits, and vortexes nearby. She's not omnipotent in her ability to do so, but she can with time and effort redirect them, shut them down, or even alter their gate keys, open shifting portals that should be closed now, or alter the time frame they open and close in.

Of course she's pretty powerful in other ways too. Most magic weapons aren't strong enough to hurt her, and she has other magical powers to help out. But she's not in the same class as the Lady. It's hard to even say how vast the difference is; like guessing how a pit fiend compares to the Lord of the Nine, or asking a spinagon for precise details on how much more powerful a pit fiend is than itself. Simply put while she might be similar the flame of your candle is similar to the Elemental Plane of Fire but that doesn't make them the same, and thinking they are is a good way to end up in the deadbook fast. So be careful with her. She's not invincible, but she is dangerous. And just having her around you is gonna get you attention on the planes, and the sort of attention that can be dangerous.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. ***You may only take a maximum of 8 Drawbacks for additional CP, any others are merely for pleasure****.*

Start Date (+0 CP): By default you'd start about one year after Rowan Darkwood arrives in Sigil, apparently in the 126th Year of Factol Hashkar's Reign over the Fraternity of Order and when the Planescape Campaign Box Set is set. You could, however, start earlier if you choose, even starting as far back as before the Great Upheaval when there were around 50 Factions, or even further back to the point of the original foundation of the Dark Nine to fight the Blood War, before the assassination of their leader, and long before the fiends had really learned of the Prime Material. The planes and their history go back a fair deal further than this, but we're putting the limit here; before that point you start having to seriously ask if the configuration of the Planes and rules of reality are even the same. Alternatively you can begin in the year after the 129th, and last, Year of Factol Hashkar's Reign. This would put you arriving one year after the Faction War and the disbanding of the Factions as they are forced out of Sigil (or to disband as an organized group), and the last published 2e *Planescape* books. If you don't use this to start after the Faction War there is absolutely no guarantee that it will happen; metaplot might work for official products, but any given campaign has no guarantee it will progress.

Stay Extension (+0 CP): Normally you'd be here for 10 years. That's plenty of time for a mortal adventurer to make their name and retire, but for the plots of factols, schemes of fiends, and aspirations of celestial beings that is a short time frame indeed. You can choose to extend your stay in this multiverse up to a maximum length of 3,330 years. If you've not succeeded in your plots and adventures by that point you'll have to either stay here or leave them behind.

Clueless (+100 CP): You, and your imported companions, are ignorant as to the ways of the Planes. You lose all of your metaknowledge of this reality, and will have your in-jump memories and knowledge limited. You may be quite learned, but as a Prime might be – your knowledge of the Outer and Inner Planes riddled with errors if you are even aware of them – or perhaps you are a heavily sheltered planar being, one who is only really familiar with its small slice of a single layer; you might not even realize there are more layers to your plane.

Companions created or recruited in this jump will not be affected, but you will not meet them till some time into this jump.

Dump Stat (+100 CP/+200 CP/+300 CP): Choose one of Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. Yours is reduced to a point significantly below average for your Race purchased here. This is almost the opposite of the Prime Requisite perk, putting you among the bottom percent or so of all those born to your race purchased here (or human if you didn't purchase one) in that quality. Or it would if they had a range like humans; many PC races have 'minimum ability scores' and many monstrous races simply don't show much variety at all in these regards enough that all but a rare rare few can be assumed to be average. You, though, will be equivalent to a human with a 4 or 5 in the ability score of your choice for your species, even if this is below its 'minimum ability score.' What this means is that as a pit fiend you'll still be smarter than if you were a human, but that you won't benefit from the winnowing process which ensure that no pit fiend who doesn't have the potential to be a genius becomes one and will be much closer to an average human than any actual pit fiend.

For +200 CP you must select 3 of these ability scores to be thus capped. For +300 CP it applies to all of them. How you managed to survive, much less progress in a class, is a miracle in and of itself.

Elemental Antipathy (+100 CP): The inhabitants of the elemental planes don't like each other. Oh, it's not always full blown war like it is with the fiends on the Lower Planes, but beings of elemental air and earth just don't get along the best, and those of earth and water aren't exactly bosom buddies. Select an element, paraelement, or quasielement – if you took the Genasi race or an Inner Planar Race it has to match your own – elemental beings that don't match it hold a natural dislike to you, and those that are directly opposed, well they won't be leading crusades to do so, but they'd like to put you in the deadbook. You've got a tendency to meet elemental beings in places you'd not normally expect to see them, as well so you can rest assured that this antipathy will still cause you some trouble even in the Outer Planes or the Prime.

Enslaved (+100 CP): Oh this isn't good. There's plenty of slavers across the Great Wheel and the Inner Planes. The dao, efreeti, githyanki, and fiends just to name some of the more infamous perpetuators. You've been enslaved by the dao, and will start in the Great Dismal Delve, their capital on the Plane of Earth. Your Companions and allies will all start where you'd normally have started, and you are bound in a way that limits your supernatural powers and cuts off any powers you have to teleport or travel the planes, or casually make your escape. You'll have to escape the dao and the Great Dismal Delve unless you want to spend your whole time here serving them as their slave.

Factotum's Duties (+100 CP; incompatible with Proxy and/or Hellbound): Your Faction, or Sect, seems to always have some adventure, job, or task they want you to do, and you just can't seem to turn them down. Sometimes these will be dangerous, other times they'll just be sort of inane and bothersome. Thankfully it's not literally constant, but you can expect to have a lot of adventures and duties foisted on you by your Faction (or Sect) without much recognition or reward. But perhaps action is your reward? You can take this even if you don't belong to a Faction or Sect, in which case it will just be some form of superiors; in fact if you're a race with a hierarchy such as a most types of fiends, celestials, and planar beings this will default simply to that natural hierarchy.

Formlocked (+100 CP): You are locked in the form of your Race from this jump. You lose all access to alt-forms or powers and abilities that would allow you to change it, unless they are a natural ability of that race. Magic items you find here can work to change it, but items you've brought from other realities won't. This will stop you from learning spells such as *polymorph self* during your time here.

This effect can apply to your imported Companions and all your followers as well granting your imported Companions each an additional 50 CP to spend.

Going in Circles (+100 CP): The planes have no beginning or end, it's the Unity of Rings. Normally this is a physical thing – wherever you start on the Great Ring you can travel the entire Great Ring by going in one direction the whole time – but for you it's something metaphysical too. You will find that no matter how hard you try you cannot work any major change to the Planes. You cannot bring down one of the Lords of the Nine, or a Power, or help a new one rise, and whatever you do here in the long term just won't matter. Even without you, the planes won't really change during your time here, you'll be involved in nothing that will be important, one way or another, in a thousand years after you leave here.

If taken with **Interesting Times** major changes to the planes can still happen unless you stop them, they just will all be guaranteed to be ones you'd prefer not to have happen and which will make things worse for you if you don't stop them.

Immortal Timeframes (+100 CP): There is a stasis of sorts in the planes. So many beings are immortal that, from a human perspective, they just don't seem to do much. They are happy to progress plans at an unhurried rate where decades, centuries, or millennia pass to merely gain the next clear stage of their advancement. And now you're like them, lacking the mortal rush and urgency, and being slow to action. Oh you'll still react at a normal speed in a fight, but you can expect a lackadaisical pace to your

decisions and plans, unless there is a clear, imminent, personal, physical danger right before you. This can be fine if you have time, but sometimes even these immortal beings need to act in a hurry when things go awry.

This can extend to your companions, in which case they gain an additional 50 CP each.

Infinite Oddities (+100 CP): The planes are full of strange things. Oh, they're rare, rare enough that even most planars would never know of them, but they exist. The planes are infinite after all, and thus none are fully explored, and there's always some new race of fiend, some matter-destroying-fungus, or some strange place where the normal rules of reality do not apply. Well you're going to have an odd tendency to encounter these oddities. They aren't likely to be particularly useful to you – this won't lead you to lost ancient relics or beings with a power to completely upturn the multiverse and willing to serve you – but they will be new and unknown which makes them potentially dangerous until you figure out how they work.

Lost Plusses (+100 CP): Magical weapons and armor lose their bonuses as they get further from the plane of their origin. This now applies to all of your out of context Items, your warehouse, and your followers, pets, properties, and the like. Since you're further from their place of origin than any distance of the normal planes can put you, this means that they've all lost all of their special abilities and properties. In fact your warehouse, as a magical location, as well as any of your followers, pets, or properties which would insert into this reality just won't arrive. Even the Items you're carrying personally, the only ones to arrive at all, won't have anything special, no fiat backed replacements or repair, no supernatural features that function, no benefits from being some fantastic metal or alloy, even technology more advanced than the middle ages will simply fail to function; this even includes modern alloys like titanium alloy which will be no better than *poor* quality steel.

Your imported Companions each gain an additional 50 CP to spend.

Miniflux (+100 CP): One of the hazards of Limbo seems to be following you around the planes. See things shift and change on Limbo, and unless a cutter concentrates to maintain stability this can even apply to objects they brought in with them. Major things you keep a close track of aren't likely to be affected – a warrior's sword won't just vanish or a wizard's spellbook – but you will find that minor objects in your possession have a tendency to disappear or change into less valuable or useful forms when you're not paying attention to them. At least CP backed ones that this happens to will revert to normal at the end of the jump.

Ooze Portals (+100 CP): Normally only found in Sigil, and they should be impossible on other Outer Planes, but on occasion when you step in a puddle, you'll find it dragging you through a portal into the Quasielemental Plane of Ooze. Even hopping, floating, or flying over these puddles can be dangerous as they seem to be able to suck you in – or reach out and grab you to pull you – and drag you straight to the Plane of Ooze.

Philosophically Consistent (+100 CP; must have a Faction/Sect): Normally each Faction or Sect would have some restriction or disadvantage that was linked with them, something that had to do with adherence to their philosophy even in the face of adversity: Sensates can't deny themselves new sensations unless it's obvious suicide, Takers can't accept charity, Ciphers can't second guess themselves or pause overly long to decide things, etc. Normally you wouldn't be bound to follow this, or follow your Faction or Sect's teachings any more deeply than lip service. Now you are a true believer, and not only do you suffer such restrictions, you will live in keeping with your faction's philosophy to the best of your ability.

This effect can apply to your imported Companions and all your followers as well granting your imported Companions each an additional 50 CP to spend. If they are Outsiders (i.e. don't have a faction/sect) they are locked into the philosophy of your Faction/Sect.

Pits of Hell (+100 CP): To become a pit fiend, a gelugon must spend 1,001 days in a pit of magical hellfire so ferocious and deadly that even baatezu – normally immune to fire and made of literal evil – are burned and pained by it. Those too weak won't survive. Even those who can ascend will suffer unspeakably with nearly 3 years of burning alive. Now you will begin your jump in such a pit. It might not actually be the Pit of Flame on Baator, but wherever it is the torture and pain will be every bit as intense. Thankfully this is guaranteed not to kill you, but you will fully experience the pain and torture, and your mind will refuse to completely shut down to shut it out; you will vividly feel every moment of it. It is only at the end of these 1,001 days that your companions, followers, and the like will arrive in the jump and the jump's time actually begin.

Planebound (+100 CP): Magic weapons lose their power as they are moved across the planes, some part of their essence apparently tied up in the plane of their creation. The same is apparently now true of you and everything you have purchased here or brought with you from another world. On your home plane you wield your full might, but travel to one, even one adjacent to it, and you will lose a significant portion – enough to kill a weaker adventurer and at least 20% of your power – and so will any of your companions/followers/Items/items or the like. Two planes and an adventurer worth their

name would be reduced to a mere novice barely fit for fighting goblins, and if you're far beyond the strongest adventurers here you'd still lose 40%. Four planes and even topshelf bloods become novices, and weapons worthy of the gods barely retain their power; and no matter how far you eclipse them you'd still lose at least 80% of your power and capabilities. Thankfully this follows transitive planes unlike a Priest's magic, so unless you discover new planes further from the Prime than the Outer or Inner Planes are you shouldn't have to fear a fifth step of distance – which would reduce you to nothing no matter how powerful you were.

This also grants your Companions each an additional 50 CP to spend.

Planeswalker (+100 CP): You have a wanderlust to you that will ensure you never stay still too long. You must always be traveling, exploring, and seeing new things, moving from plane to plane for one reason or another. Oh you can call some place kip, whether that's a base out some plane or Sigil, but you won't spend much time there, instead feeling driven – by your own urges as well as events – to travel far and wide.

Slow Travel (+100 CP): You, and your Companions, followers, pets, and other things you brought with you, cannot teleport or travel the planes under your own power. You can use planar portals, gates, and pathways, but you'll have to hunt these down and travel them yourself and out-of-context means of finding them seem to simply fail. Even in-jump means of finding these things, or teleporting or traveling the planes will soon fail you one way or another – maybe an ally you find here will *plane shift* you once but don't expect them to hang around to serve as a means of transportation for you – and if you start relying on a single means other than the most well-established gates between gate towns and the big gates along the Gate Ring you can expect the portal to shift, the gate to close, the vortex to fade, the conduit to become unstable, and so forth. You can still travel the planes, but you can expect it to be an adventure or at least a journey.

Travel Restriction (+100 CP): Fiends cannot travel to the Prime Material Plane on their own and often other planes as well. If something like this even applied to you, then you'd have likely been able to find a way around it. Now you and your companions, followers, pets, familiars, or any being which came with you from previous worlds cannot travel to the Prime Material, or the majority of Planes. They can only reach the Prime Material Plane if they are summoned there by a native to the plane, and other planes will likewise require special conditions and means to reach – ones which are not fully under your control. You'll be able to go to a few planes more easily, such as the Lower Planes and the Outlands if you're a fiend, or perhaps somewhat over half the Inner Planes as an elemental.

True Believers (+100 CP): Belief is power on the planes, and your enemies seem to demonstrate it. Your enemies who hold strong beliefs – whether it's in a philosophy, in a Power, or something else – seem to possess beneficial karma and luck which aids them. They gain strange flashes of insight, or find themselves succeeding at nearly impossible attacks or to resist powers you might consider irresistible. They can't expect more than one or two moments of luck in a fight, but it's still enough to make them significantly more dangerous. Adding to this somehow the cutters you make enemies of tend to have strongly and firmly held beliefs to back them up.

Whispered Dark (+100 CP/+200 CP/+300 CP): It'd seem your coming here isn't completely secret. Chant about you and your companions spreads out across the planes, in ways you might prefer it didn't. This can help you stand out, especially if you're actually doing stuff worth talking about, but it includes details you'd likely not want getting out and seems to reach ears you'd prefer it didn't.

For +200 CP this includes a much more thorough listing of your strengths and most importantly your weaknesses. Among these your nature as something from outside of this multiverse is going to become quite well known. Honestly it seems tailored to leave people thinking they have a chance to take you down so that they'll be plotting and scheming for how to deal with the Jumper. It's not necessarily every detail, but it's enough to give your enemies a chance to prepare for you like a blood that knows he's going to fight 'loths can be ready with the right sort of weapon and some deathly cold. And it seems tailor made to highlight to those beings who'd naturally want to be your enemies why they should fight you, and to avoid telling those who'd naturally ally with you why they should trust you.

For +300 CP this chant includes things that present themselves as hints at the real secret dark of you and your nature. Of ancient relics from the time of the Ancient Baatorians or back when there was a Paraelemental Plane of Steam that can be used to defeat you, hints at your true name that can be used to bind you, or the right words in the Language Primeval to unmake you. None of these things would be easy to check out, but they're the sort of things that a topshelf blood, whether a planar being like an archon or a fiend, or a mortal adventurer, could verify if they were willing to put in the sweat and tears. Of course it's all nonsense, you're from another multiverse entirely, there's nothing like that here that could affect you… only it's not. Whether you knew it or not you have secret weaknesses which a determined or canny cutter can, and you should expect will, exploit.

This effect always includes and affects your companions, spreading rumors about them the same as you. If you took this at the 200 CP level this will grant each of your imported

companions an additional 100 CP. If took this at the 300 CP level this will instead grant each of your companions an additional 100 CP (imported companions only receive 100 CP still, not 200 CP).

Always Chaotic Evil (+200 CP/+300 CP): You've got an alignment. Everybody does. But most people occasionally slip from it. Just because some basher is Lawful Good doesn't mean he can't do something Chaotic or Evil, especially in the right conditions. In fact most Lawful Good berks have something they're not Lawful or Good about. You, though? You'll keep to your alignment in all things, whichever of the 9 was closest to your original behavior, becoming an exaggerated stereotype of it. Yes, this means if you're more True Neutral you will be the omnicidal seeker of balance, and if you're Chaotic Neutral it will feel like someone is rolling dice to determine your actions far too often. And if you took a race that's strongly naturally aligned – like a gehreleth, rogue modron, or aasimon – you'll be stuck as that race's alignment instead of one based on your prior actions; at least on the axis where it's strongly linked (so Lawful for Rogue Modron and Good for Aasimon).

For 300 CP your alignment is one that's diametrically opposed to your previous one on at least one axis. If you'd be True Neutral it will be your least favorite alignment between Law, Chaos, Good, and Evil, and one of the 4 completely non-Neutral alignments. This still has to match your race if you've got a planar race so if you'd normally be Lawful Good you can't take this level as an Archon.

This effect can apply to your imported Companions and all your followers as well granting your imported Companions each an additional 100 CP to spend. This can be increased to 200 CP by having them be diametrically opposed to your (new) alignment, and to you.

Color Drained (+200 CP): On the Plane of Radiance there exists a creature known as the scile which eat color. They'd normally eat all colors leaving a being effectively invisible, albeit even to themselves which has some disadvantages, but this could be reversed easily enough. A rare evil breed of them eat only a specific color, inducing a mental unbalance in the victim in addition to causing an odd coloration to their being. You've encountered one of these beings and it has eaten one of your colors in so doing stripping you of what it represents. If blue has been eaten you will lose your serenity, becoming prone to berserk rages. If red is eaten you will lose your passion, becoming listless and nearly impossible to motivate. If yellow is eaten you lose your hope becoming depressed, prone to despair, and slightly worse at everything. If green is eaten you lose your secrets, becoming unable to lie and constantly relating information to all around you; you'll

answer any question truthfully and in detail, and just won't shut up even when you're not being interrogated. If violet is eaten you will lose your intelligence becoming dim-witted and stupid as your Intelligence is reduced. If orange is eaten you will lose your vitality becoming weak and losing your physical Strength. You can choose which color was eaten, though if you choose Violet or Orange this counts as, and functions as, the **Dump Stat** drawback (above) instead and gives points as it, just with a unique coloration to go with it. Alternatively you may roll 1d6 or 1d4 (not including Violet and Orange) to determine which color was eaten, in which case this drawback is worth an additional 50 CP. Regardless of the color eaten this resists normal attempts to cure this affliction.

Fiendish Fury (+200 CP): It'd seem that the baatezu or the tanar'ri know of you, and they want you in the deadbook fast, or maybe it's the 'loths though that might be worse as they could easily turn either or both of the other major fiendish races against you. Chant is you're a key individual in the Blood War for the other side, but I don't know the dark of it. The entire race seems to have a special hatred for you, and not just how they hate each other but something that makes you a particularly special target. You might even manage to get one of the unique layer ruling lords after you.

This effect can apply to your Companions and all your followers as well granting your Companions each an additional 50 CP to spend.

Interesting Times (+200 CP): The modrons are marching a century ahead of schedule causing untold Chaos; gods are dying to a mysterious dark force threatening the rise of a new force of Chaos and Evil; a spiritual force of stagnation and stasis is spreading as a cancerous corrupt essence of Law across the planes and if not stopped will snuff out all creativity and passion; a whole layer of Arcadia is falling into Mechanus, and another might follow behind it; the Factions are about to tear Sigil apart at the seams unless someone can cool the flames of war; Vecna is breaking fundamental rules of the multiverse and re-writing the laws of reality and only you can stop him. These exact events aren't things that are guaranteed to happen, but you will find that for a place that goes millennia without major changes and beings are able to plot and scheme for centuries for minor gains, you'll be caught up in a lot of major – and dangerous – events that threaten to upturn large swathes of reality and in many cases it will be up to you to stop them because they will make things worse for you if you don't. You won't be directly involved, much less expected to play a pivotal role, in all of them, but you'll be affected by many and there will be some you have to take a side in personally.

Lady's Hatred (+200 CP): The Lady of Pain hates you. She will know if you ever enter Sigil, and you can expect to end up *mazed* or flayed very quickly if she finds out you have. She won't pursue you across the planes, so if you avoid the Cage, you're probably fine, but if you were thinking of hopping into a portal for a quick trip across the planes don't. Remember, berk, the Lady doesn't have stats because if it has stats a player can find a way of killing it, and even a top shelf adventurer can't kill the Lady no matter how much they optimize, power game, and exploit her weaknesses. Of course while she won't directly pursue you across the Planes her hatred will slowly become known and you can expect the Factions, and others to come up with the bright idea of killing you to win her favor, and if you actually make moves that seem to threaten Sigil from the outside you may find out just how much power the Lady of Pain can exert beyond the Cage.

This effect can apply to your Companions and all your followers as well granting your Companions each an additional 50 CP to spend.

Philosophers with Clubs (+200 CP): Belief is power on the planes. It's a truism because it's true. But you seem to be among those who take it a bit too far. Your beliefs seem to have fossilized, growing more dogmatic, and you have become less capable of cooperating with those who have other beliefs. It doesn't even have to be something truly opposed; the Athar believe the gods aren't real and the Sensates believe that the path to true oneness with reality is through experiencing different things and sensations, and as an Athar you'd have trouble cooperating with a Sensate or vice versa. Worse when they do oppose you, you have trouble not being actively violent against them; as an Indep you'd likely have difficulties swallowing down your desire to attack a Mercykiller much less a Hardhead, and a Mercykiller might have difficulties not attacking Chaotic beings on the basis that their disrespect of the law counts as a crime. Thankfully, you'll find that those with opposing beliefs to you are quite happy to utilize violence against you, so you'll probably get an excuse to attack them.

Your imported Companions and all your followers as well granting your imported Companions each an additional 100 CP to spend; this will increase by an additional 50 CP if you also included them in the **Philosophically Consistent** drawback and they are locked into philosophies which do not naturally ally with your own (Guvners and Mercykillers or the Harmonium naturally ally, Guvners and the Indeps, Sensates, or especially Xaositects do not).

Planar Arrogance (+200 CP): Planar natives look down at Primes as Outsiders who are Clueless as to the nature of reality and civilization, mere ignorant and superstitious peasants who the best they can hope for is to ascend into Planars, though probably in a future life. The planar exemplary beings of alignments, such as Tanar'ri, Slaadi, and even Aasimon tend to equally look down at mortals as weak, ineffectual, and unimportant, something vastly below them. In so doing they both ignore that mortals tend to be the ones who really shake up the planes, and that these individuals even more often tend to be Primes. You possess this same sort of arrogance, seeing yourself as above lesser life forms like the Primes, or if you're far enough along the path of ascension Planar mortals… or possibly even fiends and celestials… maybe if you're powerful enough the Powers themselves. This will make you overly likely to ignore the ways they can contribute or move beyond their more basic limitations.

This can extend to your companions, in which case they gain an additional 100 CP each.

Spellcasting Addiction (+200 CP): You are addicted to casting spells. You will use magic when there is no need to just to remove the feeling of despondent emptiness that comes from not doing so. You are unlikely to go a full hour without using some magic, and can always expect to fully drain yourself of magical energies and capabilities within a day. There will also be a continuous, nagging desire to go to the Astral Plane where magic flows more purely in the realm of pure mental existence.

Summoned (+200 CP): You have an unhealthy tendency to attract spell crystals for the summoning magic of wizards from the Prime. These crystals will appear, transport you to the Prime, and leave you compelled to serve the mage's bidding for minutes, hours, or even days before returning you to the plane you were dragged from. Unfortunately sometimes you might be doing something important when this happens, and more rarely they might not send you back but leave you stranded on the Prime Material Plane. Oh and of course you'll be forced to serve these wizards who are likely summoning you for dangerous and selfish tasks.

Petitioner (+200 CP): You died. Oh you won't remember this. Or really much of anything. But you have died, and now your soul is traveling to the appropriate outer plane to stay. And this means your memories will be leaving you. You will begin this jump as an amnesiac on the Outer Plane that best reflects your beliefs, and like all petitioners you will find yourself driven to achieve unity with the plane, becoming more and more like it and its nature in your behavior and actions as you strive for this. Unlike most petitioners you won't find that the Power you serve or the plane itself will reform you if you die; and no magic from around here will do the job either so you'll have to bring something from

outside for that. Of course if you die on any other plane you'll still suffer the permanent dissolution of your soul, and nothing you've brought with you from outside will stop it either, no one up, automatic resurrection, or the like being able to avail you, so be careful if you leave your plane of origin. And unlike most petitioners you won't be able to evolve into a planar creature to move beyond that limitation.

This effect can apply to your imported Companions and all your followers as well granting your imported Companions each an additional 100 CP to spend. Unlike you if they die off of the plane they are a petitioner of they will still return after the jump and not be irrevocably destroyed.

Proxy (+200 CP/+500 CP): It would seem that your CP didn't come freely. You have received your powers from one of the Powers and that makes you bound to them as their proxy. You must loyally serve this power for your time here, acting in accordance with its will and its desires, and show absolute obedience to their whims. Fail at this and you will be absolutely obliterated. They might let you repent once, or twice, assuming you didn't throw a major wrench in their plan, but don't expect repentance to be enjoyable, and not pursuing it whole heartedly will mean it's really time for punishment. For 200 CP you're bound to a Power who at least shares your general alignment, and who you could be on friendly terms with assuming you possess the humility to accept that they're the boss. For 500 CP you're bound to a Power who given your freedom you would ardently strive against, and service to whom will be a constant rejection of your morals and goals. It might even seem like they're looking for an excuse to make you fail so they can destroy you.

Stench of Evil (+200 CP): Something about you just gives off the feeling of Evil. Maybe you've been in the Lower Planes too long, maybe you're a tiefling, but unfortunately for you beings seem to assume you are Evil, especially those Upper Planar folks who don't take kindly to Evil. Expect mortals to distrust you and always believe you will betray them easily for selfish reasons, and more militantly zealous Good aligned folks to just be waiting for an excuse to attack you, and Upper Planar berks to be see it as their holy duty as protectors of the celestial realms to drive you out. You might think this would help you with fiends and you're right they're more likely to offer Evil bashers work, knowing your morality won't lead you to betray them, but working for the fiends might be more dangerous than fighting against them. Oh, and if you thought taking some magical purity test would help, *detect evil* and other supernatural means of determining your morality will ping you as Evil, while things like *detect good* won't register you as good regardless of your actual alignment. Even your actions won't be able to convince people you're not sort of evil, and just deceiving them, though you might manage to get some actually Evil

berks to decide you're not worth trusting. Beyond this, you just sort of stink, and smell unpleasant to be around.

Wild Chant (+200 CP): Rumor spreads like wildfire on the planes. A lot of it is right. A lot of it is wrong. Still most canny bloods know to listen to it and sift through it. Unfortunately you seem to be particularly bad at this. Not only do rumors seem to fly with even more wild abandon and variety than before, you'll find yourself misjudging the truth of rumor far too often. You dismiss the real dark as empty chant, or embrace the empty words of a knight-of-the-post as deep truths. You'll not always be wrong, but you'll be making some wrong assumptions; hopefully not in anything too dangerous. But traveling the planes being properly prepared is the difference between life and death, and that's before you get into the dangers of planar politics – whether we're talking factions or fiends – even aasimon can get in trouble by jumping to conclusions and while doing Evil out of misguided belief isn't as bad for a soul as doing it willingly, the Upper Planes can still be harsh on someone who unwittingly causes harm due to mistaken information.

This effect can apply to your Companions and all your followers as well granting your Companions each an additional 50 CP to spend.

Elemental Comfort Zone (+300 CP): Choose one of the Inner Planes. You are only comfortable when on it. Well this won't make you comfortable there, but it's the only place in the multiverse you can be comfortable. Anywhere else you will feel uncomfortable and begin to slowly, or not so slowly, die. The more the environment is like the Inner Plane you chose the slower you'll die and less uncomfortable you'll be, but if it's somewhere diametrically opposed you'll be dying quick and in immense pain. So if you choose the plane of fire, you'd have only a bit of discomfort in a raging fire and might could last years, but in the plane of ice or water existence would be agonizing pain and you'd need to find somewhere less hostile to you quick or die in minutes.

This effect can apply to your imported Companions and all your followers as well granting your imported Companions each an additional 100 CP to spend.

Hellbound (+300 CP): You are a warrior of the Blood War. You will find that your entire stay here will be dedicated to fighting the Blood War. While you will not always be on the front lines, and you can still have time to sleep – if fighting as a soldier of devils or demons doesn't ruin your ability to do so – you can expect to spend a lot of time on the front lines and what time you don't will be spent in planning, logistics management, recruiting, or other ways to aid the war effort. To make things worse this ensures that the only way the Blood War will end is if your side is defeated (yugoloths are an acceptable

side here, though either the Baatezu or Tanar'ri winning, or deciding that the 'loths have played them for fools too long and wiping out the 'loths counts as a loss), and such a defeat will end your chain. The other side will be impossible to permanently stop, or even stop in the long term, always having more resources and soldiers to pour into the fight. Not that this means you can go easy and half ass this. Without you pulling off some major victories your enemies could very well win.

This effect can apply to your Companions and all your followers as well granting your Companions each an additional 100 CP to spend.

Level 1 Character (+300 CP): You have lost all access to out of jump perks, powers, and abilities, having only what you have purchased or manage to gain here. This limit will also apply to your companions who will likewise be reduced to what they gain here.

Your imported Companions each gain an additional 100 CP to spend.

Lost Wonders (+300 CP): The planes are full of wondrous things, but some are more powerful than others. While Planescape is not Toril with its Netherese Empire, it has its fair share of lost, ancient wonders. The Language Primeval spoken by the eldest gods, the Last Word (though that might be from the Language Primeval), the Ancient Baatorians which the closest thing to stats is a note that nothing short of a *wish* spell could harm it, Rowan Darkwood's ritual spell, beings from hyper-reality, and more. Now you will find yourself having to face off against these ancient wonders far more often than you would probably like. Not all will be as dangerous as the Last Word, but you will never be able to copy, replicate, use, or keep them, and you will find them pitted against you time and time again.

Taken with Infinite Oddities not only will these become more frequent, they will become weirder, wilder, and harder to predict.

Nonbeliever (+300 CP; incompatible with Philosophically Consistent and/or Always Chaotic Evil): You seem to find it impossible to really find it in yourself to believe anything. Ideals are lackluster to you, and whatever ethics or morality you'd normally adhere to have become a lot more flimsy – mere habit and not something that really touches you deep down. Beyond making you a lot easier for others to influence, harder for you to self-motivate to do anything really difficult, and generally leaving you a lot weaker willed, this means you cannot gain any power from faith, belief, or 'heroic' (or villainous) willpower or emotion. This makes it impossible for you to cast divine spells, and means you'll lose access to any Faction/Sect Perks you purchased here for the

duration, but it also means you'll potentially lose access to any powers or abilities from other worlds that'd require these things.

This effect can apply to your imported Companions and all your followers as well granting your imported Companions each an additional 100 CP to spend.

Powerful Foe (+300 CP): You seem to have made the sort of mistake that gets a berk put in the deadbook fast. For some reason, a Power hates you with the sort of hatred that tempts them to break the rules that govern their kind and interfere with unusual directness. Oh they'll try mortal servants and proxies at first, but they will move towards openly and directly warring with you sooner or later. And while only one Power is dedicated to your destruction to this extent, their allies – or even just other Powers that share their alignment or general portfolio – aren't exactly happy with you and wouldn't mind helping a little in your destruction. And if you actually kill the Power that is hounding you, well put a Power in the deadbook and Powers generally don't like that. As a reminder, we don't have stats for Powers, merely their minor avatars, because stats are for things that PCs might possibly beat and no matter how powerful the wizard they don't have a chance against a Power.

THAC0 21 (+300 CP): And it's not just an impossibly terrible THAC0. See, unlike on the Primes, planar adventures aren't just about going in, hacking some monsters, and collecting loot. Nine times out of ten any berk who tries that dies. Even an adventurer worth his name can't just fight an important battle of the Blood War on their own, nor will trying to go up against a Faction, or a topshelf fiend in that way get them anywhere but the deadbook. Planar adventures require more thought, reason, diplomacy, and cleverness. To help enforce that your combat capabilities have absolutely tanked becoming no greater than a 0-level character, a mere average human craftsman. Now this only includes your direct combat abilities so you can still be a skilled diplomat, a masterful artist, or even a grand arch-mage as long as your spells aren't combat applicable. Of course things like mind control, being able to resist hostile effects, and survive impossible damage are combat applicable and therefore lost to you. Maybe you ought to make sure you've got a good minder.

This effect can apply to your Companions and all your followers as well granting your Companions each an additional 100 CP to spend.

Maelder Et Jumper (+500 CP): Your arrival has gone wrong. You've been captured by the yugoloths, who will spend the next several eons twisting your being, torturing you, and feeding you full of dark secrets that warp your being and nature. This will go on for enough time that even the 'loths won't remember your origin or original nature, until you are a twisted, behemoth of disgusting flesh, barely capable of movement and with a mind that is shattered and only arguably sapient, perhaps better described as barely sentient, with all your powers, perks, and nature corrupted in a way to serve the yugoloths – a solar might end up as the guiding operator for a teleportation nexus that all fiends use, as an example of what might happen to your own powers – and with your original self and being barely a glimmer of memory only enough to make your new state that much more of a torture. It is only after you have served in this form for millennia that the jump timer will properly begin, your companions, followers, and the like (if you have any) finally arriving where you initially would have – the 'loths will long since have moved you away. Maybe they can save you from this state… or maybe you'll just have to wait out the rest of the jump in it. Either way the memories will remain. Even once you've left this jump the memories will not automatically leave you.

Adventures

Feel free to take as many adventures as you want, but in keeping with the Rule of Threes you can only perform **3** for the **Rewards** which comes with them. You can pay **300 CP** to take another for the **Reward**; you may do so as many times as you have CP to spare and desire to take the risk. Companions may take adventures, but each reward they take counts against your limit, though they can pay for additional ones themselves just like you could. Any others will just receive non-fiat backed treasure, possible payment, and the experience of the adventure.

Many of these adventures are based upon published modules of the Planescape line. You can expect the adventures you encounter to not necessarily be identical to these modules, and to be at least somewhat more difficult than those presented there. You are taking the extra challenge for the chance at an extra reward after all.

Aoskar Reborn

Aoskar was once the god of gateways, doors, and most importantly to those in the planes the Power of Portals. He was once the most worshipped god in Sigil, a Power in the very height of his power, and the greatest rival in memory to the Lady of Pain herself. So great a rival was he that even one of the Lady's dabus servants openly converted to his religion and became a priest of Aoskar.

And for that the Lady killed him. His great temple in Sigil was destroyed, becoming instead the lurking place of the Athar, his worship eradicated in Sigil itself, and the god was killed; his worship across the planes was not wiped out immediately, he was not starved as is the most common death of the gods, the Overdeity of his crystal sphere did not decree it, he was killed as Powers can but oh so rarely do – because the effort is too draining and leaves them vulnerable and other Powers will see a murderer and respond with group execution – kill other Powers. How the Lady did it is unclear, perhaps there was a great battle where mortals could not see, perhaps she wielded some secret power such as was wielded in the wars that left one of Arborea's layers a permanent desert, perhaps she is just powerful enough to kill even a Power with ease. Whatever the dark of it is, she killed him at the very height of his power.

His corpse now floats in the silver sea somewhere; the fossilized memory of a god that once was and is no more. There is, however, a growing faction within a Faction among the Sign of One known as the Will of the One who seek to prove the rightness of

their beliefs, and their own ability to shape reality by their imagining and awakening to the realization that their minds create reality by resurrecting the god Aoskar. If there was any real hope of success, surely such a plan would bring the Lady's wrath down on them… would it not?

Yet that is exactly what you must do. You need not do it by focused belief and direct will to manipulate reality as the Signers intend to, but you must revive Aoskar and return the dead god to among the living ones.

Do so and your **Reward** will be the **Specialty Priest of Aoskar Class**, in addition to any classes you already possess, and without an alignment or armor and weapon restrictions. You must still maintain a general alliance with Aoskar, though you can expect special treatment, and a position more equal than usual with a god. You can expect the special abilities of this specialty priest class to include the detection of magical portals, the ability to close them, to substitute your faith for gatekeys, and even to open a *gate* once per day at a high enough level. Due to your special favor, and success in this adventure, you will be able to open a *gate* two times per day even without this class, and its features will work on any sort of spatial or dimensional portals even those that are not 'magic' in nature. Finally, an **avatar of Aoskar** will join you as a companion. They are only an avatar of a god, but even an avatar is extremely powerful, and they will be able to ordain specialty priests in future jumps, serving as a conduit of the Power's power into future worlds.

Binding the Bonecloud

Out on the Astral Plane there's a massive clump of undead, hundreds of miles across. Chant is that long ago some barmy Prime necromancer animated all of the dead of his entire world. Then he lost with priests of powers of light opening a rift into the Astral Plane to consume his undead army. But the thing is that mindless beings simply can't move of their own volition on the Astral Plane. Oh they can flail their limbs, bite and gnash, but they can't propel themselves through the silver sea. So these undead remain on the Astral Plane, and have even attracted more intelligent undead which normally wouldn't manage to 'live' there because their sheer mass of necromantic energies have managed to create a connection to the Ethereal Plane and from there to the Negative Energy Plane which feeds and sustains them.

Your goal with this adventure is to remove the bonecloud from the Astral Plane and bind the entire undead army to your will. You've got to get 'em all mobile, moving,

and obeying you. It's as simple, and as difficult, as that. Do that, though, and your **Reward** will be the Bonecloud. The entire army of the dead will follow you into future jumps and while it won't recover its numbers during a jump, it will at the end of each one. Of course if you keep all the undead together, they're enough to open a connection to the Negative Energy Plane even from places where it should not be able to reach. You won't be able to actually go there through this connection, it ain't a conduit or a portal, but negative energy will flow into the world from them potentially attracting intelligent undead.

Breaking the Demiplane of Imprisonment

Chant is that somewhere in the Deep Ethereal there's a demiplane which was formed when a dark force from 'outside' of the multiverse entered it and caused such destruction and havoc that a great alliance of Powers were formed to destroy it. While most of the being was sent spiralling into the Negative Energy Plane to be eradicated there were remnants of it and they still live imprisoned in the demiplane. Your goal is simple… break it free, and tame or befriend this dark force. If you want an extra challenge find a way to recall what it has lost to the Negative Energy Plane. Though do take care, this was a being of such chaos and evil the Powers allied en masse against it and it's unlikely to easily accept a master or 'ally'.

The **Reward**, should you succeed, is that the imprisoned being from 'outside' reality may accompany you as a companion either in the form of the remnant that survived after the Powers destroyed the main bulk or if you managed to restore its full power the being that warred against the gods.

Clangor and Nishrek

Two of the only pantheons to openly war among all the Powers are those of the goblinoids and the orcs. From their realms of Clangor and Nishrek they fight an eternal war. It may not equal the Blood War in its scope, but it is still a mighty planar war which sees the Powers clash through armies of petitioners over and over and over again.

It is a war you must end. You must bring victory to the goblinoids or the orcs. You need not truly destroy the losing pantheon, merely opening up a route such that the rival pantheon can drive forth its enemies, or even simply decimating the enemy to the point

that they must sue for peace is more than enough. Though it's also more than would be expected of any less than a Power and perhaps not even they.

Should you succeed, as a **Reward**, you will find that an avatar of one of the gods of the pantheon you sided with will deign to join you as a Companion upon your journeys and even mostly accept your leadership over them – though this will not change their fundamental nature so expect Maglubiyet to not be without a tendency to challenge and want to rule or the more chaotic orc gods to chafe under excessive leadership. In addition they will bring an army 100,000 strong as their followers, enough to found nations of their species, and as something akin to petitioners able to be revived by the god though not indefinitely or without expenditure of the limited powers of the avatar for a time.

Darkest Out of Eight

To take this adventure for its reward, you must have bought the **Pit Fiend** race. The mission here is deceptively simple: rise to become the most pre-eminent member of the Dark Eight. You need not rise to the point that you replace their founder and it once again becomes the Dark Nine, but you must be recognized by your peers among the Dark Eight as the most politically powerful, cunning, and dangerous member of the Dark Eight, with a record they know better than to oppose.

This may sound simple, but remember these are 8 of the most powerful and devious Baatezu with millennia, or longer eons, of experience. Some of them predate the first contact between Baator and the Prime Material.

As a **Reward** should you succeed, you will be able to take with you an entire army of Baatezu with a pit fiend lieutenant, and more of each lower rank down until the spinagons number around a thousand, and the lemures outnumber the entire rest of the army at least 100 to 1.

Dead God

You must decide to take this Adventure at the start of your jump. Elements of its scenario possess the same weight and authority as a full **drawback**.

Your entry into this multiverse has gone wrong in some way. Like a fallen power half restored to life, you have been massively reduced. Your perks, and powers, from this

world and others, have been massively reduced such that if you once walked among Powers as their equal you might now no longer be able to sustain a battle against even a stronger common fiend. Your warehouse is lost to you, and along with it all your items, and followers, pets, and non-companion beings that follow you. Your companions suffer this same lessening of their being.

Worse, your energies have become destabilized in a highly destructive way. There is an object somewhere in the planes that can restore your powers and stabilize them, some key Item that you normally would wield which has become the central focal fetish for your disrupted powers. Any special bond with this Item that would allow you to sense it, or summon it, or transport to it, or the like has been broken, however, and it has been hidden somewhere on the planes, somewhere warded, somewhere protected, and somewhere secret. You will have to find it before your destabilized powers kill you, your own perks, powers, and potential spark tearing your very soul and essence apart. It will certainly

Unfortunately a Power was involved in hiding this object and won't like it if they find out you somehow aren't dead; this will be a different one than your **Powerful Foe** should you have one. Unfortunately other Powers will oppose you in this task if they become aware of your quest. Perhaps you could find some ability or secret to let you fight and kill these powers. You can rest assured that you will likely need such a thing if you are to succeed in this quest. Unfortunately such a power would likely only speed the destabilization of your being.

Should you succeed in finding the means to harmonize and restore your being, your **Reward** will depend upon the method. Should you have succeeded without finding a tool against the Powers, you will simply gain **400 CP** to immediately spend on Perks in this jump. Should you have instead found a tool against the Powers, you will gain the **Last Word** that which the undead god Tenebrous used when he was thrown into this position. The Last Word is a great power, a word of power similar to *Power Word Kill* in the same way that the flames of the Elemental Plane of Fire are similar to a candle. By speaking this word in the presence of a being and with the weight and power of your will behind it, you can instantly destroy even a being as mighty as a Greater Power, perhaps even an Overdeity; you speak and even gods die. This will and power does take more time to invoke than simply uttering the syllables, so you can't simply rapid fire it off to kill a dozen a minute, but you could with a word kill a god, and then do it again, and again. Unfortunately it is a corrosive power. The very knowledge of this word can tear apart lesser beings, and to speak it is not without a cost. Since you have obtained it thus, you may seal the knowledge of it from your mind at the start of any jump, preventing you

from even being aware of it, or unlock it again at the start of any jump. Even then its corrosion is weakened till you speak it for the first time in a jump. That is when it will begin to weigh on you in truth, and it will be up to your power to survive the knowledge of it; Tenebrous sped his destruction greatly by possessing it, but still lasted years, and restored to Orcus once more he could have waged a war against the Powers themselves. Each time you speak it during a jump this corrosive force on your soul and essence will grow greater, but there should be few, if any, beings in any cosmos that can survive it. Just make sure not to speak it too often lest it tear you apart from within.

Deva Spark

Among the aasimon, at least among the devas, they possess a thing called a spark. Oh, it's not the same as the spark you're chasing. Probably. Well, maybe they're a bit similar. See a deva's spark is the manifestation of the deva's ascendance towards being a being of pure goodness and their rise towards holy ascension towards a solar.

This spark is sadly a bit obvious. Fiends can sense it in a deva from miles away. So sometimes when they have to go to the Lower Planes they give it to another for safe keeping. Another Upper Planar being would be tempted to keep it; a temptation not good for their soul and dangerous to a deva. So they normally give it to an unwitting Good aligned mortal. During your time here a deva will give it to the wrong mortal, someone they mistakenly thought was doing good when they're really very Evil. And that mortal will find his way into the deadbook before he even realizes he has the spark. Then their petitioner self will be eaten by a fiend for it.

That's when the real fun begins. See this spark is full of unearned goodness in a creature of pure evil. And the thing is it's getting into its mind. It's making it want to be Good even as its own Evil drives it towards well being Evil. You could probably kill it and restore the spark to its rightful owner. The deva is weakening and descending without it, all of their merit and 'good karma' going to an undeserving fiend. Oh there's probably a way to merge them into a new composite being, and there's certainly Powers out there that'd say that's the Good thing to do. But you've got to keep the deva from descending, keep the creature alive with the spark, and ensure it gets the chance to seek and follow the path of redemption it has started on to its conclusion, without ending both of them to create something new.

Succeed and your **Reward** is a deva's spark of your own. Or at least something like it. This is a big ball of Good. It's pure good karma, the pure enlightened goodness

that was accumulated by a lower level deva; not a planetar or a solar but a monadic or monavic. It can be used to provide a creature with a conscience by shoving it in, or tapped into for power, of the purest Good variety. Yours will even refill, slowly though, so if you fully drain it, it won't be full again in a decade or five even when you leave the world behind. You can recall it to you when you do so, if you've shoved it into some being. Maybe you could refill it faster with your own Good deeds and Goodness? It'd have to combine both big and selfless acts and daily, saintly life though.

Doors to the Unknown

There exists in Sigil a set of 4 shifting portals which open only rarely and with very specific gate keys that resist most means of identification. 3 of them can be opened from Sigil, and it's possible to track down their gate keys if one puts in the legwork and the research, but the 4th portal has only been opened twice and its key is completely unknown to the multiverse. Once it released a being from hyper-reality – a place that was more real than normal reality – and once that being was beaten back into it; the being, known as a mercurial, is the only one that knows the gate key.

While the periods for all four portals are not identical, the fourth portal only opens during times where the time for the other 3 overlap. Such a time is fast approaching, and all four portals will be ready to open during that period.

You will learn of these portals, and the quest to explore the worlds on the other side – places that are strange and dangerous even for the planes – and eventually of the threat the fourth portal represents. The key to facing this threat is on the other side of the other three portals. Four magic items were constructed to battle it before, the Rod of Mercury, the Cloak of Trapping, the Sword of Lathuraz, and the Manacles of Lesser-Reality. The Rod of Mercury locates these beings from hyper-reality. The Cloak of Trapping prevents them from leaving a body that they have laid claim to. The Sword of Lathuraz is the only known weapon able to inflict permanent harm upon them or kill one of these beings, non-magic weapons doing nothing and even god-tier magical weapons inflicting wounds that they can heal from given time. The Manacles of Lesser-Reality bind the magical powers of these beings when they are worn. Together these four weapons can defeat such a being.

Though even they will encounter a problem. The mercurial cannot be killed if its skin and bones are left intact, and it can shed them, leaving them behind in the realm of hyper-reality. So not only will you have to defeat its skinless, boneless flesh but you will

need to venture into hyper-reality and find its bones and flesh and destroy them. Fortunately while hyper-reality is more real and vivid than normal reality, every sensation heightened and more pure, and a realm where the powers of the greatest mortals is as nothing compared to its inhabitants who in their native realm can reshape reality with a thought, recreating *wish* at-will, most of them have no ill-intentions towards lesser reality. Do avoid angering them in your quest to end their mentally malformed kin.

Should you bring an end to the would be conqueror from hyper-reality, so that it will never return, as your **Reward** you can keep the Rod of Mercury, Cloak of Trapping, Sword of Lathuraz, and Manacles of Lesser-Reality. Where previously they worked only on mercurials now you will find they can affect all beings of 'higher dimensions' and 'higher realities.' The Rod of Mercury will detect them. The Cloak of Trapping will prevent them from leaving a body – either one they've possessed or just sending their soul out from it. The Sword of Lathuraz is a weapon that is bane to them, and will always strike as if their dimensional equal. The Manacle of Lesser-Reality will strip them of any ability to actively use their powers as a being of a higher reality.

Drowning in the Styx

During your time in this jump, you will have the misfortune of falling into the River Styx and having it wash away all of your memories. Normally there is a flower grown in the realm of the Evil god Set which can restore these memories, but, perhaps due to your extraplanar nature, yours will prove resistant to this. In fact your memories will have washed across the planes, becoming a new race of fiendish slime monsters, and mystical clumps of black, styx ice.

You, and your companions, will have to hunt down these memories, restoring them to you by melting and drinking the ice, or slaying the styx slimes born of your memories. It might be possible for other beings to find and acquire these memories in the same way, forcing you to find some way to extract them – or copy them – from the minds of these beings, though you can always simply kill them which will free the memories to return naturally to you.

Either way you must hunt down and recover all of your lost memories. The longer you've been alive and the more memories you have, the greater this task will be. And don't think you can take the **Petitioner** drawback to minimize this task; if you take it you will find that not only did your memories of other lives get spread and scattered about

where others can acquire them, but that should you reacquire them you won't even be able to view or recall them, leaving it less clear when you've collected everything or how important the parts you're missing will be to you in the future.

Should you succeed you will gain as a **Reward** a special connection to the River Styx. Not only are you now immune to its memory erasing effects – here and in any other world where it possesses these which will extend to the waters of Lethe as well as those of the Styx proper – but you have gained the ability to wash away the memories of others with a touch. Even a mere touch such as from a successful unarmed blow is enough to delete a whole day's worth of memories – albeit mostly at random – and this speed will increase the longer contact is sustained. You can slow it to actively control what is removed – such as memories from the last hour – or to drink the memories into yourself stealing them instead of simply deleting them.

Elemental Lord

To take this adventure you must have purchased the Elemental or Paraelemental race with at least 16 starting Hit Dice or the quasielemental race with 12 HD.

To succeed at this adventure you must establish yourself as an archomental in your own right, the supreme elemental force of Good or Evil, or potentially Law or Chaos, on your native Inner Plane. This is not as simple as demonstrating yourself as being more powerful than other elementals of the plane. The archomentals each possess a unique form and unique powers not shared with other elementals of their kind. You must achieve this metamorphosis, rising to something more than your normal elemental form and be recognized by the denizens of the plane, the other Inner Planes, and perhaps even the plane itself as a legitimate archomental.

On the Elemental Planes you can expect to be opposed, as they already have archomentals of Good and Evil, and even if you are not attempting to supplant one, you can expect them not to be pleased with a new contender of Law or Chaos. On the other planes it may be harder. Only one paraelemental archomental has ever risen, and he is said to be the son of a god. Whatever transformation and planar connection allows for these beings it is harder to trigger for the paraelemental planes, and likely harder still for the quasielemental. Similarly while you may have less opposition as a lord of elemental Law or Chaos, there is a reason less elementals shift towards those alignments, and it is likely a harder task to become one.

Your **Reward** for this task is that your new, archomental form will become an alt-form, the powers that come with it guaranteed the same way as that of any race you would have purchased here. In addition you will retain a large slice of your **Realm** replicating a purchase of that item tied to your elemental home; if you purchased a **Burg** that would be discounted with this **Realm** you will gain 2 (additional) free size upgrades to make up the cost difference. Even if you did not there will be a small force (around a hundred) of elementals of your kind and the alignment you are lord of that come with this **Realm** to serve you. You won't be attracting petitioners here – it's an Inner Plane not an Outer one – but it will spawn elemental beings from time to time, most commonly fundamentals, followed by (para/quasi)elementals, but occasionally you might find an animental or something else born from it.

Epona's Daughter

A young nic'Epona was traveling on the Prime Material Plane, and its local king somehow managed to capture her. He is a powerful warrior, and has in his emplow potent mages and priests, and rules over his domain with a cruel, hard grasp.

There are those on the planes who know of this imprisonment, and while lacking the warlike nature or means to free the young nic'Epona they have spread her story to those willing to listen. You will be among those who hear of it. To succeed at this adventure you need merely to free the nic'Epona, and keep the king from pursuing her upon the planes and capturing her.

Your **Reward** for this task is that the nic'Epona herself will join you as a companion. Her ability to run between planes, common to all of her kind, will still function even in other multiverses with their own cosmology and connections, letting her traverse between the planes (breaking the normal limit of only functioning to travel to the Outer Planes) and carry a rider with her in the process. Alternatively a herd of nic'Epona will bless a horse you possess granting it the ability to run between planes and to create the same fleeting causeways that the nic'Epona can when they run on water, air, or up vertical surfaces, though like with a nic'Epona this will be limited to 10 minutes within any given hour. This horse will not gain the other abilities of a nic'Epona like the resistance to non-magic weapons (and even the weakest magical weapons).

Faction War

Long ages ago, before the Lady had access to the mazes, a mortal mage challenged her with a form of magic lost now to time but different from the magic of wizards or priests. His soul was sealed in the gem which was the key to his spell and it was banished to Carceri.

It has been found, and Rowan Darkwood, factol of the Takers, seeks to fill Sigil with civil war in an attempt to create a distraction from his attempt to recreate the spell. Only this has already resulted in the Lady mazing every single factol in Sigil – only one having felt it coming and left, and some others dying or being disposed of before she could act – except Rowan Darkwood.

It will take some detective work to figure out that the madman who is the first and oldest inmate of the Gatehouse is Rowan Darkwood, transported back in time millennia and trapped in a cell for all this time. It's detective work you'll need to do, because he's the only one who can make the gem work for the spell. A spell you must bring to completion.

This spell has been woven into the very fabric of Sigil, creating a pathway which must be walked in the spell, and which uses Sigil's own power and the lines of mystical energy that run through the world to fuel a great, and powerful spell. This means you can't let anyone stop you, even as the factions are moving towards all out war in the area of the spell. It also means you can't let the Lady stop you. And the Lady is nigh-omniscient in Sigil, and already had a hand in kicking this off when she detected Rowan Darkwood's intention and mazed every factol in response. As such you'd better have intentions she agrees with – and a well chosen word – or else some means to keep her blind to you.

The **Reward** for completing the spell and re-writing Sigil to your whim is knowledge of how to replicate the ritual in future worlds. It takes a fair bit of set-up, and given it is fueled by the magical nexus of the place it is inscribed it won't work in most places in most worlds – it requires somewhere with more metaphysical power than the normal place on a Prime Material Plane – but when it is worked it is a tremendously powerful reality altering spell, capable of re-writing reality to bring peace to Sigil, to bind it in slavery, or otherwise massively re-write the entirety of Sigil… or wherever it is you're casting it. It has 2 major limitations, however. One it works by drawing on the mystical power of the place it affects and it only affects the place it's cast. The larger the area you want to affect the larger the ritual path that you will have to walk at a ritual pace and it all needs to be mystically one place which shares a similar mystical might. Second,

you speak only a single word to reshape reality. One word. And while intent can affect it, it's not the sole or necessarily the most important factor, so make sure you pick your word well.

Gate Crash

All around the Outlands there are the Gate Towns. They're about the biggest burgs on the plane, and certainly the most important. After all, each one leads to one of the other Outer Planes, a large, stable gate that always attracts individuals to it. These individuals tend to lean towards the plane on the other side; petitioners not quite aligned with it, and just individuals who resonate. This always leaves the Gate Town close to the plane on the other side, and if something can push the inhabitants over just a little – maybe make them nobler and more Good of heart, or drive them into madness, despair, and Evil – the entire burg can fall into the plane on the other side making that plane just a little bit bigger.

And despite being infinite, the planes are zealous in their pursuit of causing these crashes. The Harmonium works hard to drag Fortitude into Arcadia, the archons work to encourage Excelsior to ascend, the Baatezu work to drag Ribcage down into Avernus, the Tanar'ri are always making the new Plague-Mort fall, and even the Guardinals dedicated to people being allowed to make their own choices try and bring Ecstasy into Elysium.

Well your mission here is simple: make the gate town crash into the plane on the other side. This has to be something that happens because of you and your actions; if someone else manages it – even if they steal your plan – or if it just happens naturally that's not you. You have to make a Gate Town crash into the plane on the other side.

As your **Reward** you'll get the Gate Town as a **Burg** complete with the slice of the plane around it. Depending upon the Gate Town this might be bigger or smaller than the **Burg** item would be, but either way it will include more surrounding land than the normal item would. Of course you'll have less of a chance to customize it.

Harbinger House

The Believers of the Source have identified those they believe to be on the fast track for ascension to a higher form. Specifically the form of a Power. They call these beings powers-to-be, and while they might not be right in all the details, they are correct that these beings have been placed by fate, luck, or the whims of the planes on the fast track to becoming a Power. Unfortunately they also possess a tendency towards megalomania and madness.

One such power-to-be is loose in Sigil. They have discovered a ritual to become a Power, and they are fast approaching completion. You have to stop it. Unfortunately they seem to have the protection of fate and the multiverse until the final cusp of ascension, though you might be able to slow the ritual and gain more time to prepare for the final confrontation and more information. Perhaps you can even learn where the final stage of the ritual will happen, or the fact that fate will not allow the ritual to be stopped till that stage and in that room.

By that time they will have gained a great deal of power, metaphysical forces having begun to gather around them as a new god of murder. They won't be the equal to a real Power, even a Demipower *yet*, but they will have become quite the dangerous being.

You must stop them from becoming a new Power of Murder and Mayhem. That is the long and short of your goal, preferably without creating another dangerous new Power birthed in Sigil – wreaking who knows what damage to the Lady's wards – in the process. And don't think about usurping the ritual to become a Power yourself. It only works for powers-to-be and you're simply not one of them. That'd be too easy.

Your **Reward** should you succeed will be the **Harbinger House**. This is a building in Sigil which is itself the nexus of many portals, making it like a mini-Sigil within Sigil, and a great network of planar energies. It is the very site that the Believers house the mad powers-to-be and in which the ritual must be completed. Each doorway of the house is a portal leading to another plane, and in future jumps this will remain true – though building additions to the house won't add more portals. The house contains within it a chamber holding a complex magical mechanism which regulates these portals and keeps them stable, and also prevents any being – even the Lady or a Greater Power – from scrying into the house or observing what happens within through supernatural means. You will also gain another artifact, one which resembles this mechanism but at a size to be held in a hand. This artifact can magically lock any door in the Harbinger House, or unlock these magical locks, and also serves as the gate key for each of the

portals in the house allowing you to open and close them as you will (though only their proper doorways).

Hunter of Legends

Monsters such as often frequent the Prime Material – hydras, chimeras, medusae, gorgons, basilisks, cockatrice, and the like – are rare on the Planes. Some say there's only one such of each, but it's the archetype of them all, the pure, mythic ideal of that type of monster. A canny cutter would recognize that they're a sodding barmy rattling their bone-box about things they don't know about; medusae are found across the area of Olympus and cockatrice aren't unheard of on the planes. But they're not all wrong either, because the archetypal version of these creatures, THE hydra, THE chimera, THE basilisk, these things do live on the Outer Planes.

And you will hunt them. You must track down and slay at least 30 such beasts in your time here. This won't be easy. They're immune to any magic that doesn't take advantage of a certain vulnerability they exist, and even if you're more of a basher than a spellslinger they've got some rather unique resistances against mundane harm too. Plus most of them are where they are because some Power put them there, and you go around just killing them and you might get gods, fiends, and angels on your tail.

Still should you do so, your **Reward** will be the status of **Monster Slayer**. You have slain the very archetypes of monsters, and now you will find it easy to determine the weaknesses of any monster you encounter, and that your efforts are boosted in battle against them and that they seem to be weakened before you. You have slain the primal archetypes of legend, how can their lessers expect to stand before?

Into the Abyss

The tanar'ri have been working with the Doomguard to build massive 'Entropy Weapons' known as Ships of Chaos. They hope that this will upset the balance of the Blood War and allow them to obtain final victory over their Baatezu rivals. The Baatezu desire to capture such a ship and reverse engineer it, and make their own equivalent unless it is deemed too inefficient to be worth using.

Your task will require you to side with one side or the other. If you side with the Baatezu you must track down one of the secret Tanar'ri shipyards, steal a ship of chaos,

and bring it intact and fully functional – despite it being controlled by the will and mind of a true tanar'ri that will oppose this attempt to the best of its ability – to Baator and then you must help them manage to construct a Ship of Tyranny by replicating its secrets.

If you said with the Tanar'ri the Baatezu have already captured such a ship and are quickly approaching the construction of a Ship of Tyranny. You need to track down the secret shipyard where they are building it, destroy it, and then destroy everyone involved in the project, as well as all its research notes, and anyone familiar with them – this will likely require the assassination of at least one member of the Dark Eight. You must make it no longer feasible to continue the project, forcing them to restart it from scratch.

Your **Reward** if you succeed will likewise depend upon your side. If you side with the Tanar'ri you will gain a **Ship of Chaos** item for free. If you side with the Baatezu you will gain a **Ship of Tyranny**. This will function much like the **Ship of Chaos** but with powers aligned with the Baatezu and law instead – perhaps it widens portals to pass through instead of twisting itself, and instead of an entropy field its stasis field prevents beings from choosing to act. The details will depend somewhat on how it is designed.

Lord of Chaos

To take this adventure requires you to have purchased the **Death Slaadi** race.

The slaadi lords, fearing the rise of another slaadi lord, put restrictions on the Spawning Stone fixing the slaadi born from it into the forms of the slaadi known today. This is not their natural state, however. While the dark is only known to a very few savants the true slaadi have much more inconsistent forms, each born with a variety of mutations that make them unique, and the potential to become something greater even than a death slaadi, at least for the rare few who are lucky enough.

You have been born bound and limited. Twisted from the true form of chaos that was your birthright. You must undo this. You must find some way to make yourself into a true slaadi, if that's even possible, undoing the restriction placed upon you by the modified Spawning Stone. You must then grow from your lesser form into the full power of a Slaadi Lord, and become a true titan of Chaos. Even as a true slaadi this will be no easy task.

You can expect the existing pair of slaadi lords to stop at nothing to prevent this. They put those limiters on the slaadi race for a reason, and one rival is enough, they do not want another.

Your **Reward** should you succeed is that your Slaadi Lord form will fully become an alt-form, its powers backed as if directly purchased. In addition you will gain the **Namer** and **Factotum perks** from the **Anarch's Guild** if you do not already have them, the **Factor** perk if you have both of them, the **Factol** perk if you have all three, and a **Realm** drawn from Limbo if you have the entire **Anarch's Guild** perk line.

Lord of Hell

To pursue this adventure you must have purchased one of the following **races**: Ultroloth, Baernaloth, Pit Fiend, Balor, Night Hag, or Shator. Promotion into such a form will not make you eligible.

To succeed at this adventure is both simple and extremely complicated. You must take over a layer of a Lower Plane and evolve yourself into a unique order of fiend, becoming a true arch-fiend in the process. Simple, right? Only there's some problems. Baator has its 9 Lords and they won't take kindly to another contender. The Abyss has many unclaimed layers but many are the Abyssal Princes who would become an Abyssal Lord who finds that in attempting to claim the essence of a layer the layer claims their essence. And even the General of Gehenna and Oinoloth aren't truly archfiends, and none of the other Lower Planes have such planar lords. Plus while many baatezu and tanar'ri have ascended to unique forms beyond Balor and Pit Fiend – seemingly a prerequisite to truly dominating a layer – they aren't eager to share that information with would-be contenders.

You will have to solve these problems, either making room in Baator, taming an Abyssal layer, or finding how to make yourself lord of another layer, and how to evolve yourself beyond the normal top tier of your kind. But should you manage it, your **Reward** will be two-fold. First, your new archfiend form becomes a fully fiat backed alt-form, the powers guaranteed in the same way as that of a race you purchased here. Second you will be allowed to take a slice of your plane with you as a **Realm** replicating a purchase of that item tied to your hellish layer; if you purchased a **Burg** that would be discounted with this **Realm** you will gain 2 (additional) free size upgrades to make up the cost difference. Even if you did not, there will be a small force of beings native to the plane that come with this **Realm** to serve you. It will also be particularly capable of attracting new petitioners that would align with the plane in the form of larvae, or occasionally beings such as nupperibo, lemures, or manes, and which you can potentially form into your own fiendish race or recreate that you sprung from.

Lost Lantern

A solar has descended from the 7th Layer of Mount Celestia abandoning his duties there to protect the destiny of a lowly Lantern Archon. Or he would, if he hadn't found you. He has instead given the duty to you who are – theoretically – more free to act without the restrictions which apply to the actions of a solar.

Your task is to keep the Lantern Archon on the path to its destiny. This means it needs the freedom to perfect itself and rise through the layers of Mount Celestia without becoming simply locked into following another individual's will, falling to evil, or signing a contract agreeing to not rise to higher levels of Mount Celestia.

Unfortunately, the Lantern Archon has already signed just such a contract and the first step to ensuring their destiny isn't interfered with is to annul or destroy the contract. After that… well the baatezu are already trying to interfere in its destiny and you can expect the tanar'ri to as well before too long, and possibly even the servants of Evil Powers.

If you can keep the Lantern Archon's destiny from being diverted during your time here, it should advance beyond a Lantern Archon, and you will receive your **Reward** which comes in two parts. First a **Crown of Glory**, this crown gives the wearer an aura of awesome goodness similar to that of an aasimon's causing the same celestial reverence. In addition once per day it can be used to replicate the effects of the spell Crown of Glory. Secondly, the Lantern Archon, now a Hound Archon, will join you on your journeys as a companion to continue its destiny.

Mad Dog

The Bleakers maintain a base on Pandemonium. The Madhouse, as it is called, started as an inn and has since evolved into a citadel-town where travelers can escape the maddening howls of Pandemonium's winds and the dangers of the deadly plane. Unfortunately bodies have been turning up around the place, and you'll have to figure out who and why.

It may look like a serial killer at first. There's one loose in the place after all, but that won't stop it. See, while the serial killer does need to be found and stopped, the main problem is that the gnoll god Gorellik has come to the region. The gnoll god is fading due

to his worship being usurped more and more by others – a Tanar'ri lord has become more commonly worshiped as god of gnolls than he is for one thing – and devolved into a murderous, roaming brute of a massive werehyenadon. Of course he's still a demipower, if extraordinarily weak even by their standards, and still extremely powerful even in just the form of his avatar, and don't expect him to be anything but smarter than your average cutter in a fight too. But he's weak. Weak enough that a powerful mortal just might win against his avatar and the pack of large, powerful hyaenodons that accompany it. Trying to fight them will risk you becoming one of those hyaenodons yourself, but you can probably think of something or resist long enough to win. Right?

Still once you catch the killer and kill the god's avatar. You'll have succeeded. Mostly. Gorellik's avatar is just an avatar. Killing it will weaken him further, sure, but he won't die. He'll reform it again, build a new pack, and probably gather allies to kill you. Even if he can't kill you, he'll target those you care about. So you can expect to fight the god's avatars several times. But each time you do you'll gain just a touch more of his essence. When you've finished him to the point he won't be sending more you'll gain your **Reward** which will make you a **Lord of Hyenadons**. For one thing this will let you take on a form that's equal parts your natural one and hyenadon, like a werehyenadon though if you're not humanoid the exact results can be odd. This form will be large and powerful though. At least larger than your form was before unless you were already a giant. Second gnolls will naturally recognize your authority as someone to be respected. Finally you will possess the power to turn others into hyenadons and command the bestial prehistoric mammals. This can be resisted and won't be as easy for you as it was for a god, but you could still form quite the dangerous pack.

Merciless Killing

On the plane of Acheron, the Mercykillers have founded a city upon one of the cubes. Known as Vorkehan, at some point during your travels should you venture to the city you may find it under attack. An army of rust dragons have been driven to be birthed beneath it and attack the city.

You'll not only have to deal with an army of wyrmlings – and several more adult and older members of the species – but also the forces that set them up to destroy the Mercykiller's base on Acheron.

Still, should you manage to save Vorkehan, not only will the Mercykillers be extremely grateful, but they will let you in on their access to the mines of Marsellin.

Beyond the chance to find some magic items in the planar junkyard, you will be able to take a slice of them with you. This is a cube in Acheron's 2nd layer which seems to be filled with veins of machinery, vehicles, weapons, armor, gems, jewels, and even magic items, an array of objects forming within the cube. Everything from +1 swords to ships to sail the stars and steam driven carriages can be found here. Sometimes they are damaged and mangled, and one idea is that any object disintegrated ends up in the cube. Either way as your **Reward** you will be able to access a slice of it from a portal in your warehouse – or another property should you lack a warehouse – and in future jumps the mines will still spawn; some will be junk from this multiverse, and while it and the current multiverse's creations are most common from time to time you may find things from other worlds you have visited. Though just as it will continue to fill and refill as it did in this world, the danger of the mines – that they can transform objects and creatures that remain too long into iron-like stone, will also remain.

Out of Darkness

Someone, or something, has begun killing Powers, and using unique, perception twisting, undead fiends to do their bidding across the planes. They're acting subtly, and taking great pains to not be discovered, but their presence taints and twists locations; as shown by the blight that their use of the great ash Yggdrasil to traverse the planes has caused.

You will cross paths with their plans at some point, and hopefully you will follow up on it. They are, after all, an undead god, now wielding a fantastic power that allows them to kill Powers easily. They do not have their full powers yet, though even the greatest mortal heroes would die easily should they try and face them in direct battle – even if they did not use their tool for killing gods – and they must be stopped from regaining their true and full might.

This does not require defeating them in battle. Their power and form are not yet stable, and the power they possess that allows them to kill Powers is destabilizing it further. To stabilize they need to find a specific artifact they held while alive. It is this that they search for, hunting all across the planes to find it. If you do not stop them they will find it, and they will claim it. But if you can keep it from them long enough – or destroy it – they will shatter apart under their own power and return to death once more. Be careful, for the power they wield to kill Powers can certainly kill you as well.

Your **Reward** for stopping their reascension is the **Wand of Orcus**. This skull tipped wand is capable of annihilating lesser beings that touch it; though fiends and godlings are immune and some beings may survive it. You, as its new master, will likewise be immune. It is capable of curing light wounds once per day, causing serious wounds once per day, allows the possessor to speak with animals, grants great alacrity of movement to double their movement speed (though not attack speed), and can be used to transport it and its wielder to another plane once per day. This last power is random for those other than its master, but as its master you can control the location it will transport you to, at least as well as a *plane shift* spell.

Philosophy Club

To take this adventure you must have selected a **Faction** or **Sect** (you cannot be an Outsider).

Yet again the situation here is simple, but not necessarily easy. You must lead your faction, or sect, to become the predominant faction in Sigil so that more than 50% of the population of the city are part of the Faction (or Sect that'd now be a Faction) and you could be said to rule the city under only the authority of the Lady herself. Oh yeah, you've got to manage this without the Lady tearing your whole thing down.

This isn't a matter of simply having the numbers. You won't succeed just because 51% of the city is paying lip service to your faction. Your faction needs to be able to make the rules that the people of the city live by and enforce them. It needs to have truly won the feuding rivalries of the city's factions, and this is something that might make Sigil fall into another plane other than the Outlands.

This will of course be easier with some factions than others – the Xaositects can't run organizations by their nature for example – and the sects will have a harder time since the Lady has enforced a rule on how many factions can operate out of Sigil at a time and the difference between Faction and Sect is simply whether they operate out of Sigil.

Still your **Reward** for doing this is a copy of Sigil in its entirety. It won't come with the population – but you can get them thinking whatever way you've decided is the right way easily enough – and there's no barrier against planar travel or the Powers; apparently that's the Lady's work. There are still the portals, making it a hub of travel all across the local multiverse in any jump you arrive in – even if there aren't other planes they can lead to other places in the world or the universe – but unlike the Lady of Pain

you don't simply get a special power to control these portals. Though maybe this copy is a gift from the Lady given it does come with a colony of dabuses, or dabi, to maintain it.

Planar Midwife

Chant says that in the Deep Ethereal there exists a great planet sized insect in whose translucent thorax demiplanes can be seen growing known as the Embryonite. Maybe it's just a legend, but if it's not wouldn't you like to find out?

Well that's the adventure here. Find the Embryonite. Ok there's more to it than that. Once you've found it, you need to either coax it into finishing birthing one of the demiplanes inside of it, or just claim one immediately after the Embryonite births it. Of course, either of these might be hard, and the latter might be impossible. It's not known if it births them as demiplanes or grows them all the way to new Prime Materials Planes. You might be finding out, but to succeed here you need to get it to lay a demiplane, not a new baby Prime.

Should you succeed in claiming a new born demiplane from it, your **Reward** will be simple: the **Demiplane** itself.

Recovering Nemausus

At some point during your time here you will encounter events that, if followed, will reveal to you that the Harmonium has accidentally caused the third layer of Arcadia to fall into Mechanus through the sheer evil and law introduced to it by their campaign to mass brainwash Chaotic berks into forced Lawfulness.

Maybe you'll just leave this be. Let the Harmonium know you could seriously ruin their rep if you spread the word and keep quiet to gain their favor. But if you really want to do this adventure you need to undo the damage they have caused. Before Nemausus can fully anchor into Mechanus, you must find some way to get it to return to Arcadia and tip the balance back towards Law touched and tinged by Good, from Law first, last, and only. This is likely no easy task. It is easier to fall from Good than rise up to it, and shifting the nature of a plane is a massive undertaking second only to stopping it once it has started.

Should you succeed, your **Reward** will be a **Realm** cut from Nemausus including a **Burg**, and 2 free size increases to the extent of your **Realm** (beyond that granted to you by a burg). If you have the **Formian** race you may replace the **Burg** with an **Anthill**.

Something Wild

Something odd has been taking place in the Beastlands, and bleeding over to Faunel, the Gate Town that reaches it. Some of this is a group of hunters dedicated to wiping out the affront of mere animals that are smarter than them. These are some deeply Evil bashers who make a habit of hunting the petitioners of the Beastlands, and using spirit bowls to capture their souls and instead of taking them back to their plane of origin to ensure they can be reincarnated, taking them to another plane to destroy their soul forever for the simple offense of having been an animal that was smarter than a human.

While this might be what draws you in in the first place, it's not the real problem. The Beastlands are being *twisted* and changed. It's like the work of a Greater Power in the making of their realm, but performed with far less wisdom and foresight and in a way far more disruptive both in the locality and to the very harmony of the plane's energies. A whole area has had its reality twisted and warped, and it is growing more and more. In this twisted area things have become more and more of a dream world, or a nightmare one.

In truth this planar warp is due to the Sign of One. They created a special ritual site intended to insert a dreaming mind into the very essence of the plane, and took an individual particularly naturally gifted at imagining, and possibly the One, and shoved his dreaming mind into it, serving to amplify its power. Now he's in a coma, his mind lost in his own dream. Killing it or letting it die in the dream could have terrible effects to the plane as a whole, but to get him out one would have to follow into the dreamlink, and go inside of the dream through it and convince him to wake up and come out, leading him back through his nightmare to reality and his sleeping body. Of course he's at the power to dream up avatars of Powers, and possibly be considered a Power himself in his dream, and while his ability to control the dream is limited – and his nightmares powered by himself will kill him sooner or later – you can expect a part of his dreaming mind to work against you even if a part is helping you; your actions could empower or weaken one side or the other so unless you want a god-like reality warper against you make sure it's the side that wants to wake up you make stronger.

As a **Reward** you will receive **Dreamhearth Manor**. This is a large, wilderness retreat and lodge built, staffed, and maintained by signers. It is also the ritual site, and will retain the dreamlink which was used to insert a dreaming mind into the essence of the plane. It's unlikely to do as much on a Prime Material Plane, but it will insert into the local setting in future jumps and still be able to create a dreamlink with the local plane it is inserted onto. This is of course dangerous to meddle with – the Signers only managed to almost cause a catastrophe that threatened an Upper Plane and would have required direct intervention from Powers to try and stop it from wreaking untold havoc across it if it had gone much further – but perhaps you can learn to do something useful with it.

Squaring the Circle

Long ago a baernaloth through some terrible means led to the creation of a behemoth-like creature of twisted flesh known as the Maeldur Et Kavurik. Physically practically helpless, save that its great titanic bulk can crush most creatures and its sheer power means it can hurt a balor through their resistance to weaker magical weapons, it is a disgusting, mass of flesh that is nearly immobile and nearly indestructible. This being controls the teleportational nexus which is used by all fiends to teleport, and only by its knowledge of the name of every fiend can they teleport. For eons the arcanaloths whispered the name of every fiend into its ear, but no more. For one thing it has gone missing. The yugoloths will stop at nothing to reclaim it, and once the baatezu and tanar'ri understand what it is they too will pursue possession of the corrupted solar with the same rancor.

Your goal is to find it, which will be no easy task, capture it, you can expect whoever has it to be some force that is capable of stymying the yugoloths even if they do not yet understand its value, communicate with it – there's a magic gem which could help somewhere and the arcanaloths know its unique language which otherwise resists even magical translation – and keep hold of it as your own. It's probably somewhere on the Lower Planes, and likely held by an army of fiends.

One could make use of this beast for themself. Or they could free it from its suffering, ending its life as the solar it once was desires deep inside of itself. Or they could attempt to restore its dignity and help it return to the shining beacon of light it once was. Though this last might be impossible. The dark secrets, trauma, and abuse of a life in the Lower Planes on a scale similar to the length of the Blood War itself might have permanently snuffed out the solar that it once was.

There is also another far darker path. The yugoloths have lost the Maeldur, but it might be possible to create another. If you were to help them do so – a feat that would require capturing and corrupting a solar – you might have their favor, and if nothing else a chance to learn the methods used in its creation.

Your **Reward** will depend upon the path you take. Should you keep the beast alive and in its degenerated state, you will be able to keep it as a follower. It will still function as a teleportation nexus. By whispering the name of a being into the beast's ear in its language – somehow names translate into it – it will grant that creature the ability to *teleport without error* as the spell at-will; as a reminded despite the name there is a chance for error if the location is unfamiliar or on another plane it is just massively smaller than with *teleport*. Should you kill the beast and free its soul, you will take on part of its power and personally gain the ability to *teleport without error* at-will. This may not seem equal to the former, but it is much easier to kill the beast than keep it safe once its secret is known and the Lower Planes and Upper Planes both as a whole hunt it for their own reasons; this is a consolation price for an incomplete success. Should you manage to restore Maeldur et Kavurik to its original form and sanity, not only will you win favor with many forces of the Upper Planes for reversing the blasphemous transfiguration of a solar into a bloated, twisted flesh horror forced to serve fiends for countless eons, but the Solar, in its full power and glory, will be willing to join you as a Companion. Finally should you have aided the yugoloths in creating a new Maeldur you will be able to repeat the feat, or at least one similar to it, in future worlds, using profane methods and dark secrets to twist and corrupt even the mightiest beings of Good into twisted abominations whose powers are contorted to serve Evil. If you somehow manage multiple paths – such as killing the beast and then working with the yugoloths – you may only take the **Reward** for one of the methods of completion.

Steal Town

Something has been stirring the Astral Plane into a frenzy. Your task is to figure out what it is, and then to stop it. Simple, right? Eh… Well it's a construct of the githzerai, built in their spiritual capital in the depths of Limbo. Once you do figure out what it is that's disrupting the astral conduits and spilling astral travelers – and petitioners – all across the Outer Planes, you've got to travel there. Then you've got to fight your way through the githzerai that occupy the city, and destroy the Astral Guidon they're using.

Course once that's done you'll find that it creates a storm of energy. One that will pull you into the Astral Plane right into the capital of the githyanki. Of course the githzerai were using it to scoop githyanki off of the Astral so they could kill them on Limbo even as the energies that gathered them temporarily scrambled their plane shift power. So you've just done the githyanki a favor. Unfortunately the energies released just caused a rather large explosion and deposited you in the center of it. And worse the energies have also disrupted planar travel temporarily, and yours – and your items' – longer than even the area you've found yourself in, so you'll have to get out of the area the hard way unless you want to fight the githyanki's lich queen, their red dragon allies, and the entire main force of the race of slavers and raiders. Don't worry, your abilities to travel the planes, and those of your items will return eventually.

Still, should you destroy the Guidon and escape the githyanki, as **Reward** you'll receive instructions on building your own. This is a massive, building sized magical device that can draw in creatures from other planes and deposit them in front of you. Working the device is difficult and draining, and targeting a specific creature even more so – and rather prone to failure even with the best of skill – so it tends to be best at picking up general kinds. It also wreaks havoc on planar connections causing disruptions every time you use it which only grows worse the more you do so, and it only works to pick up individuals on other planes or dimensions. Still the version in the instructions will work in other realities with other cosmologies and not just through the Astral itself.

Stormbreaker

Upon the fourth layer of Elysium there is a great perpetual storm called the Thalastrom. It passes through the ocean that forms the layer destroying islands and villages in its path, and even destroying things beneath the sea. It is controlled by a great number of evil creatures of water – such as sahaugin, weresharks, and sea wolves – and they use it to wreak havoc against the good aligned inhabitants of Thalasia.

Encountering this storm as it bears down on a small island community you must not only protect the community, but shatter the storm and rout the forces behind it so thoroughly that they cannot recreate the storm.

Complete this task and you will receive as a **Reward** one of Thalasia's islands as a **Burg**. This settlement will be particularly blessed by rich schools of fish, and sea life, which provides its inhabitants with plentiful harvests of seaborn food.

Tales from the Infinite Staircase

Something has begun to taint the multiverse. Places that were once vibrant with art, music, and creative endeavour are growing dull. The lillendi of the Infinite Staircase in their role as protectors of creativity have begun seeking for adventurers who can undo this spiritual stagnation and cold stasis that seems to be spreading like a shadow across the planes.

It appears to be working through planar gates and conduits, spreading slowly across a plane, save for when it jumps from one plane to another through planar pathways where it will explode outwards with sudden speed for a brief time. Thankfully the planes are infinitely big, but they are things of spiritual distance and it can eventually spread across them all and when it does it will snuff out all creativity and passion in the multiverse.

It cannot spread across the Infinite Staircase due to the spiritual essence of the stairway as an expression of artistic inspiration and passion. You must use the Infinite Staircase to track down its spread, find a way to cleanse its influence, and root out this corruption across the planes. Not only do you need to find a way to lift this corruption from places it has reached, and remove it from the places where it and the staircase both touch, you will need to find the ultimate source of this corruption and snuff it out and remove its shadow from the planes as a whole.

As your **Reward** for doing so you will find that the **Infinite Staircase** follows you into future worlds. Its stairs will appear at various places across the local multiverse, connecting them through its pocket dimension, and allowing those beings lucky – or artistically gifted – enough to find the staircase the ability to travel across it to other places. In addition the lillendi will grant you a blessing of artistic talent and skill the equivalent of 5 proficiency slots spent in an artistic field or fields, enough to make you a particularly talented master of one artform or skilled in many, and the **Prime Requisite (Charisma)** perk.

The Book of Lies

On a layer of the Abyss, teeming with undead as well as tanar'ri, the Dustmen maintain a special fortress. This fortress is well-hidden on the already dangerous plane, and there's a pact with the demonic high up that rules the plane as well, meaning that to attack the fortress is to attack something under its protection. And while chaotic fiends

might not be the best deal keepers, they're definitely getting something out of it, and it's on their plane so you can bet they'll probably respond. Not to mention you'll have just stolen from a faction with a reach that covers the Outer and Inner Planes. Still inside of this fortress the Dead keep the Book of Lies. Inside of this book is every lie ever told.

To succeed at this adventure all you have to do is find the fortress, find the book, take it for yourself, and manage to keep it and not let someone else take it from you. The **Reward** is the **Book of Lies** itself. The Book of Lies really does contain every lie ever told. Just say an individual's name and it'll open to a list of every falsehood they ever told in chronological order. Oh it won't tell you the context, or exact times, but it will be there. And because you obtained it through this adventure it'll update in future jumps to have every falsehood told in those worlds.

The Great Modron March

To take this adventure you must have purchased the **Quinton** or higher ranked **Hierarch Modron** race.

It would seem that your arrival has triggered the Great Modron March early. Or maybe there's something else at work here than just your arrival. Whatever the cause you must lead the Great Modron March around the Great Wheel. You must do so with the pre-ordained path, and most keep the modrons marching in their normal manner without any detours and avoiding any breaks wherever possible; such as to give people time to evacuate. People putting obstacles in your way is not your fault, but arranging them to give an excuse to let people escape is. Even so this march will take several years to complete its circuit of the Outer Planes.

The hexton commander of the Great Modron March is practically the only modron guaranteed to return to Regulus. However, this is not always the same hexton that set out. You also have two additional tasks, perhaps due to your special nature. First you must minimize Chaos both caused by the march and as you encounter it. The first half is going to be difficult given you're expected to keep to a strict time table and specifically ordered not to break from it to avoid stampeding over others, but you'll have to find a way to do things like evacuate towns without slowing down to do so. Second you must return to Mechanus with every hierarch modron and pentadrone intact. This is easier than it sounds – if a modron dies a lesser from the march is immediately promoted in its place meaning

you merely have to keep 65 underlings alive – but it's still a lot more than usually make it through the march given how many attempt to pick them off even in the Upper Planes.

Once you have returned to Mechanus your next task will be to deal with whatever force has caused this chaotic march, and usurped Primus's position. They may have left after doing so, but you will have to track down the culprit and see to it that they are brought to justice for their actions which broke the order of the planes and especially the modrons spawning thousands, or hundreds of thousands, of rogue modrons.

Should you succeed your **Reward** will be a promotion to the next higher rank of Modron the next time there is an opening or upon leaving this jump if you have not been promoted yet. You will also gain the chance to take a slice of Mechanus as a **Burg** but it will be fully populated by modrons up to one a single rank below you to relay your orders down the chain of command. Should you have purchased the rank of Secundus this will allow you to be promoted to Primus, though upon leaving this jump you will lose the status and authority of a Greater Power even while on this slice of Mechanus. You will however possess 20th level wizard and 20th level priest spellcasting, and if you have the **Near Power** perk you will be able to fully grant divine spellcasting of any level to beings of superhuman devotion to law.

To Reign in Heaven

To take this adventure you must have purchased the **Throne Archon** race.

Your goal here is to undergo the various trials necessary to be granted promotion to a Tome Archon, the highest level of Archon and one granted authority over the entirety of one of Mount Celestia's layers. Beyond impressing upon your superiors that you are worthy of the position, you must purify your soul and your being, obtaining the perfection of Law and Good required to ascend into a Tome Archon. There is no lying about this; you do not need some artifact or Power to determine you are good, but it is these traits themselves which are used to fuel your ascension. You must become a being of the utmost Law and Good.

Should you purify your soul properly to ascend to this highest rank, and impress your superiors with the competence required to be given the authority, you will find that one of the existing Tome Archons will step down – or ascend upwards – leaving a vacancy for you to take their place.

You then simply need to properly perform your duties as a Tome Archon till the end of the jump without falling. Given obtaining this rank requires you to perfect yourself to an extent where Evil thought much less action is almost completely anathema to your being, the number of Tome Archons who have ever fallen are vanishingly slim, so if you fairly obtained this rank you should not have to worry about losing it.

Your **Reward** for success is that you can keep your Tome Archon form as an alt-form fully fiat backed, and also that you can keep a slice of your layer of Mount Celestia, which can be any except the unknown 7th layer, as a **Realm** replicating a purchase of that item tied to your heavenly layer; if you purchased a **Burg** that would be discounted with this **Realm** you will gain 2 (additional) free size upgrades to make up the cost difference. Even if you did not, there will be a small force of archons that come with this **Realm** to serve you. It will also be particularly capable of attracting new petitioners that would align with the plane of Law and Good in the form of lantern archons which can, potentially, undergo purification and improvement of their soul to rise to higher ranks of archon.

To Serve in Heaven

To take this adventure requires you to have purchased the **Planetar** race. It also requires your stay to be at least 500 years.

For 500 years you must serve the Good aligned powers as a planetar. You must, during this time, act and perform in all ways as expected of a prospective Solar. You will be expected to act with utmost Good, humility, wisdom, and courage, serving the Powers of Good with loyalty and obedience while keeping yourself on the road to perfection. As a planetar you will be expected to perform many extremely dangerous and demanding tasks for the Powers of Good, and as a being in the service of Good you will be expected not to hide your Out of Context powers that could be used for Good so the challenges you are expected to handle will likely take into account your abilities and powers quickly enough. You will have to work hard, and with both humility and wisdom, in the service of others for 500 years.

Should you serve with the qualities that would be expected of a Solar, your **Reward** should be obvious. You will be promoted to the rank of **Solar** with all the power that comes with it. You may also import appropriate existing weapons into your sword and bow.

Die Jumper Die

A mysterious being – perhaps an overdeity, perhaps magic itself – called the Serpent by Vecna whispers great, secret knowledge of magic into the lich's mind. It has helped make him one of the most powerful mages and liches known to the planes, if not the greatest. With this knowledge he would be able to steal the divinity of a god, use it to ascend to the status of a full Power, and reshape the Demiplane of Dread to not only escape it but enter Sigil – despite his newfound status as a Power though perhaps because his apotheosis was still happening concurrently – and once there ward off the Lady's powers to take metaphysical control of a portion of Sigil and use it and the magical secrets the Serpent whispered to him, to reshape the entire multiverse as part of fueling his ascension.

This was the last big module of 2nd edition. After Planescape as a line was no longer published, but served as the final send off for Ravenloft, Planescape, and 2e, knowing none would ever be the same again. In 3rd edition he had, due to the Serpent's teachings, become a Lesser Deity instead of a demigod, implying that he succeeded at least in part, and the rules changes may have been the work of his reshaping of reality.

Even if they were not, and he was successfully stopped, you must beat him to the punch. You will not have the help of the Serpent and its guidance. You will however have to obtain enough might and metaphysical weight to become a demigod (though perhaps you already know it), learn enough of the Language Primeval to create the spell to fuel ascension to godhood, one which requires another demigod to cast it as a sacrifice whose divinity will be drained to give to the target of the spell – Vecna used deceit and trickery to make them believe that it worked in reverse so perhaps you should too unless you have the ungodly charisma to convince a demigod to voluntarily sacrifice their divinity – then you must enter Sigil as a waxing power despite all of the Lady's wards against planar travel; no normal spell will work for this and no normal portal will allow you entry in this state. Vecna reshaped the entire Demiplane of Dread for this purpose, and you can expect to require something with power of similar magnitude. Once in Sigil, you will need to hold off the Lady's power, defeat whatever deities she allows in to fight you, and take control of the magical energies of Sigil to fuel your ascension and reshape the multiverse. Maybe you can tweak some part of this condition – it might be possible to use a different spell or even means to become a demigod for example – but the final portion will require knowledge of the Language Primeval, a divine ascension at a critical point, and being in Sigil – very much despite the Lady's wishes – to reshape it and the cosmos as a whole.

Should you succeed at this quest your **Reward** in obedience with the rule of 3 comes in 3 parts. First you will be a Greater Power with all of the might, divine authority, and power that comes with it. Second you will be able to reshape this multiverse, and in so doing you will learn much about the metaphysical energies that underpin realities and how they can be reshaped and re-written giving you insight into how to repeat this feat in other worlds. Third you will ignite your Spark, ascending beyond the need of a Benefactor and becoming capable of freely traveling between multiverses under your own power.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

End the Campaign: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Retirement: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Pass Beyond: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Portals being Sigil specific varies from book to book. The campaign setting said they were, some other Planescape books have ones between other planes.

I assume you have a basic idea of what the 6 ability scores in D&D represent. Though some, especially the mental ability scores, have shifted over editions. Some racial Wisdom penalties don't make great sense.

I only attempted to actively include the Planescape setting and the books published under that label. I mostly actively ignored the later post-Planescape planar books even (especially) from 2e, with the exception of Die Vecna Die since it felt like a final send off to the setting (not necessarily the best one) as something that wouldn't really be done again in the same way under the new direction of the game.

Reminder: TSR D&D had 1 minute rounds, but each 'attack' explicitly actually represented a whole series of feints, half attacks, and the like needed to create an opening and strike against an actively resisting enemy.

It's unclear at what level, in TSR D&D, a PC was supposed to be outright superhuman. 3rd edition it was anything above 7th, with lower levels having superhuman touches. I mostly tried to treat a character at around 6th+ level as being superhuman in capabilities, so since warriors get 3 attacks/2 rounds at 6th level and no one else ever does, I assumed that's supposed to be that warriors are superhumanly good at getting blows in.

If it talks about that would bring a normal man down that's 3.5 damage. 2e was a whole lot more lethal than WotC D&D with death at 0 hp, no bonus from Constitution less than 15 (+1) and a max of +2 hp/HD for non-warriors. HP is a weird abstraction and TSR D&D was more prone to modelling flesh-wounds and glancing blows as a flat out miss on minor characters than WotC. Warriors end up with 9-90+0 to 36 from Constitution+3 per level above 9th. Wizards end up with 9 to 36+0 to 18 from Constitution+2 per level above 9th. Priests end up with 9 to 72+0 to 18 from Constitution+2 per level above 9th. Rogues end up with 10 to 60+0 to 20 from Constitution+2 per level above 10th. For some monster manual context a pit fiend has 13-104 hp (58.5 average) as opposed to 225, and a great wyrm red dragon had 23-184 hp (103.5 average) as opposed to 660. Oh and even if optional rules for surviving below 0 hp were used it was only down to -3 instead of -10. Damage tended to be much lower as well. What this really means is that when modelling the same beings interacting, magic attack spells and enchantments on weapons are a lot

stronger (though spellcasting is slower in 2e even with the assumption you're moving around to keep from giving enemies chances to attack you for most of the time).

How powerful is a *Wish* spell? Very. People have a tendency to no limits fallacy it, but a carefully worded *Wish* is extremely powerful magic. That said there are the things it can be used to do safely, and then there's the things that require very careful wording and even with perfect wording can go awry. Ultimately the limits of a *Wish* spell is what the DM chooses to allow with it… so ask your Benefactor?

I am not going to try to micromanage how paying CP to take a class as a monster normally unable to take classes would work. Leveling is an abstraction to begin with.

As a general reminder/reward for those who bother to read the notes: Ghost Touch wasn't a thing in 2e. If something was incorporeal but able to interact with the world at all, it could be hit by a *+1 weapon* unless it had other protections, meaning that part of being a magic weapon is being able to be used to deal with those annoying beings that are intangible, or incorporeal. And since sufficient hit dice on monsters (class levels don't count) causes natural weapons to strike as if magic, this is something that comes along with more than 4 HD from a monstrous race. They also start being able to hurt things like living water though sometimes with strict limitations.

Full monster stats range from the Monster Manual (genies), to the various Planescape Monstrous Compendiums (most from I though it had portions reprinted in the Monster Manual, but some from II and III), or various Planescape box sets.

Prices for Monstrous Races generally assume that promotion (or growth for elementals) is possible post-jump but will be a lot harder than simply gaining class levels and isn't *merely* a matter of training and gaining experience. But I assume a jumper can, eventually, find a way if they try; it might take a long time (ageless immortal beings often have a long life behind them) and it might take out of context powers and perks to help it along, but it is expected to be possible.

I will also note that while many monsters have abilities that can be used X times per day, they don't seem to use them regularly. For example efreet can grant the wishes of others 3 times per day, and use this to grant the wishes of those they have in their power and tell them what to *wish* for, but they don't do it, and even a good-aligned djinni who owes someone something is loath to grant *wish*es regularly. There is conservation of detail in monster stats, and they are more dedicated to 'what it can do when encountered by PCs' than 'fully delving into how everything about it works' (despite the Habitat/Society and

Ecology sections and the occasional simulationist tangent in the Combat section) so… wank responsibly.

Marids' have Alter Reality as a spell-like ability. This spell is not in the Player's Handbook and not referenced there. It is in the Wizard's Spell Compendium which came well later and in the 1e PHB where it's pretty much a more limited Illusionist version of Limited Wish.

Ironically the weakest Aasimon which have rules for PCs were excluded because it was impossible to balance their shapeshifting (with spell-like abilities) ability without putting on some limit to it which the rules didn't explicitly state (but any DM is probably going to catch that things shouldn't work that way when you try and change into a Solar to use their Wish Spell-like ability at Lv 4, and this was TSR era where Rule 0 was explicitly expected and encouraged for things like this).

I assume that Sword Archons have the same 1/day limit per spell as Warden Archons, or is just that they don't have to prepare spells and not just 'can cast every priest spell whenever they want' given the higher archons don't have the 'at-will' mention.

There is no talk about racial level limits because official materials suggested using the DMG's optional rules to expand/ignore them. I generally tried not to get bogged down in optional rules and ignored them, but given this was the rule that even the game books admitted was the most commonly ignored rule, and regularly published things using rules to remove it or ignored it for NPCs, I just ignored it. Theoretically Planescape these house rules are '2-3x XP to level up after level cap' so an aasimar might take longer to reach 20th level as a wizard than a human.

There's no talk about 'beyond 20th level' because there was no cohesive and singular ruleset for it in 2e. Dark Sun and Forgotten Realms had their own rules for it, and eventually there was a more general DM's Option book for it but that was part of the Player's Option line of very late 2e books that were more different from base 2e than 3.5 was from 3.0 and arguably than 2e was from 1e. Wizards and Thieves don't get max saves till 21st level and 21st+ level saving throws are mentioned in those categories, so presumably things do continue increasing (though monsters with Wizard or Thief abilities could reach this), but it was very much in the realm of 'what the DM says' and even godly avatars capped at 20th level in a class usually.

Generally speaking a Monstrous Race will give you more power than the same CP spent on class(es) and levels. Of course you can take Fighter for 150 CP and reach 20th level,

so spending 950 CP to get 20th level immediately is a bad idea. Then again a lot of the most powerful races mean becoming a being of pure ALIGNMENT.

In the class section when it talks about being worthy of the name it's just a less mechanistic way of saying level ~9-10. 9 was name level in older editions, and while that wasn't a thing by 2e and Planescape, 8 to 11 is when classes swap from rolling hp to getting a flat number per level, and for most classes XP between levels stop increasing, and there is a shift across the board as you are firmly in the realm of master of your field and moving into the realm of legend.

I'd have discounted classes when multiclassing since you don't get *quite* as much from extra classes (PC progression is good after all), but then I thought about how all classes other than Psionicist are already effectively priced as if discounted.

Before you worry too much about paladins' requirement not to do anything evil, remember the factol of the Harmonium is a paladin and he signed off on a mass brainwashing campaign that managed to make a layer of Arcadia slide into Mechanus because it generated so much Evil in Arcadia. Apparently 'I thought the ends justified the means' works as a defense against paladins falling.

Being a specialist wizard probably helps you learn other magic systems that relate to your specialty (albeit less). It probably doesn't penalize you in trying to learn other magic systems that do not.

Priest ethical restrictions might be able to be overcome by perks or powers. There's a perk in jump that can do it. They're not drawbacks so they don't overcome those, but they are discussed because taking the class doesn't inherently exempt you from them.

Sects not included but detailed include 2 upper planar ones, and one splinter of the Guvners. The Upper Planar ones that were excluded were excluded because they were pretty much just local militia whose only benefit was localized social reputation and I didn't feel like forcing myself to just completely create 2 different perk trees from 'you're liked because you're part of an organization that fights to protect people on an Upper Plane.' The Guvner splinter was interesting,

Non-Weapon Proficiency: Exists because Takers' namer power related to it. You can check the 2e PHB for a list of core non-weapon proficiencies, or just use it for 'general low end skill appropriate to Planescape' with self judgment on how many 'slots' it should cost with the guideline that Blind-fighting, riding flying creatures, biome specific survival, herbalism, gem cutting, and engineering are 2 slots each and Weaponsmithing is

unique in the core rules as being 3 (Blacksmithing is 1 and Armorer is 2). Yes, it's always better to buy Prime Requisite (Intelligence) or Self-Made Man than extra Non-Weapon Proficiencies. You're not really supposed to buy the perk, instead just being a Free benefit for entering the jump or being a Taker, it's just allowed if you want to for some reason.

Prime Requisite: It sets your ability score to 16 before racial modifiers. Technically many races don't follow a proper bell curve due to ability score minimums (and maximums) but using the human distribution felt the best way to actually get across what a 16 means in real world terms.

Pinnacle of (Ability): Sets your ability score to 18. Or 18/01 to 18/50 in the case of Warriors and Strength. Follows the same logic as Prime Requisite.

Exceptional Strength: Sets your strength to 18/00 which according to the PHB was intentionally set at slightly above real world records, and then doing it for longer (and is unrelated to the proficiency system or skill/training so you should be able to get above it for a deadlift). A race with a strength bonus would already hit 19 so for them this is a +1 to 20. For clarity of those of you used to WotC in TSR editions the difference between 19 and 20 is typically more than between 17 and 18 or 8 and 13.

I had to take *liberties* with the Faction Perks. While I tried to base Namer, Factotum, and Factor powers on official abilities, most didn't have special abilities for the Factols, some didn't have all of the others, and I had to do a lot of tweaks to get something resembling balance and not have entire trees of 100 CP perks. Generally speaking the Namer perk is just the power you got for joining the faction in the original box set; *Factol's Manifesto* sometimes added new Namer powers which were sometimes included if I thought it needed a buff to balance with the other Namer perks, or sometimes not if I felt it was strong enough (usually this meant being folded into the Factotum or Factor perks). Most of the Factol perks are 100% made up (Xaositects and Bleakers being exceptions). The Sect perks needed even more *liberties* to be taken. The internal balance of their base powers was less so Ringgivers got theirs split into 2 perks, Ragers got theirs as their Factor perk, Mind's Eye had the leveled abilities obviously made in response to *Factol's Manifesto*, and it's all over the place. So sometimes Sects didn't get their full Namer power as the Namer perk. Even then there were some Sects I didn't even try because their canon powers were stuff like you can make a mask that allows you to speak with 1 type of animal, you have a support network on a single specific plane, or your sect is generally known as good-aligned good doers (Believers would have been cut if they hadn't been a Faction as opposed to a Sect).

For Disbeliever, yes, I know wizards can cast *bestow curse* but it is the only spell on both the Wizard and Priest lists that Athars are immune to and the Factol's Manifesto described them as faith-based spells. Plus the lore for it is it's because they're divine spells.

Yes, the Dustmen Factol actually had special powers and I made them the Factor perk. I wanted something to let you create the cool planar undead as an option and it felt right to stick it on Dustmen.

Harmonium was extra hard because unlike the Believers it actually had abilities. It's just one of them was +1 to hit with a single weapon of choice due to dedicated training and one was +3 to a subset of saves against mind-affecting spells. Since you got them at the same level I made them into Harmonious Training giving you some ability to teach others just to make it worth while and dropping the weapon bonus as just part of self-disciplined training.

Signers in 2e could use Imagining 1/week and successful use required a 1d20 roll equal to or under the average of your Intelligence and Wisdom -5 with a nat 1 going badly for you. Access to the greater version didn't make the basic one easier. I intentionally went vaguer.

Sensates got really lame advancement abilities – 1d10 healing 1/day by taking it yourself and 1st level Bard's ability to identify items (5% chance) and the Local History proficiency. Hopefully it goes without saying you won't be limited to 1d10… since that is the lamest Factotum level ability out there (other than the ones that get none).

A canon example of Master of Spirit's sense would be that the factol felt the upcoming Faction War. While not certain what was happening they knew they needed to get out of Sigil (or get mazed by the Lady of Pain) and that the city was going to go through some large upheaval and that it'd be best not to keep her faction out of it.

Toughened is based on half of the Dispossessed ability. Namely they got +1 to saves versus *charm* and the ability to roll hit dice twice and take the better. It averages out to around +1-2 hp so a bit worse than Prime Requisite.

The Ring of Vanishing actually in the adventure it's from was 1d% FEET with 81+ meaning roll 1d% for miles instead with 81+ being planes. I made it hundreds of feet so that it is more useful on a low roll.

Gurrik's status as Gladiator is a hint that if you have access to it/want to you can treat him as a Gladiator from Dark Sun instead of a Fighter for his 'class features.'

The Maiden of Pain's nature is up to your Benefactor. If you recruit her and complete the Philosophy Club scenario then she will eventually grow into the full power that the Lady of Pain possesses, but this would take an extremely long time. Like the human mind really doesn't comprehend it, immense gulfs of time.

Companions cannot buy Sites, but they can receive them as rewards for Adventures.

Changelog:

Version 1.0.0: Released.