



**I** From the Notebooks  
of Fallendor the Mage:

It has happened again.  
No peace this night  
or for a fortnight past. I have been cursed,  
robbed of my rest by a maddening vision—  
the *Codex of infinite Planes!* It has been lost  
since before my time, the time of my father  
the time of all my known ancestors.

Yet every night in my dreams, I see the  
cursed book. It hovers beyond the veil of  
reality, a dream that has more substance  
than reality. I try to touch the pages, but  
every motion forward propels the book  
away. Frustration fills me and I begin to  
run. Every night I run faster toward it,  
but every night I am no nearer to my goal.  
In the morning, I awaken with new visions  
filling my mind.

I began recording these visions in my  
notebook as I remember them. They are  
not the random scenes of dreams but  
messages, encrypted in a code of images. I  
am certain they are passages from the  
*Codex of Infinite Planes.*

I have a theory about the *Codex*. I do not  
think it exists yet, at least not as a material  
thing. It exists only in the world of sleep.  
There it reveals itself, a page each night, and  
every morning I dutifully transcribe its  
pages into the world of flesh. I am no more  
than another of the great books scribes, like  
the Archmage Tzunk before me.

At first the passages seemed random and  
meaningless, but now I sense a pattern.  
The *Codex's* magic is the magic of words.  
As the dreamer reads the entries in the  
book, he creates the destination where the  
*Codex* will send him. When the image is  
complete, the traveler arrives. Perhaps if  
someone could find all the fragments  
recorded by the book's scribes, the *Codex*  
would become real in this world.

If there is a link in all the messages I  
record, it is a city called Sigil, the Heart  
and the Cage. This city exists, I know, at  
the very center of the Outer Planes. It is  
the place through which all things pass.  
For now, my image of it is only fragmen-  
tary. Perhaps if I review the entries relat-  
ing to Sigil, tonight I will dream of the city  
itself.



# THE PLANE TRUTH PART I: CODIFYING SIGIL

by David "Zeb" Cook  
Artwork by Dana Knutson & Tony DiTerlizzi

**Aleax of Sigil, The:** An engine of discipline, the aleax is the formless spawn of divinity. The creature has no thought or no will, only the raw clay of its shell and the spark of life. The creature becomes whole only by an act of mortal denial to the gods. Then the aleax wakes each morning in a new land, its hands and feet clumsy strangers. Its face is the face of one who rejects it. With each day, its memories are new; the smile of a grandchild, the taste of sweat, the cold slash of winter wind, and the shrill of the teakettle in the morning. Perhaps wanting to cling to its borrowed memories, the aleax seeks out and kills its mortal father. This seems like the sting of an ungrateful child, but the aleax has no choice. Its family is a ring of traps. The mortal parent gives it form but denies the child; the divine parent accepts the child but refuses it form. Unable to accept this, the aleax chooses to return itself each day to oblivion.

In the great city of Sigil, there is an aleax cut off from its god. It is an idiot and a

great threat to the Faction of the Athar. Helplessly the creature wanders the streets searching for a form. It hears the denials and renunciations of all gods and cannot choose one from the lot. Its hand is one man's, its face another. In this block it remembers the taste of oranges from Elysium, in the next the scouring fires of Gehenna. It talks in all voices, it speaks all words. In its ramblings are concealed the great secrets and hidden thoughts of all it has become. Driven mad by its too-full existence, the aleax seeks only oblivion.

The inhabitants of Sigil are as singular as the city itself.

**Dictionaries of Pain, The:** This tome is not the only dictionary found on the planes, and not all dictionaries classify words. There are dictionaries of smells where a scent evokes the memories of other scents. There is Tbron's dictionary of memory, whose pages hold nothing beyond what the reader brings.

In Sigil, the baatezu Ganeesh holds another type of dictionary, one of the Dictio-

naries of Pain. In its pages are listed all the shadings of anguish, categorized by the play of the nerves under the skin, and defined the music of their cries. Ganeesh composes poems from the entries therein. Some of the poems are meant to be read, since reading them is enough to cause anguish. Others are performed in secret conclaves of Sigil's Lower Ward.

Just as there is an entry in the *Codex* for the Dictionaries of Pain, there is an entry in the Dictionaries of Pain for this book, the *Codex of the Infinite Planes*. In the alphabet of nerves, the entry for the *Codex* can be found between the sharp sting of discovery and the salted wounds of failure.

**Doomguard, The:** The Doomguard is one of the *factions* of Sigil. It exists only to bring the end, the oblivion that overwhelms everything. Their goal of destruction applies to themselves, too, for the entropy of the multiverse that they desire must include themselves. Nonetheless, they actively recruit and expand, swelling their ranks while striving to destroy all else. It is said that entropy comes when everything is reduced to a single state, so perhaps this applies to the community of Sigil, too.

The Doomguard has heard of the *aleax of Sigil* and are frustrated by it. They would dearly grant it oblivion, but its life force is sheltered by the gods. All the Doomguard can do is stalk it helplessly, hurling themselves at it like the goat that charges the tiger.

**Factions:** Life without belonging is not life. Every being must have a position to compare itself to all other beings. In the core city of Sigil, to be is to belong to a faction. In a lesser city, these factions would squabble for the control of water, light, or gold, but Sigil is the heart of all cities. It cannot strive for commodities, its factions struggle for the only real property—belief. What is believed is what creates the reality of the planes.

There are many realities in Sigil for there are many factions. There is the Athar over whom the aleax have no power. They forswear the might of the gods. The Godsmen, who hold that all

beings could become divine, build their proofs in the Great Foundry. Using words like these, the Fated take their reality from others, wearing the dreams of their enemies as their own. The Sensates shape reality in eye and hand, fashioning the world according to their experiences.

The Bleak Cabal denies its philosophy has any meaning, for cause and meaning are pointless to them. *The Doomguard* constantly tears down the houses of its own thought, searching for path to entropy. There are the Mercykillers whose justice is like ice to fire. In the alleys of the Hive are the Xaositects and the Revolutionary League, who live their lives in content disorder.

On the far side of Sigil's ring, the Harmonium hunts the realities that are not its own. In its wake are splintered worlds, never to be whole again. The Guvners probe the machineries of reality. The Ciphers watch them without comment. Their truth is hidden in the deep mines of the soul. The Dustmen merge the reality of life and death. They have abandoned belief in the line between these two things.

Of all these factions, the Free League are the saddest in their claims. They delude themselves with the vision of independence, never accepting that they are bound to each other in their belief of free will.

Only the *Lady of Pain* stands free of the factions, bound in by cages of her own.

**Geography of Sigil:** These were the dreams of the Guvners' factol:

"Come to learn about the planes, berk? Well, if that's true, then this is the right place. There ain't nobody who knows more about the planes than the folks who live here. So it might be wise to sit down and listen to what a bloods got to say.

"First off, welcome to the real world—more real than most know. It pays to have a geography lesson before getting to far into this, so pay attention. The dark of it's simple—there's three realms in all the multiverse: the Prime Material Plane, the Inner Planes, and the Outer Planes. The Prime Material's got a lot of little worlds floating in it, bubbled inside their crystal spheres. The Inner's a place of raw surging elements and no place for most cutters to live. It's here—the Outer Planes—where the real secret of the planes is going to be found.

"Of course, for a clueless sod, the Great Roads an overwhelming place. There's too much of the planes for a berk to absorb. That's why it's best to learn the way to Sigil, the City of Doors.

"Sigil floats over the great spike at the center of the Outlands, the plane that itself is the center of the ring of Outer Planes. A basher can't get to it by walking. There ain't no roads or gates to her, at least not in the sense most primes understand. Sigil's doors are *portals* that can lead from anywhere to the Cage's streets and maybe back again. Even beyond that, Sigil's no ordinary place. It curves and arches 'round itself 'til the sky is filled

with roofed houses on other streets. Devas and tanar'ri build side by side, each according to its taste.

"So let a clueless basher take some advice from a planar—get to Sigil and get a kip there. Sigil's the heart of it all!"

**PLANESCAPE™ campaign setting:** In another reality, there exists a game and for that game there are imagined worlds. One of these is the PLANESCAPE campaign set. In it are three books that describe worlds that never were. Some of the players of this game imagine themselves as people who never were—humans, dwarves, half-elves, goat-centaur bariaur, githzerai, and tieflings, the smoke-tinged children of corrupted creatures. They pretend strange philosophies and invest their creations with powers beyond in their own prosaic lives. They explore their imaginary worlds with the maps that come with the box, maps that chart landscapes created for their pleasure.

In this game world there is a city called Sigil, impossible in their own reality. The city is a ring that floats over a spire whose height is beyond measuring. Sigil is the home for their imaginary people, their heroes. From it, their characters travel by magical doorways to distant towns and strange lands. Back to Sigil their heroes return to celebrate their imagined victories. In their journeys they meet other creatures no less fantastic than themselves. They create races to fill the spaces they have imagined—modrons, servants of Set, marrenoloth, and vortexes—and write descriptions of them into the box.

The easy question would be, of course, who dreams who? Is this world the creation of those who imagine it in play, or are they mere fictions of this realm? But the hard question is this. Of the two worlds, one is truthful, while the other one lies, so who created the honest world?

**Portals:** "I, Prespos, citizen of Iriaebor the Overland City, explorer-mage, occasional ambassador from the court of Bron, son of the former alderman Teramgot and his legal wife Elysa—may the gods guard their souls—have journeyed to planes beyond our own; all true are my words, from my departure from this plane to my journeys into the other dimensions of the planes and my return again. May Oghma curse me if my words are untrue!"

"I have always been a scholarly wizard, though I admit to an uncontrollable wanderlust that lures me to far reaches of our globe. Although some consider my scholarly journeys reckless, I am not a foolish man. On my explorations I have every desire to return to Iriaebor alive and not as ashes in some jar.

"On the day of departure I prepared for the worst. My will was complete and the servants paid through the end of the year. A scroll gave the means for departure—I had invested a small fortune to make the sheet. I uttered the words and sure enough, a shimmering gate appeared. Bravely, wand in hand, I stepped through.

"Straight into the center of an open market! There I stood, like a gaping farmboy, in a doorway between the mounded fruits of a melon-dealer and the battered brass of a tinker. I first thought the spell erred, teleporting me to a market fair somewhere in Calimsham. A quick glance to the sky corrected that belief. There was no sky. Overhead I looked at the jagged tops of buildings. The city was both above and below us and strung out like an arc from north to south and east to west.

"I have since learned this city was Sigil, the city of doors. And well named it is. Where I had spent my fortune and time preparing a single scroll, the citizens here can travel throughout the planes simply by stepping through a door. If the right item is held, even the most harmless-seeming arch crackles with the flame of magical power to reveal the vista of a distant land. The citizens call these *portals* and make regular use of them. In my time there I did too, passing through to other planes. But I will leave those stories for another day!"

**The Lady of Pain:** She is the guardian of Sigil surrounded by her silent staff, the dabus. One sees her as she floats above the ground, too rare a thing to touch common earth. Voiceless, she drifts past him and into the Maze of the city, dispensing her blessings on no one. All that is left in her passing is the aura of serene fear.

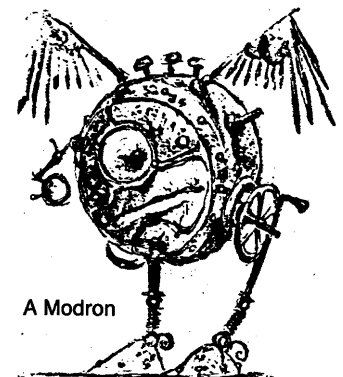
This is my dream, Fallendor's dream, recorded in the pages of the *Codex*. This is the part where a mage's life intersects the life of his dreams. He falls in love with a single glimpse of the Lady of Pain but he cannot acknowledge that love. Her warmth would bring destruction. Still, he is unable to forget her. He researches the *Codex* more and more, searching for the clues to a *portal* that will lead him to Sigil. He records his dreams, compiles them, and draws maps of their routes. From these he searches for the final entry that will lead him to his goal.

At last he dreams the magistrate standing in an empty house, reading the papers Fallendor has left behind.

*The document ends here. To date, no sign of Fallendor has been found.*

*Magistrate Lach-Verger*

Ω



Xaositect Headquarters, The Hive



**T** From the unpublished journals of Ambran the Seeker, half-elven paladin of Oghma's temple at the court of Azoun IV; king of Cormyr.

**Ten days in Sigil:** As fascinating as this city is, I fear I have tarried too long. My charge was to explore the realms beyond the barriers of Toril and I must not lose sight of this goal. My friends back at court cannot wait forever for my report.

It is with reluctance and fear that I have prepared to leave this city. I have heard much of the lands beyond the doors of Sigil. Much of what I hear worries me, though I am not sure how much of what I hear is exaggeration or truth. That, I guess, is part of my duties. I have become particularly concerned about the Blood War. There is always a chance that such endless warfare will present a threat to Cormyr. Certainly the fiendish travelers I have seen pass through Sigil's gates show little concern for the lives of others, even here where peace gilds the surface of life.

This morning I hired a guide, named Glin. He is a bariaur, one of a race of goat-centaur men. It was curious dealing with him—though he was quite polite, he had all the appearance of a tattooed savage. Even after spending time in the city, I barely understood him. People here speak Common but fill it with odd expressions. My guide said he was a *Free Leaguer* and a *blood* when it came to the planes and kept calling me a *clueless* or a *prime*. I can't say that I liked either and he makes me suspicious—*peery*, as they say here. Still, he was the only guide who claims to know the Outlands that I could find on my limited funds. (Sage Trandleer's maps of the planes note this as the Concordant Opposition. Glin laughed when I used the name, saying it pegged me as one of the clueless for certain. I must be more cautious in relying on the sage's works.)

Glin is ready to leave tomorrow. He has expressed no problem with my aimless itinerary. I have learned the bariaur are a race quite given to wanderlust. He suggests I get new clothes, so I won't stand out so much as "a hopeless prime." Insulting as it sounds, I'll take his advice even though it stretches my funds dearly.

**One day out of Sigil:** What an extraordinary means of travel! Having arrived in Sigil by spell, I had never seen a portal in operation. From their description I had no idea what to expect, certainly nothing as simple as this.

The day began when I met Glin at the Great Bazaar. Though he said nothing, I think he approved of my new traveling gear, since it is much more in fashion with this world. He brought virtually nothing at all, save a small saddle-bag and a stem of what I gathered was horse-tail reed. The goat-man led me down several side streets,



past the hordes of beggars so prevalent in this city, until we reached an open arch that spanned the small street we were on. To my amazement, he said this was our portal. The whole thing seemed patently ridiculous—I could see the street continue, I even walked under the arch and nothing happened. Glin gave a bleating laugh and said, "Poor sod, of course it won't work without the key." Then he pulled me by the arm as he stepped through. The arch crackedled with sparks that tingled my skin and before my very eyes the landscape changed as we stepped through to stand

before the walls of a great building—the Palace of Judgment. (Even though it was as large as a city, there is no note of it on Trandleer's maps. Neither was I able to find any note of Sigil where I began my travels. I suspect the accuracy of the sage more and more.)

This, Glin explained to me, was the domain of a power venerated in the Prime Material Plane as the judge of the dead, part of a great bureaucracy of powers. It reminded me of faiths I had heard of from Kara-Tur. Indeed, the building had the look of those found in far eastern lands. What

# THE PLANE TRUTH PART II: A JOURNEY TO THE OUTLANDS

by David "Zeb" Cook

Artwork by Dana Knutson & Tony DiTerlizzi

made this building singular was the line of bodies filing patiently through the gate. Humans, half-elves, and creatures I could not identify, dressed in colors and ranks of clothes, waited in a queue that stretched beyond my sight.

"Petitioners, them that's died on the prime," was how Glin explained it. "Inside the proxies of the power'll send each one to his proper plane—least that's how it works for the cutters who follow this pantheon." Petitioners and proxies—two things new to me. I must learn more about them.

**Two days out of Sigil:** Ignoring the protests of Glin, I joined the petitioners on line for the palace. It seems the best means to obtain an audience with the beings within. I have been waiting the entire day, slowly shuffling forward. Glin has gone off to one of the many taverns that line the way.

Though the wait was (and is) tedious, it gave me the chance to learn more of the petitioners. My first curiosity was where did these travelers come from? Not one could answer this simple question. They had no knowledge of where they once

lived or even how they came here, only an unquenchable desire to file through the palace gates. Unable to get an answer that way, I watched for where they came from, yet this too was impossible to tell. When I watched the road behind us, not one petitioner did I see. I lowered my gaze for an instant and when I looked back, there stood two or three new travelers, not 10' from me! I could believe only that they had appeared from the very thinnest of air.

At first, when they are fresh to the line, these petitioners are like unformed clay. Their features are sharp but their minds dull. Their words are slow and halting and their passions flat. With the passing hours this mental haze lifts and they become more natural and animated until one would mistake them for a normal mortal. Still, as much as I questioned them of their previous lives, not one could dredge up even the slightest memory of a moment prior to this one.

**Three days out of Sigil:** Still waiting on line. The wonder of the petitioners has grown weary. Glin is impatient to take me elsewhere, but I think tomorrow I will reach the gate. Oghma grant me the patience to endure that long.

**Four days out of Sigil:** Today I reached the gate and had my ambitions crushed. After waiting half the day, it was finally my turn to stand before the entrance. There I was confronted by a singular creature. It was taller than a man and had the head of an oxen, like a minotaur and yet not. It was dressed in splendid robes and gleaming armor and barred the way with a massive halberd. These details are clear because I had ample time to study it as it blocked my path.

At first it spoke in a language I could not fathom. Seeing my ignorance, it shifted to another and then another, all similar in tone yet different in inflection. Only when it had failed in all this did it resort to Common. "You are not awaiting judgement," it said with some puzzlement.

I explained my nature—a prime, not a petitioner—and that my purpose here was to gain knowledge and understanding. Unfortunately, the answer was discouraging. I was welcome to apply for an audience in two to three weeks. It was clear I could not immediately get in and I have no desire to wait around here for weeks it will take to gain audience.

When I found Glin at a stable-like inn and told him, he was quite pleased to be on our way. Perhaps sensing my disappointment, he offered to take me to Ribcage, the gate-town to Baator, the plane Trandleer notes as the Nine Hells. Again there are more name changes I must learn.

*Here is the end of Vol. 7 of Ambran's journals. The next diary in the sequence, Vol. 8, has never been found. From what can be inferred from other notes in Ambran's diaries, the volume was probably lost in the flight from Ribcage or the fight that followed shortly after.*

**Nineteen days out of Sigil:** Praise Oghma for escaping Ribcage! Looking on it now, I marvel at my mad desire to view the portal to Baator or the terrible consequences it would have. I saw, yes, as I have already described and for my own peace of mind, I will write no more of it. It is effort enough for me not to dwell on it still. Sage Trandleer prepared me for nothing like what I saw.

Glin has been driving us both at a brutal pace ever since we escaped Ribcage. I cannot blame him for I too fear the town's Blackguards are still pursuing us.

Even in our flight, I cannot help but notice the mountainous landscape we are passing through. Glin says it is the Vale of the Spine and it is aptly named. The barren valley floor is almost perfectly curved and the mountain peaks arch overhead, though not quite as skeletal as they were in Ribcage.

I have not seen any game—deer, rabbits, or birds—since our descent into the Vale on the way to Ribcage. Before, even at the worst points of our journey, near Semuanya's Bog, there were at least some natural animals.

**Twenty Days out of Sigil:** My guide continues his driving pace, even though there are no signs of pursuit. When I challenged him on it, the haughty bariaur claimed speed was urgent if I wished to see the wonders of the Outlands and then asked if I wanted to end his employment, leaving me abandoned out here. If he presses me on it too much, I will. I refuse to be held hostage by a guide. Oghma will guide me.

We have cleared the Vale and the land has changed. Gate-ward—the local way of saying you're moving toward the edge of the Outlands disk—the plain grows rough. (The other direction is "spike-ward," toward the spire at the center of the plane.) I can see in the distance that it is fractured along near crystalline lines, so that the hills tilt and angle like great blocks. Glin, who is at least not completely secretive, explains (in his own colorful words), "There's no dark to it, cutter. Every plane around the rim gets mirrored on the Outlands. Know it and you can fix where you stand. Them blocks are toward Acheron. Head that way and you'll find Rigus."

**Twenty-three days out of Sigil:** Glin says we're somewhere upland of Automata, the gate-town to the plane of Nirvana or Mechanus as it is known to the natives of the planes. (With all his errors, how did Trandleer ever earn the title sage?) I was told in Sigil that near Mechanus, rigid order prevailed. Then I didn't believe it—it seemed too fantastic to be real—but here

the fields are squared, the forests almost straight rows of trees. Perfect, logical order.

I do not know what I shall do if my guide does not relent. He seems to lead me with some purpose of his own, perhaps fulfilling desires I have not yet realized.

**Twenty-four Days out of Sigil:** How can I describe it, the most extraordinary thing that has happened yet? Purposes have been revealed and yet I still do not understand. This morning Glin waited impatiently, as he always has, while I broke camp. I've become used to the fact that he will not assist. We set out at his thundering pace once again, and I resigned myself to the struggle of keeping up.

At noon, we reached the crest of a ridge overlooking a walled town. From its perfectly square blocks (described to me in Sigil), I knew it was Automata. I assumed it was our goal, the cause of Glin's haste but instead of descending to town, he insisted we stop in the center of a field. There he laid out a blanket, curled his legs beneath himself, and waited. I didn't bother asking why, now accustomed to his stubborn refusals.

"You're a long-suffering cutter, Jon," Glin said suddenly without my asking, "and you're right to be peery of me. I should've said more earlier, but I'm not much of a basher to rattle his bonebox. It's bad business, you see, to linger in the Vale of the Spine too long, especially after that dust-up in Ribcage, and the ground 'round Acheron ain't much better. So that's why I pressed us at first. Then, once we were free of that case, I figured you'd want to see this." With that he pointed toward a thin line of figures that was snaking its way from the gates of Automata.

"It's the modron parade. Every seventeenth cycle, a whole troop of modrons, those strange little berks, tumble out through the portal of Mechanus and begin a march round the whole length of the Great Road. Nobody knows why they do it, but they're modrons, so it's got to be something to do with the order of the universe."

As the line marched through the neat fields outside Automata, I could estimate there were over a thousand or more of the strange creatures. They marched in perfect files, organized by rank with each led by a banner marked in symbols that only had meaning to them. "What happens to them?"

My guide shrugged at this question. "Most of the little sods wind up in the dead book, I guess. The road takes 'em right along the gates to Baator, Gehenna, the Gray Waste, Carceri, and the Abyss. At each gate they pass, raiding parties of baatezu, yugoloths, geherleths, and tanar'ri come boiling out and make a few more of 'em lost. The chant goes that maybe two or three ever make the full journey, coming home a couple of cycles later."

I was and still am stunned by this. What would possess a thousand or more intelli-



gent creatures to blindly march to almost certain death? Perhaps they march to observe the state of order along the Great Road. Perhaps their march ensures the survival of that road. Perhaps they march just to die. What would Sage Trandleer make of this?

My meditations on the whole spectacle were interrupted by the arrival of a woman, clearly a warrior, though her armor was to my mind scant. At first she kept some distance from us and surveyed the scene just as we were. At last, against Glin's well-meant advice, I hailed her. He recognized her as Doomguard by the device she wore.

Though wary, she was not hostile and we eventually fell to conversation. Her name was Rialiva and she'd traveled to Automata from one of the Doomguard citadels on the Inner Planes.

"I've come to see the modrons march,"

she explained. "We Doomguard always watch the progress of their parade to learn what our role in it should be."

"Your role?" I had to ask.

"Our universe exists but to end, and it's our purpose to see that entropy is fulfilled."

"So then the modrons are your enemies, because they seek order in everything," I guessed. "You're here to see if they fail."

"Not necessarily. Entropy is only another form of order. The modrons may serve our purpose."

"Then you're here to protect them from the fiends?" I pondered. This was becoming stranger than I anticipated.

"Not all order's entropy. We're here to decide what cause the modrons serve. If they seek the absolute rigidity of the universe, then it's no different from your kind of entropy, is it? The stopping of all things. Here's the chant, if the modrons

see order as progress to something greater, then it's the fiends we'll side with—"

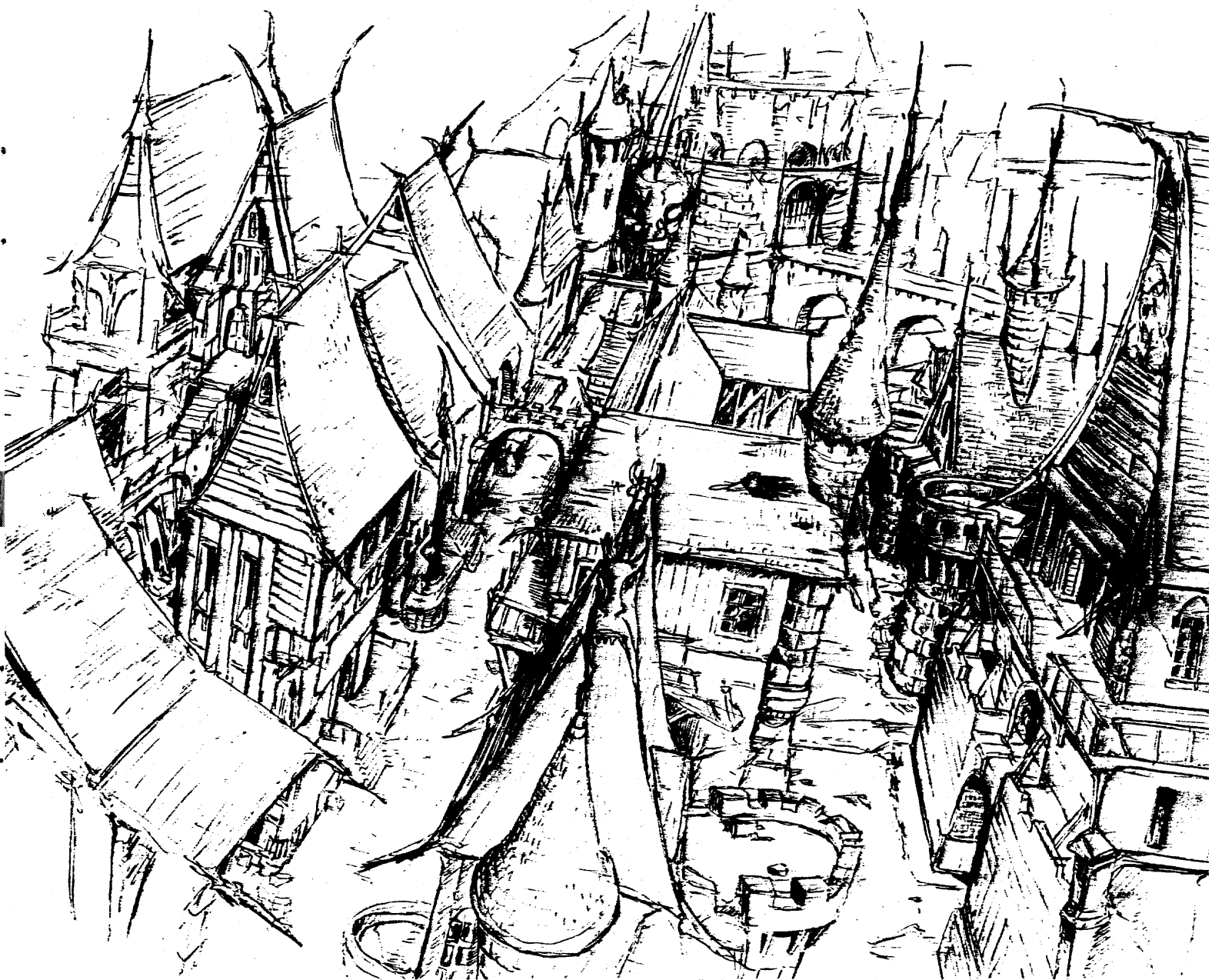
"And let the fiends rule the universe?" I blurted in horror.

Rialiva laughed, though I hope not at my simplicity. "For a handsome cutter, you must be a prime. The fiends, particularly the baatezu, are only another type of order. We don't want to be ruled by them any more than you do."

I must confess I surrendered the argument at this point. Her philosophies, like so many others in this strange realm, are deeper than I ever imagined. I have much yet to learn and see.

To Glin's raised brow, I have invited Rialiva along for the rest of my wanderings. Tomorrow Glin has promised to continue to the River Ma'at. What new mysteries will I see there?

Ω







DIT  
ERL  
1221

Story  
by  
ZEB COOK



PLANE SCAPE

# THE PLANE TRUTH PART III

by David “Zeb” Cook

Artwork by Tony DiTerlizzi & Dana Knutson

*From the final journal of Ambran the Seeker, former paladin, who forsook his god, name, and country to remain on the Outer Planes. May Oghma forgive him of his errors; may King Azoun not judge him too hastily*

**T**hird day in the

**Mausoleum:** I have lost all track of days and nights. The march sun across the sky, the falling grains of the hourglass—what is the use of these things in Chronepsis’ realm? The span of days is his to rule, within the Mausoleum’s shattered boundaries. Perhaps I have aged here, perhaps I have not. Glin greeted me this morning, his face unlined and horns just budding. By afternoon he was aged again. Could the same be happening to me? Sometimes my hands

are hard and worn with care, then fresh with youth. There is no way to tell. Chronepsis banishes all reflections, so that even the smoothest water does not share what it sees.

Glin is impatient to leave. He worries that Chronepsis, sole inhabitant of this realm, will change his humor. I am reluctant to leave. I have never been in the presence of a god before, even a scaled one like Chronepsis. Still I have become used to the presence of petitioners throughout the land, so it is strange to find none here. What becomes of those destined for Chronepsis’ land? Perhaps they are the grains within his hourglasses.

Glin is right. It is time (if there is time here) to leave.

**First day outside the Mausoleum:** Glin’s fears seemed unfounded. Indeed I wonder if Chronepsis truly knew we were there. Perhaps we are still there in the shuffled randomness of the dragon lords

THE  
TRANSFORMATION



hours, arriving with our heads bowed during its breakfast, leaving quietly again at lunch, only to reappear during dinner counting the hourglasses in their niches.

Outside the limits of the Mausoleum, the land has changed. It is no longer green, but has the sere look of fall. It reminds me of Cormyr. Since the Mausoleum I can no longer count the days from Sigil.

*Five days after the Mausoleum:* The land grows worse—more rugged than I expected. This morning Glin asked his first question of me, beyond the usual queries of every day. He was curious about my dreams, if I had any recently. I have not and told him so.

*Seven days after the Mausoleum:* Glin asked again about my dreams. His interest is more than curiosity.

Glin says we should pass over Ilsensine's realm soon. Although he did not add any more to that statement, he clearly does not want to linger there like we did at the Mausoleum.

*Eleven days after the Mausoleum:* I understand now why the bariaur wishes to hurry. The air here is filled with a subtle pain that, were it stronger, would drive me mad. It began this morning with a buzzing burn at the back of my thoughts, a verminous fly lodged behind my eyes. All day the drone has grown stronger. By this afternoon there was the distinct sensation of thoughts—images and whisperings that were not mine. Hands without skin, whimpers from the room of a darkened inn, the ranting of a fevered fiend, and scraps of other thoughts I could not identify—these things have filled my mind. Even focusing on my writing is hard.

Glin solicitously asked about my dreams. I think he only pretends concern—there is more in his eyes than care. It is like he expects an answer, casting his net to collect my dreams. Perhaps he's not a Free Leaguer as he claimed. Is he a follower of the Fated, those who seek to understand the planes by taking it from others? If I tell him what I dreamt, do I lose my visions so that they can become his?

*Thirteen days after the Mausoleum:* Glin's question persists and this morning I lied. I can no longer trust his motives.

I told him no, but I did dream. It was a persistent buzzing that skirled behind my eyes. It was not my dream, but the dream of another that slipped away in the tangle of other preoccupations. I can even imagine a man, a shadow at the back of the burn. Perhaps because of Glin's curiosity I feel compelled to write down these thoughts, or is this some effect of the illithid-lord's realm? Glin says Ilsensine's domain is in caverns beneath our feet, tunnels lined with the pulsing veins of Ilsensine's mind. Perhaps the mind-flayer gods knowledge is too great for it to contain. Whose dream is this—mine, another's, or the secrets gathered by the thing beneath the ground?

*Dream One: I dream about the book. I curse it in my dreams. Each night pages come to me and press themselves against my flesh, carving their images into my skin. The chapters construct places that I will go. They build themselves word by word, slowly tattooing their knowledge onto me. When they are finished they will take me to these places, these places I do not want to go.*

*There is a man I see who travels toward me, sometimes straight, but more often with the path of the lost. There is a page in the book my dreams are writing for him. When it is done he will stand before me.*

When I awoke, my arm stung and itched. Rolling back my sleeve, I was horrified to find a band of writing freshly tattooed there. A single word girdled my forearm— *Fallendor*.

For the first time since I left Faerun, I am truly afraid. The terrors of Baator I glimpsed in Ribcage cannot compare to this. They were real, at least. I could have fought them if it had come to that. Grotesque as they were, they at least had flesh and substance.

What have I done in leaving the safety of Toril? What a fool I was to feel safe in a world where my dreams turn against me.

*Seventeen days after the Mausoleum:* Glin has stopped asking, although I still think he covets the images in my mind. I know what he is after now, and will not fall for his traps. I'm not a fool—if he can't trick me into giving him what he wants, he may try violence. Let the basher try—I'll be ready for him.

Worse still, the dreams have not stopped and we have left Ilsensine's realm. Each night they become stronger and more insistent. My left arm is almost completely covered by tattoos. Why does this no longer concern me?

*Dream Two: Slowly moves the tattooing hand, carefully inking the script on skin like the whorls of a finger. With each touch of the needle, another syllable is whispered. I shape the sounds carefully adding a little more of myself to the ink. Carefully I inject the memories into the flesh, layering a new skin over the old. Ambran becomes no more. He is the canvas, the escape from the prison the Codex has built for me.*

*Nineteen days after the Mausoleum:* This morning the tattoos advanced beyond the collar of my jacket to coil around my neck. Glin has seen them for the first time and I can see his fear. He no longer hungers for my dreams. Perhaps now he knows what they are. The bariaur can no longer be trusted.

*Twenty-three days after the Mausoleum:* We have reached Bedlam, gate-town to Pandemonium. After all my wandering through the Outlands, now I travel with a purpose—to reach Pandemonium. I have forced my journey upon my

guide. I lead and he follows, increasingly apprehensive over the paths I choose. Pike it, I tell him when whines.

*Dream Three: By day I serve as a slave to the Codex of the Infinite Planes, copying the pages. Today's entry was on the Grotto of Bones at the heart of Hruggekollohh's realm. With fearful patience, I described the cluster of skulls that ring his throne, how those heads whisper of their lives when the winds of Pandemonium blow through their moldering sockets.*

*I know that when the words are done I will go there, but I cannot stop the dreams from flowing out of me. The best I can manage is to tarry over the arch of a letter, the flourish at the end of a line. The pages of Tzunk's work that I have found show the same touches, the same devotion to artistry, as he too came to understand his fate.*

*At night the Codex visits me, filling me as its receptacle. Even as it does so, I shape my dreams and send them to Ambran. Each night I tattoo a little more, painting him while he sleeps. Each night I sense that he is a little closer to me. I am amazed that the Codex does not suspect me, even as my escape nears its finish!*

*Twenty-seven days:* Where I have been is meaningless. Where I am going is the only thing that matters. Today I dismissed Glin and he was glad for it. He is useless as a guide. I know where my journey will end.

Still, I fight my fate. I have tarried now for four days in Bedlam, staying to the high ground of the Citadel. The inhabitants are saner here than on the lower slopes, so close to Pandemonium's gate. Every moment I struggle to resist the urge to descend and pass through the iron arch to Pandemonium.

The tattoos continue to appear. The memory of a past love is written in the curve behind my ear. I cannot see it, but I already know what feelings the words carry. I am less of myself and more of someone else.

What is happening to me?

*Twenty-nine:* Today I almost succumbed. I was searching for a sage, a member of a group called the Sarex. I had a hope he would explain these tattoos (what would Trandleer say?) when I realized my steps were carrying me from the safe haven of the Citadel and into the tangle of the lower slopes. I could barely remember the prayers to Oghma to strengthen me!

My mistress did not go unnoticed. Even as I fought for strength, a voice addressed me from the shadows. At first I thought it was another part of the madness that has taken me.

"You are in great danger," it whispered. "The Slave of the Codex has written upon you."

I was dumb-founded. Until this point, no one in Bedlam had even noticed the tattoos

that now covered nearly all my face. "You know about this?"

"I am Hrava—leader of the Sarex. Come into the shadows if you want to hear the chant."

It was foolish, but I followed the voice. I needed to know. "What is happening to me?"

There was a soft caress of shadow across the bridge of my nose, tracing the patterns of words etched in tiny lettering there. "You're being replaced. Word by word, memory by memory. Each sentence on your skin's the thought of another, every syllable a moment of their life."

"Impossible!" That was ridiculous to say, but I did.

"And yet it happens."

"Who—"

"Who is doing it? A prisoner and a slave. There is an ancient book—the Codex of the Infinite Planes. Perhaps you have heard of it?"

I nodded to the eyes I could dimly see.

"To exist and to grow, the book becomes the dreams of a prime. The slave writes what he dreams and goes where the pages take him, until eventually the slave is a useless husk. When he finally writes his own page in the dead book, the book waits for another and continues its pages."

"I've been captured by the book?"

"No, you berk, you've been snagged by the slave." The darkness gave a dry, throaty chuckle to my plight. "Sometimes the slave learns from the Codex even as it's using him. He learns how to ball up his dreams and send them to some poor sod like you."

"And?"

"And you become him. And he escapes the Codex's grip—even if he does have wear his memories on his skin for the rest of his life—makes for an interesting life."

I started to shiver. "What happens to me?"

The shadows swirled around me and the voice whispered in my ear. "Maybe you're destroyed. Maybe you're trapped inside your own body. What does it matter?"

I was sick with fear then. "Why are you telling me this? What do I owe you?"

The laughter came again, fading into the darkness, "Owe? Nothing. I'm Hrava, the shadow-fiend, what you'd call a thing from the pits of the Abyss. I told you because it amuses me. But I'm a fiend—am I lying or telling the truth?" With that he left me in the darkness.

I have given up looking for answers in Bedlam.

*Pandemonium:* Now I have even given up counting days. My body carries me forward as if it knows where to go. The wind cuts and screeches in my ears, trying to drive me insane. It can't—what more can madness do to me now? I (or someone else?) still harbors the hope that I can escape this fate.

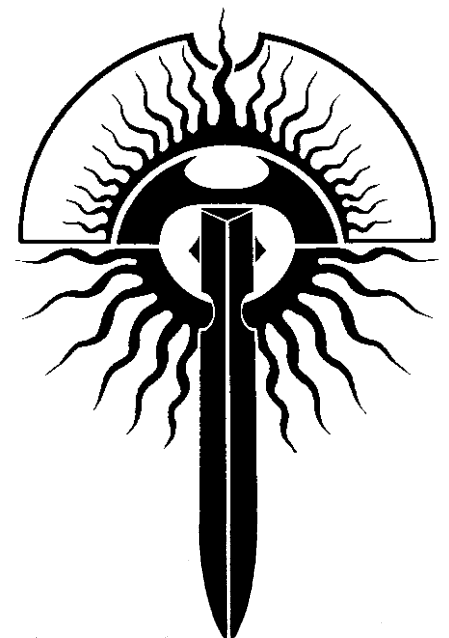
*Dream Four: He is here! My needles have pricked the last letters. My hands*

*have wiped away the blood and ink. When I wake he will be before me. He hears the door to my cave. I when I wake, I, Fallendor, will reach out my hand and pull. I will draw him out, trap him within this shell. I will be free!*

*I feel his footsteps through the earth. My eyelids tremble . . .*

*Procampur:* I still struggle with the transformation. There are parts of Ambran left behind that press me to act against my will. I wonder how his incomplete spirit feels in that cave in Pandemonium? I wonder if he too is a slave of the Codex?

I thought I was free of the Codex, but even now I realize this too was a lie. I no longer see it in my dreams, but its words still bind me. These notes, for one. I cannot resist the urge to write my experiences, even though I always burn them later. My passions are printed on this face; these hands describe the childhood of another body. All the things that Fallendor was are written for everyone to see—his hopes and his final treachery. People see this tattooed face and shun me. Words still enslave me.



# GODSMEN, BLEAKERS, GUVNERS, & TAKERS



## Secrets of the PLANESCAPE™ setting's factions

by Rich Baker

Artwork by Tony DiTerlizzi



Listen, berk. You might think you've got the dark of what the factions are about, but there's more to 'em than meets the eye. They've got secrets within secrets, and the poor sod who crosses a factol'll find himself lost, and lost fast. Now, you seem like a decent basher, and it would be a shame if you got put in the dead-book without even knowing why you got there. So, pay attention, and you may learn something that could keep your soul and body together when you walk the streets of the Cage.

### Factions

There're thousands of leagues, circles, conspiracies, and alliances on the Great Road, but there aren't more than a few dozen factions, and there's only fifteen that are known in all the planes. Each faction stands for something—a body'd have to be completely Clueless not to know that—but there aren't many cutters who have the dark of what the factions do about their beliefs and what belonging to a faction actually means.

If a cutter's a factol's man, he lives the belief of his faction. The Ciphers empty their heads of thought. The Bleakers embrace howling insanity. The Mercykillers hound lawbreakers into their graves. But that don't mean that every Cipher spends his day contemplating his navel, or that

every basher wearing the badge of the Red Death does nothing except pursue criminals. See, there're different levels of association with each of the factions, and the truth of things is this: most cutters wear the colors and live the belief while going about their own lives.

Most bashers you meet on Sigil's streets are namers. They're sometimes called the file, or factioneers. Namers are cutters who wear the colors but keep a distance from the factol's plottings. They'll gladly get in a brawl over their badge, but they'll rarely shed blood for their colors. When namers can, they help each other out. Maybe they let the faction's bloods crash in their kip, or maybe they keep their ears and eyes open and pass news along. The point is, they keep their involvement at a minimum unless it serves their purposes to get in good with the factol.

If a namer doesn't want to do something for his faction, he can tell his fellows to pike it. Usually, he can get away with it. He'd better not come around asking for help later on, though. A lot of the factols only ask a cutter once, and if he doesn't march to their tune, he'll never become a high-up.

When a basher enlists in a faction full-time, he's called a factotum, or faction-man. A lot of sods think that factotums are just guides and messengers, but those're only the most visible kind of factotums. Many more factotums are soldiers and scholars, diplomats and enforcers, and knights of the post who all work for the factol. In fact, any basher who considers being a faction member his primary employment and use of time is a factotum.

Generally, all factions are short on factotums; it's easy to find namers to wear the colors, but it's hard to find someone who'll drop what he's doing to carry a message to Ribcage, or maybe undertake a little cross-trading for the factol's benefit. Factotums have to take orders from the higher-ups in their faction, but the factions watch out for their factotums and make sure they've got the jink and savvy to get a job done. Each faction has a different way of making factotums out of namers.

The rarest kind of faction-man is the factor, or factol's man. The factors are the high-ups of the factions. They command strongholds and oversee operations, and councils of factors usually govern most of the factions' relations and activities. In some factions, the factors stay invisible; they disguise themselves as factotums of some type or another. Other factions, like the Guvners, like to put a name and title to each of the factors. When it's time for a new factol, it's usually one of the factors who ends up taking the job.

## Faction secrets

So, you think you have the dark of it now? Well, don't think you know all you need to know to deal with the factions. See, the factions pass on more than a set of colors and an attitude to their namers and factotums. Factions are about knowledge and philosophy, after all, and there's few pieces of knowledge more handy than spells no one else has seen, or darks no one else can learn. The low-ranking bashers—the namers—won't know much more than you would, but the high-up factotums and factors have been initiated into the deepest, most dangerous darks the factols know. In the Cage, knowledge is power.

Most of this chant is common sense. Any sod on the street knows that Ciphers know things about how to move and how to act faster than a snake's strike. Everyone's seen Dustmen deal with undead, or a Doomguard in a fight. But these aren't the only tricks the factions have up their sleeves. There aren't many namers who learn these darks; the factols like to get their hooks in a cutter and be sure of his loyalty before they call him a factotum and trust him with a new secret. And in most cases, the blood'll have to demonstrate his loyalty many times to earn the more powerful darks the faction trusts him with.

## Athar

The Lost have a lot of enemies in the Cage. There ain't many cutters who'll admit to thinking like they do. After all, who knows when a sod might need a little divine aid? An Athar sure won't see any..

Wearing the Athar colors is bad enough, but the factotums of the Lost have to learn a trick or two to help themselves when other folks might turn to a power for help.

In the Athar, factotums are called athaons. A namer can become an athaon by participating in a hidden ceremony in the walls of the Shattered Temple. It's said that an athaon has to bring three objects, books, or symbols imbued with the magic of the so-called powers to this ceremony and destroy them there. (Magical items usable by priests, relics, or holy writings will do.) Once the namer's done that, he's sworn into the ranks as an athaon.

Athaons can get room and board from any namers of the Athar. In addition, the factors'll keep him busy with assignments designed to increase the power of the faction and work against those sods who meddle in the name of imaginary powers. Most low-level athaons are used as guards and messengers, or technical experts. Mid-level athaons (4th-7th level) are used as special envoys, independent operatives, or supervisors.

Athaons receive a special saving throw bonus of +2 against priest spells cast by clerics, proxies, or servants of any of the powers. They know that it's all a sham and place their trust in themselves. This bonus also extends to the spell-like abilities of creatures such as devas and baatezu who serve a power.

By 9th level, most athaons are nearing selection as a factor and elevation to the inner circle of the Defiers. Factors of the Athar gain a special *obscurement* that protects them from the observation of powers and their servants. Priests, divine servants, and even the powers themselves using spells or spell-like powers to locate or inquire after an Athar factor must make a saving throw versus spells or have their efforts fail automatically. Spells or abilities this Athar *obscurement* counters include *detect evil*, *detect invisibility*, *ESP*, *know alignment*, *locate object*, *clairvoyance*, *clairaudience*, *magic mirror*, *contact other plane*, *sending*, *ensnarement*, *legend lore*, *demand*, *foresight*, *augury*, *detect lie*, *divination*, *reflecting pool*, *magic font*, *find the path*, *exaction*, and other such spells. It's thought that since the Athar don't believe in powers, the powers and their servants have a hard time affecting them.

#### Believers of the Source

Godsmen believe that every sod out there can be a power someday. It's easy to laugh at 'em, but there's the unsettling fact that sometimes Godsmen do things that can't be explained. None of the other factions believe the Godsmen are actually becoming deities, and say that they're using magical items to achieve these effects. The Godsmen pay no attention to these nonbelievers—they know they're right.

Godsmen namers who want to become factotums undertake an apprenticeship beneath a more experienced character

who shows them the ropes. The apprenticeship varies widely from individual to individual; some mentors almost ignore their charges, leaving it to the apprentice to keep up with them, while others take their duties very seriously and insist on daily lessons or tasks. When the mentor feels that the factotum candidate is ready, he takes his protege before a Godsmen factor who evaluates the candidate with tests, puzzles, or challenging tasks. The tests are said to be tailored to the candidate's fears and weaknesses.

Factors of the Godsmen are selected from the most experienced and powerful factotums (10th level or higher) after a secret ceremony or test of some kind in the Deep Ethereal.

The Godsmen spend a lot of time in the Ethereal Plane, studying the formation of demiplanes, and they learn their way around the Gray Sea. Godsmen factotums are trained in recognizing color curtains and automatically know what plane a curtain of vaporous color leads to. They make excellent guides in the ether; Godsmen factotums reduce travel times by one-third, and Godsmen factors reduce travel times by one-half. Because they are attuned to the misty world of the Ethereal Plane, they learn to detect the approach of enemies—Godsmen factotums gain a +1 bonus to surprise checks on the Ethereal.

Godsmen factotums sometimes can be found with magical stones called *source tokens*. These stones look like cloudy gray pebbles with swirls of darker matter inside. The holder of a *source token* can enter the Ethereal Plane at will from any other point in the multiverse, but each token only works once before disappearing. It's said that *source tokens* are manufactured in a secret forge in Sigil's Great Foundry, and they're only given to factotums who have a specific mission for the faction.

#### Bleak Cabal

Bleakers don't see themselves as insane, despite everything everyone else says about them. It's all the other sods who're deluded. The Cabal picks its factotums carefully; the difficulty of their beliefs is more than most sods can take. Prospective factotums must serve six months in the Gatehouse, looking after the barmies, before they are accepted and assigned to other duties.

One of the unusual darks about the Cabal is the fact that there're many wizards and scholars among their ranks. Characters of high intelligence find a strange logic in the Bleakers' teachings. Most of the factotums and factors of the Cabal are wizards, and the Cabal has access to a number of rare and dangerous spells developed by its members. (Two of these special spells are described here, as examples.) The Cabal jealously guards the knowledge of its spells, passing them on only when a factotum has proved his value and loyalty in many important missions.

Despair (Enchantment/Charm)

Wizard spell

Level: 4

Components: V,S

Range: 30 yards

CT: 4

Duration: 1 rd./level

Save: Neg.

Area of Effect: 2d4 creatures in a 20' X 20' square

Mages of the Bleak Cabal developed this spell to share their point of view with their enemies. When this spell is cast, 2d4 sentient creatures (Intelligence 3 or better) in the area of effect must make a saving throw versus spells or lapse into a despondent depression as they realize the hopelessness and folly of their beliefs. Victims of *despair* are unable to attack, cast spells, move, or even engage in basic activities such as eating or drinking. Everything just seems pointless. The effects last for one round per level of the caster.

Creatures suffering from *despair* don't bother to defend themselves, so opponents can automatically strike, disarm, or bind them without resistance. However, when a creature is damaged or bound, it may attempt another saving throw versus spells to shake free of the spell effects. Primes and Independents resist the effects of *despair*, since they're not committed to a philosophy. They gain a +2 on saves versus this spell.

Howl of Pandemonium

(Conjuration/Summoning)

Wizard spell

Level: 6

Components: V,S,M

Range: 0

CT: 6

Duration: Special

Save: Special

Area of Effect: 30' radius or a cone 60' X 20' at its end

This spell enables a mage to channel the screaming winds of Pandemonium through his own body, allowing him to emit a numbing howl that incapacitates anyone nearby. The spell lasts as long as one round per level of the caster, but ceases if the howl is not maintained for that length of time. (The howl must be maintained for at least one full round to be effective at all.) The effects linger after the spell ends, lasting as long as the howl was maintained. The wizard can take no other action than standing still and howling to maintain the spell. When the wizard casts *howl of Pandemonium*, he has the option of channeling the spell into a cone-shaped area, or simply affecting all creatures within 30 feet.

All sound-based attacks are negated by this spell. Even a banshee's wail or an androsphinx's roar would be drowned out by the howl. All creatures in the area of effect are deafened and disoriented by the spell. Communication of any kind is impossible, and the victims suffer a -2 penalty to attack rolls and saving throws. Any creature trying to approach the caster must save versus spells to be able to get closer, and any nonmagical missile fire is deflected by the force of the howl.

In addition to the above effects, creatures whose Hit Dice or levels are less than the caster's must save versus spells or become confused. Roll a d10 for those who fail their save and refer to the list below:

1: Wander away for duration of effect.

2-6: Stand confused for one round, then roll again.

7-9: Attack nearest creature for one round, then roll again.

10: Act normally for one round, then roll again.

Creatures of 2 Hit Dice or less who fail their saving throw are not confused, but instead driven into a catatonic state that lasts for 2d6 hours. Petitioners and monsters native to Pandemonium are unaffected by this spell.

The material component is a pebble from Pandemonium, which must be consumed by the caster.

### Doomguard

The Doomguard believe that it's necessary to prevent people from interfering with the natural order of things—the gradual entropic death of the entire multiverse. The constant conflict of entropy against order has taken on the characteristics of an unending war for many Doomguard. Unlike many other factions, the Doomguard make no distinctions between namers or different ranks of factotums. Doomguard forces form spontaneously in response to a direct threat to entropy, and any blood who happens to be there may end up as the high-up for that fight.

Although the Doomguard don't officially create supervisors or officers, the truth is that there're Doomguard who spend all of their time fighting the entropy war, and there're Doomguard who don't. The full-time bloods might be considered the equivalent of factotums from another faction, since they tend to be in on the dark of things and often wind up as the cutter in charge when the faction needs to get things done.

While the Doomguard skips on organizers and middle ranks, they do spawn factors to marshal the forces of entropy against the forces of order and progress. These bloods are known as Doomlords, and most sods don't ever want to meet one who's about the faction's business. Doomlords are picked from the most powerful and ruthless Doomguard, and then subjected to some kind of unspeakable transformation in the Negative Energy Plane. When they return, they wear black and red masks blazoned with the faction symbol where their faces ought to be. It's said that the sight of what's under the mask'd drive a body mad.

From time to time, the Doomlords create champions of entropy to respond to specific threats. These cutters would be high-up factotums in another faction, but in the Doomguard they're made from whoever's the strongest sword arm near the trouble. To help these cutters perform their duties, the faction arms them with magical weap-

ons known as *entropy blades*.

*Entropy blades* are forged in the Doomguard citadels and imbued with the destructive powers of the negative quasi-energy planes. An *entropy blade* is created to oppose a specific threat to the disorder of the universe, and once the threat has passed, the *entropy blade* dissipates into dust. For example, a powerful priest of a lawful power may be trying to unite a warring kingdom. The Doomguard chooses to oppose his action, since if the kingdom were left alone it would fall into entropy. A Doomguard hero is entrusted with an *entropy blade* with the purpose of destroying the priest and his works.

*Entropy blades* are normally swords of +2 magical value, but when they directly oppose the threat that prompted their creation, they act as +4 weapons. *Entropy blades* ignore the normal adjustments to magical weapons caused by travel through the planes—after all, entropy is everywhere.

*Entropy blades* also have special powers, depending on the specific type of blade created—but note that these special powers only operate when the blade is being used in direct pursuit of the purpose for which it was made.

—An *ash blade* protects the bearer as if he were wearing a *ring of fire resistance*, and can cause a *chill touch* three times per day.

—A *vacuum blade* provides the bearer with immunity to gas attacks such as a green dragon's breath or a *stinking cloud* spell. It can *enfeeble* (as per *ray of enfeeblement*) by touch three times per day.

—A *salt blade* provides the bearer with water resistance (as per a *ring of fire resistance*), but against water-based attacks or spells) and allows the bearer to *lower water* or *destroy water* as a 12th-level cleric, up to three times per day.

—A *dust blade* protects the bearer against earth- or stone-based attacks, including earth elementals, giant-thrown boulders, or *fist of stone*, and can *disintegrate* stone or earth by touch once per day.

A Doomguard factotum with a very long mission may retain his *entropy blade* for his entire natural life, passing it on to another Doomguard when he can no longer serve as a champion of entropy. However, most *entropy blades* exist for only a few months before their missions are either accomplished or defeated.

### Dustmen

Dustman factotums are rare; the members of the faction refer to them as Initiates. The lowest-ranking factotums are Initiates of the Fifth Circle, and middle-ranking factotums are Initiates of the Fourth Circle. The factors and factotum of the faction belong to the First Circle. No sod's ever discovered what the Second and Third Circles were and lived to tell the tale, but it's said that powerful, free-willed undead make up these ranks of the faction. To become an Initiate, a Dustman must be at least 4th level.

Initiates of the Fourth Circle are inaugurated into a sinister and dangerous dark: their pact of neutrality with the undead becomes a pact of service. Dustmen factotums gain the power to *command undead*, just as if they were neutral priests. Each Dustman must be individually initiated into the circle of command; many Dustmen never become part of this alliance. Once initiated, the character gains the power of a 1st-level priest for purposes of commanding undead, and improves whenever he rises in level. Priests who gain access to this inner circle get a bonus of +4 on all their normal attempts to command undead.

If this wasn't frightening enough, it's also said that the Dustmen hide a terrible dark in their hidden Negative Energy Plane citadel: Every Dustman who has ever died is waiting to be recalled to service. Except for those who were *disintegrated* or otherwise physically destroyed, the Dustmen take all their dead back to their black citadel and prepare them for continuing service as undead. Some day, they'll all be summoned back to unlife when the faction has need of 'em. A body'd better not rattle his bone box about this one—if the Dustmen even suspect that someone's tumbled to this, they'd be waiting in the darkness.

The end result of all this is that Dustman Initiates often can muster undead allies to help them. An Initiate of the Fourth Circle can "requisition" a group of undead whose total Hit Dice are no more than twice his own level. To make this requisition, the Initiate must convince his superiors that he really needs the help, must succeed in a *command undead* attempt, and also must reward the undead for their service. (The DM can decide exactly what kind of undead forces are available for the character's command, and what the character must pay them. Under no circumstances can a PC attempt to muster undead allies more than once per adventure.)

The Dustmen are careful not to abuse this pact of service or to let it become common knowledge. There are too many bloods in the Cage who'd take offense at the sight of undead marching through the streets or looting the homes of the rich for the faction's benefit. A Dustman sod who fouls this up could very well find himself as one of the creatures he was trying to control.

### Fated

The Takers have a unique system of advancement from namer to factotum, and from factotum to factor: challenge and defeat. When a Taker decides he wants to become a factotum, he has to find a sod who's got the job he wants and remove him from it. The sod can be "convinced" to retire, encouraged to go after someone else's kip, or (rarely) simply disappear. Whatever it takes, it's understood that the fellow advancing in rank is merely asserting his right to confiscate the desired position from someone too weak to defend it.



Factotums of the Takers soon discover that it's not in the Takers' nature to help each other out. They don't pass around special magical items, or teach each other unique spells. They believe that each cutter's got to make his own way in the world, and if one of the Fated really needs help from someone else, maybe they shouldn't have become Takers in the first place.

However, this doesn't mean that the Fated don't have tricks that other people don't. Any sod'll tell you that the Fated are some of the most knowledgeable and reliable guides on the Great Road. You see, one of the Takers never lets someone else do his work for him. If he's planning a trip to Carceri, he finds out everything there is to know about the Red Prison first. When he gets there, he relies on nothing but his own observations and common sense. The Takers've got a knack for survival that's a mile wide. Of course, Takers don't pass along this information for free. You've got to earn it somehow, and if you want a member of the Fated to guide you across Avernus, you'd better be prepared to pay dearly for his time and trouble.

In game terms, factotums of the Fated can use nonweapon proficiency slots to gain a special proficiency called Plane Knowledge, described below. Once a Taker spends a slot on Plane Knowledge, he can spend additional slots on Layer Specialization. For example, a Fated who has Plane Knowledge (Baator) can spend another slot to get Layer Specialization (Avernus).

#### Plane knowledge

General, 1 slot, Int -2

This proficiency allows a character to become familiar with the hazards, denizens, and refuges of one specific plane. A character with this proficiency knows what the gates to the neighboring planes and different layers look like. He can recognize common denizens of that plane and estimate how dangerous they might be. He has a good idea of what's where, and the general characteristics of any power's realm in that plane. With a successful proficiency check, the character can determine which way to go to find any destination or portal he's heard of, recognize uncommon or rare residents of the planes, determine the intent or purpose of any natives he meets, or survive on inhospitable planes without food, water, or special equipment.

By spending another proficiency slot, the character can specialize in a layer of the plane he has knowledge of. Layer specialization creates several contacts or acquaintances for the character on the layer in question. With a successful proficiency check, he can apply a +3 reaction adjustment to any dealings with natives of that layer—the character learns which names to drop in which situations. A character with layer specialization effectively has the direction sense, weather sense, and

survival proficiencies while on that layer.

Unfortunately, the only real way to learn this proficiency is to spend time on the plane (or layer) in question. About a month's worth of travel and study will suffice for general plane knowledge, but becoming an expert on a layer could take four to eight months of extensive travel and introductions.

#### Fraternity of Order

It shouldn't surprise anyone that the Guvners are the most organized and disciplined of the factions. Every factioneer or factotum's got his place and his responsibilities. A clear chain of command connects even the lowest cross-trading innkeeper right to the factol himself. Factotums are advanced at regular intervals to positions of greater responsibility, provided they live by the rules and show creativity in getting around them.

As Guvner factotums grow more powerful, they learn the dark of things. They find the loopholes in the universe and learn how to take advantage of them. A high-up Guvner can do things that no one should be able to do. When a Guvner factotum reaches 5th level, she gains a limited ability to manipulate probability. Once per day, the character can tinker with the laws of chance to gain advantage for herself. (In game terms, she can give herself a +1 to an attack roll, damage roll, saving throw, or bestow a -1 penalty to any one of her opponents' rolls. This bonus or penalty improves by 1 per three levels, so at 8th level it's a +2 bonus or a -2 penalty, at 11th level a +3 or -3, and so on. This ability is one commonly taught by the Fraternity of Order to all of its factotums.

A more personal special ability lies in the Guvners' command of spell-like abilities. These are acquired on an individual basis, usually at the cost of months of adventuring or research. A fighter might learn how to "borrow" some elemental fire to temporarily turn his sword into a *flame blade*, or a thief might learn how all shadows meet on the plane of Shadow and how he can *teleport* himself by stepping into one shadow and out of another. Every time the character uses one of these abilities, there is a 10% cumulative chance that the loophole in the laws of the universe closes, and the ability is lost forever. If the character rolls 01-05 on this check, the loophole closes in a catastrophic fashion for him. (The DM is encouraged to be creatively malevolent.)

As a rule of thumb, a factotum cannot learn how to create a spell-like effect that is of higher level than he could cast if he were of the appropriate class. It would take a 9th-level thief to learn the teleport trick described above, since it takes a 9th-level wizard to cast teleport normally. In addition, the research and study involved is approximately equal to the time and money required to research the same

spell. (Refer to page 44 of the *DMG*.) It is possible for a wizard to research a spell that he knows how to cast normally; these are spell-like abilities derived from a knowledge of the multiverse, not extra spells. After a character invests the necessary time and money, he has a percentage chance equal to his Intelligence plus his experience level to find a way to make it work.

A Guvner can't gain more than one spell-like ability per five levels. The DM is perfectly within his rights to require a player character to make an extraordinary effort (i.e., have a successful adventure) to even get started on developing one of these abilities.

#### Free League

The Indepts don't have any formal organization or card-carrying factotums. There aren't any terrifying secrets that they're passing around, no distinctive powers that mark them for what they are. They settle for maintaining their neutrality and keeping out of the kriegstanz of the other factions. Since they don't create special powers for themselves, the Indepts find other ways to look out for each other. One of these is a spell, *know faction*, which was developed by an Indep wizard who wanted to be sure of who he was dealing with at any given time.

#### Know faction

(Divination)

Priest or wizard spell

Priest sphere: Divination

Level: 1 Components: V,S

Range: 20 yards CT:1

Duration: 1 rd./level Save: Neg.

Area of Effect: Special

This spell enables a wizard to determine the faction of a character or creature simply by looking at him. Most faction members don't bother to hide their affiliation, but on occasion factols will order covert missions or infiltrations of other groups. The spell lasts one round per level of the caster, and the caster can determine the faction of one creature within range every round. If a target is trying to conceal his faction, he may attempt a saving throw versus spells to foil the wizard's efforts.

On occasion, creatures with deep-rooted philosophical beliefs will be revealed by this spell. For example, a high-level priest who worships a power of death may be mistaken for a Dustman.

#### Harmonium

Strangely enough, the Harmonium's views often create situations of conflict with those who don't agree with them. The Harmonium has adopted a rigid military structure similar to that of a typical army, and most factotums serve as soldiers and officers beneath factotums of higher rank. The Harmonium is careful in select-

ing factotums, requiring candidates to be tough, smart, and dedicated. Usually, candidates of lower than 3rd level can't handle the regimen of exercise, training, and education.

Hardhead factotums are trained extensively in combat and are almost as good at ending fights as the Doomguard is at starting them. At 4th level, a Hardhead factotum may select a weapon of choice appropriate to his class. When attacking with the weapon of choice, the factotum gains a +1 bonus on his attack roll. Note that a weapon of choice is not weapon specialization, and provides no extra attacks or damage bonuses. If a fighter already has a weapon specialization, she can use the weapon of choice to gain the +1 attack bonus with another weapon.

At 7th level, Harmonium factotums gain a special +3 bonus to saves versus fear and emotion effects. Their dedication to duty and their rigid beliefs make it difficult to distract a Hardhead from his duty. This bonus applies against spells or spell-like abilities such as *friends*, *spook*, *taunt*, *forget*, *scare*, *emotion*, *fear*, *despair*, *eyebite*, *cause fear*, or even dragon fear.

Finally, Harmonium priests are taught a special second-level spell called *dictate*. Harmonium factors (characters of 10th level or higher) may learn *dictate* as a special spell-like ability, which they may employ once per day.

Dictate (Enchantment/Charm)

Priest spell

Sphere: Law, Charm

Level: 2 Components: V

Range: 30 yards CT: 5

Duration: 1 rd./level Save: Neg.

Area of Effect: Up to 6 creatures in a 20' cube

This spell is an improved version of the *command* spell. It can affect up to six creatures at once, and its effects can last more than one round. *Dictate* allows the caster to speak a short, precise phrase or order of no more than a dozen words that must be obeyed by all targets who fail their saving throw. Examples include, "Throw down your weapons!", "Stay here until I return!", or "Seize that elf!" The command must be stated in a language understood by the targets, or the spell fails. The subjects will continue to obey nonimmediate orders (such as "Wait here,") for up to one round per level of the caster.

*Dictate* must be phrased to create an immediate course of physical action for the target. Commands to "Die!" or "Sleep!" usually don't work, but commands to "Lie down and put your hands behind your head" are effective. If the *dictate* spell is poorly phrased, the DM can assign a saving throw modifier of +1 to +4 for the targets. If the caster directs the intended victim to take an obviously self-destructive action ("Throw yourself off that cliff!" or "Kill yourself!"), the victim stands still for

one round if he fails his save, fighting the compulsion to obey.

#### Mercykillers

Mercykiller factotums are called themselves justices. They must undertake a lengthy period of training and study, learning the law to an exacting degree. Once the justices graduate, they are free to serve the faction independently and pursue punishment as they see fit. Most Mercykiller justices commit themselves to an unending crusade against lawbreakers.

From time to time, the Mercykillers are confronted with a criminal who escapes the normal processes of justice and whose crimes cry out for retribution. When this happens, the factol orders the creation of a justiciar from the ranks of the justices to pursue the villain and ensure that the crime does not go unpunished.

Justiciars are justices of 5th level or higher who are assigned to find criminals of unusual power or villainy who would otherwise escape punishment. Only the most responsible and resolute of Mercykillers are selected for this duty; it is expected that the justiciar will place the performance of his task above his own life and never give up the chase until he is dead or justice has been done. Some justiciars have followed their quarry

for lifetimes, and many others have died in their quests.

Justiciars are created in three steps. They first swear a blood oath to pursue their assignment; second, they are linked to their target in a magical binding ceremony; and last, they are equipped with a warrant with which to serve their prey. When the justiciar's creation is completed, he is excused from all other duties and assignments and set to the trail. Justiciars can command any resources or assistance necessary from other Mercykillers they meet during the pursuit of justice.

The magical binding ceremony that is part of a justiciar's creation serves two purposes. First, it provides the justiciar with an innate sense of direction that gives him a feeling for how far his quarry is and in which direction. Even the planes themselves do not bar the justiciar's special sense. Second, when the ceremony is completed, the quarry becomes instantly aware of the fact that it is now being hunted for its crimes. The material component of this binding ceremony is a piece of evidence from the crime, or something belonging to the criminal. The justiciar must keep this on his person for his special sense to operate.

The warrant is a scroll with a very spe-



cialized spell written on it. When read in the presence of the justiciar's quarry, the warrant functions as an individualized *hold person* spell with a -4 penalty to the target's saving throw. The justiciar can read the warrant regardless of his character class, and the warrant works only against the individual creature named in the scroll. Even creatures normally immune to hold effects are threatened by the power of the warrant; they must make a saving throw versus spells or be affected. The warrant's effects last for 5d4 rounds.

Player characters occasionally may be assigned as justiciars if they have served their faction well and have shown that they have what it takes to be made into a justiciar. There are no limitations on companions, so a PC justiciar could bring his fellow PCs along in the search for justice.

#### Revolutionary League

The Anarchists have found that espionage skills and revolutionary organization are useful tools in their war against the establishment. Revolutionary League members are organized into cells, which are groups of three to eight cutters who don't know anyone else in the organization. Only one blood, the factotum of the cell, knows anyone else. He is a member of a second cell, composed of the factotums of other cells. The Anarchists take their internal security very seriously, and a prospective factotum is watched for

months before he's invited to meet other factotums.

When dealing with the Anarchists, it's best to assume that they know most of your darks and can get at the rest if they want. It's a good thing these cutters can't figure out an agenda, because if they ever did agree on which faction to topple first, the Cage would never be the same.

Anarchist factotums are career revolutionaries. They train their cells extensively in skills such as Forgery and Disguise. The factotums gain the special benefit of learning proficiencies from the rogue group at normal cost, regardless of their actual class. Rogue characters gain a special +2 bonus to their score in any proficiency of their group that they know.

#### Sign of One

The Signers believe that all existence is imagined by the mind that perceives it, and that reality is real for only one blood at a time. It sounds far-fetched, but there's a circular logic to their arguments that a sod just can't get free of. Of course, most of it's just drivel, but every now and then a Signer shows you just how powerful the power of belief can be.

Signers of 4th level or higher can choose to be initiated into the inner circles of the faction as a factotum. Signer factotums are trained in the special art of *imagining*. The Signers find *imagining* to be extremely arduous work—after all, they're tampering

with reality by forcing their perceptions on everyone around them. A character must make a successful saving throw versus spells to *imagine*, and for each additional time he attempts *imagining* in the course of one week, he suffers a -4 cumulative penalty to the save.

When a factotum *imagines* successfully, he can mimic the effects of the wizard spells *minor creation* or *shadow monsters*, as if he were a wizard of the same level. If the factotum makes his saving throw by four or more, he can mimic the effects of the spells *demi-shadow monsters* or *major creation*. The factotum actually is creating a temporary, subjective version of reality through the force of his beliefs.

Unfortunately, reality doesn't like to be bent like this. When a Signer fails his *imagine* saving throw, he "burns out" the power until he advances in level. The Signer realizes that he didn't know as much as he thought he did and has to re-examine his beliefs. If the Signer fails his saving throw by rolling a 1, he suddenly realizes that he is imaginary, and becomes a *shadow monster* version of himself. He is reduced to 20% of his normal hit points, inflicts 20% of his normal damage, and cannot cast spells or use special racial or character class abilities. It's hard to get much done when a body's almost *imagined* himself out of existence. The unlucky sod can attempt a saving throw versus spells (no penalties apply) once per day to *imagine* himself back into reality.

#### Society of Sensation

Some bashers think the Sensates are nothing but an organized society of staggering bubbers. It's no dark that the Sensates enjoy themselves, and do so in any way possible, but it's also true that Sensates make a point of collecting life experience as well as pleasure. Sensates live every moment of their lives, ignoring nothing that seems new or unusual. It's not a never-ending debauch; it's a studied effort to experience everything there is to be experienced, and Sensates can tell stories that'll open a body's eyes in wonder. Sensate factotums are recruited by senior factotums who search for characters with experiences of particular value and intensity.

All this life experience and the appreciation of entertainment and the arts can't help but rub off on cutters who become factotums of the Society. Sensate factotums begin to pick up a few skills a body'd normally associate with bards. Beginning at 5th level, Sensate factotums can use the bard's Local History and identification abilities as if they were 1st-level bards. Sensates have an extensive store of experiences that often provide them with unusual insights. "Been there, done that," is practically the faction's motto.

To be initiated as a factor, the Sensate has to make some lasting and significant contribution to the experience of the entire faction. The factors of the Society of



Sensation are not a band of monumental hedonists, but a circle of rare men and women who've tried something no one's ever done before them.

#### Transcendent Order

Action without thought is perfect, or so the Ciphers say. Any cutter who's ever seen a Cipher spend a day contemplating his navel in front of a wall'd be inclined to think they were half-right. But the truth is, Ciphers can achieve a remarkable state of coordination between mind and body that can leave other sods wondering how things happened so fast.

The Ciphers don't recognize factotums or factors. They simply reward those bloods who've proven their mastery of the Cipher meditations with the title of master. There are three ranks of masters: master of the heart, master of the mind, and master of the spirit. Masters of the spirit are roughly the equivalent of the factors of the other factions. Members of the Transcendental Order must be at least 3rd level to be recognized as a master of the heart, and at least 7th level to be recognized as a master of the mind. No body knows the dark of what it takes to become a master of the spirit—'cept the masters themselves.

With time, the Cipher meditations can improve a character's reflexes to superhuman proportions. A master of the mind

increases his initiative bonus to +2, and a master of the spirit increases the initiative bonus again to +3. It takes a Cipher about three to four months of intensive exercise and deep meditation to absorb the teachings of his new rank.

Another benefit of the Transcendental Order's teachings is the fortification of the mind against mental attack. It's hard to take control of a cutter's mind when the fellow isn't even thinking. Once a Cipher has invoked his action trance, he gains a saving throw bonus versus mind-affecting spells and spell-like effects (charm person, dragon fear, harpies' songs, and the like) equal to his initiative bonus. If the spell or effect normally allows no save, the Cipher may attempt a save without his special bonus. Note that Ciphers only enter their trance of action when they get into a fight or are engaged in their exercises and meditations—a Cipher PC can't walk around in a blank zone all day on the off chance that someone might try to throw a command at him.

#### Xaositects

Who knows what the Chaosmen might have the dark of? It's likely they're not sure themselves. The Xaositects have no structure or organization at all; a blood just finds something he's interested in and keeps doing it. There are some Chaosmen with more pull than others, ranging from

leaders of cliques or bands of bashers on up to major figures who seem to act as marshals of Chaos. There's no limit to how far or fast a Chaosman can rise.

Like the Doomguard, the Xaositects have no formal structure for creating factotums or factors. It's simply a matter of whether a cutter remains a Chaosman in name only, or chooses to make the goals of the faction (such as they are) his primary pursuit. Chaosmen who strongly embrace their faction's causes tend to become mobile centers of mayhem and disorder that infect everyone around them with confusion.

As the Xaositect becomes more powerful, the forces of Chaos become stronger in her. Chaosmen of 5th level or higher are protected by *non-detection* against spells cast by lawful wizards or priests. Chaosmen of 9th level or higher gain the ability to radiate confusion in a 20' radius, once per day. The effects of the *confusion* last for 2d6 rounds, and any lawful characters within the area of effect save with a -2 penalty.

It's rumored that very powerful Chaosmen have the ability to mutate their physical forms or create a circle of chaos similar to a paladin's aura of protection *from evil*. Unfortunately, no one's been able to get to the truth of the matter—the Chaosmen both confirm and deny any stories to this effect.

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# THE TEMPLE OF SHADOWS

**Explore this dark  
realm and its  
darker residents,  
shades**

by Edward Bonny  
Artwork by Tom Dow

*[Editor's Note: This article was written to be usable in any AD&D® game campaign. It is not specifically intended to be used in the PLANESCAPE™ setting, although such certainly is possible with some minor adaptation. (I think shades would fit right in with the cutters and bashers of Sigil.) Also, Wolf Baur pointed out that DUNGEON® Adventures issue #35 contained the adventure, "Twilight's Last Gleaming" by James Jacobs, which takes the PCs to the demiplane of Shadow.*

—DaleJ

## Overview

Swirling within the Ethereal Plane, large blobs of proto-matter collide and clump together. When significant amounts of a specific proto-matter have amassed, it acquires physical and magical properties of its own and becomes a demiplane. As a demiplane continues to acquire more of its base proto-matter over time, it eventually may become a plane in its own right. The demiplane of Shadow (known also as the Shadowlands) is one of the largest demiplanes and is believed to be nearly infinite in size. Sages speculate that it might become the newest inner plane in the centuries to come.

Shadowstuff, the essence of the demiplane of Shadow, is derived from intermingling forces constantly pouring forth from two great vortices connected to the Energy Planes. It is a "semi-element" created by the combination of equal parts of energy from the Positive and Negative Energy Planes. Fixed in the sky high above the demiplane of Shadow, these two vortices appear as huge spheres of identical size. One sphere, blazing forth with blinding white light, is the vortex to the Positive Energy Plane. The other sphere, oozing out thick, inky darkness, is the vortex to the Negative Energy Plane. The spheres are nearly impossible to see from within the demiplane, due to the rolling thick shadow-clouds that always blanket the sky. Most visitors to the demiplane are unaware of the existence of these vortices.

The demiplane of Shadow is not an inherently evil land. Although its gloomy appearance does contribute to the myths that only dark and foul creatures would

want to live in such a place, there are a fair number of nonevil creatures living on the demiplane—both natives to the Shadowlands and outsiders who have sought out the demiplane to dwell in or visit. Some creatures found here are good (15%), but the majority are either neutral (45%) or evil (40%). The demiplane is a dark and murky land of perpetual gloom and twilight. Most of the demiplane has terrain and weather similar to those phenomena on the Prime Material Plane worlds. Other areas of the demiplane are alien, strange, and often highly dangerous to travelers.

## Reaching the demiplane

The primary means of reaching the demiplane of Shadow is through the use of planar travel spells and devices. The spell created specifically for such a journey is the seventh-level wizard spell *shadow walk*. Travelers in the Ethereal Plane may enter the demiplane's silver curtain from its Border Ethereal. Permanent ducts leading to the demiplane of Shadow may be found on all the inner planes and the Prime Material Plane. These are usually hidden or well guarded by powerful shadow-beings. There may exist a portal to the demiplane in Sigil, the City of Doors, from the PLANESCAPE setting.

## Movement

Movement on the demiplane is the same as on the Prime Material Plane (dependent on existing weather and terrain conditions). Terrain varies on the demiplane; dim forested regions, gray hills, dusky deserts, dark mountains, pitted plains, insubstantial oceans, and alien landscapes are all to be found. All light sources are severely dampened by the light-dimming quality of the demiplane of Shadow. Torches burn only as brightly as a candle, while a lit candle will barely glimmer. In game terms, all light produced by natural sources (torch, lantern, bonfire, etc.) is reduced by 75%. Vision in this shadowy realm is limited to that available under "Twilight" as per the *Players Handbook*, page 117. Infravision works normally on the demiplane of Shadow.

Characters who walk along the demi-

plane's Border Ethereal will find that they can cover more distance than if they were in the demiplane itself or on the Prime Material Plane (three quarters of a mile can be traveled in one round of normal movement). The shadow *walk* spell takes advantage of this unnaturally occurring phenomenon.

## Physical conditions

The environment of the demiplane of Shadow is not immediately hostile to non-natives. The demiplane's temperature stays nearly constant at 60° F. The air is breathable and not known to produce any ill effects. Travelers must bring their own food and water, though. Any food or water found on the demiplane has no true substance with which to nourish a visitor and will not satisfy hunger or thirst. The demiplane has a gravity similar to that of most Prime Material worlds (a definite sense of up and down, items released fall to the ground, etc.). Time passes here the same as it passes on the Prime Material Plane with regard to combat, memorizing spells, and natural healing.

## Creatures of shadow

Beings encountered on the demiplane of Shadow either are natives of the Shadowlands or outsiders that are visiting or have decided to reside permanently on the demiplane.

Among the natives are the ancestors of many creatures that have migrated to other planes but are believed to have originated on the demiplane of Shadow. Additionally, the demiplane is home to a group of natives commonly referred to as "umbrimals." These are shadowy counterparts to Prime Material Planar creatures (similar to the animentials of the Elemental Planes). [*Animentials are further detailed in the Manual of the Planes supplement for the original AD&D® game.*]

Many of the common animals and some of the unusual monsters found within the MONSTROUS COMPENDIUM® volumes have shadow-duplicates living on the demiplane. These umbrimals have similar hit dice and Intelligence to their Prime Material counterparts, and 10% of these doubles can cast some form of magic equivalent in ability to a spell-caster of the same level as their hit dice. This ability is innate and requires no components.

All natives of the demiplane of Shadow are immune to the effects of any spell that specifically draws upon shadowstuff (a *shadow magic* fireball would not burn natives of the demiplane, a *demi-shadow monster* griffon is unable to harm an umbrimal, and so forth). Umbrimals encountered may appear solid, semi-corporeal, or insubstantial. Coloration of these creatures is always drab (gray, olive, brown, and other muted hues). All natives of the demiplane of Shadow are immune to attacks that drain life levels.

As a general rule of thumb, creatures from the demiplane of Shadow are strong-

er and more resilient when in shadowy areas (+1 to hit, +1 bonus to AC, 1 additional hp/hit die). Conversely, in areas of bright illumination, shadow-beings become somewhat enervated (-1 to hit, -1 penalty to AC, lose 1 hp/hit die).

## Combat

At the DM's option, melee and missile combat abilities may be affected by the shadowy lighting conditions (as per the *DMG*, page 118).

### Effects on magic

Spell-casting characters on the demiplane will discover that certain spells and items that produce spell-like effects do not function the same way they do on the Prime Material Plane. For one thing, spells that produce bright light, vivid colors, or darkness (*light*, *continual darkness*, etc.) are severely limited when cast on the demiplane of Shadow (area of effect reduced by 75% and duration halved). Spells belonging to the various wizard schools are additionally affected as follows:

**Abjuration:** Spells of this school perform normally, except those that defend against specific animals or plants from the caster's homeworld may not protect against similar types of creatures on the demiplane. Abjurations will, however, function well against non-natives. Abjuration spells that produce colors (i.e., *prismatic sphere*) will still function, but all colors of the sphere will be greatly dimmed (and area of effect and duration are affected as mentioned above).

**Alteration:** Many of these spells function normally, except as noted above where light effects will be lessened. Spells that rely on colors for their effect (*rainbow pattern*, *color spray*, etc.) allow a +2 bonus to the saving throw for targets because the demiplane dampens the spell's effect. There are no "natural" plants, animals, or weather conditions on the demiplane of Shadow, so spells such as *plant growth*, *speak with animals*, and *control weather* will not function.

**Conjuration/Summoning:** Any item or creature conjured up in the demiplane will be composed of shadowstuff—which is real for all intents and purposes while the item or creature remains on the demiplane. Once removed from the demiplane, it immediately dissolves into insubstantial shadow. The caster may summon creatures only from the Inner Planes, due to the demiplane's remote location in the Deep Ethereal. *Summon shadow* will summon shadows from the Negative Energy Plane, but the caster has no control over them.

**Divination:** Most divination spells function normally here. No divination spells are able to contact the Outer Planes, due to the demiplane's remoteness from those locations.

**Enchantment/Charm:** Natives of the demiplane may be immune to *charm* spells cast by non-natives. Otherwise these spells

work normally.

**Evocation/Invocation:** Most of these spells work normally except for spells that produce bright colors or light. These spells will be muted but still have the same effects (for example, *meteor* storm will cause burning damage but will glow no brighter than a torch). *Astral spell* does not work on the demiplane.

**Necromantic:** These spells have enhanced effects when cast on the demiplane of Shadow, due to the demiplane's unusual relationship with the Positive and Negative Energy Planes. Necromantic spells that heal or cause harm with a touch have 1 hp added per die. Additionally, spells that target individuals, large groups, or areas from a distance (*death spell*, *finger of death*) carry a -1 penalty to the saving throw for the victim(s).

**Illusion/Phantasm:** The often colorful effects that accompany illusions and phantasms will be muted, but they otherwise function normally except as follows: Since most illusions draw their magic from the Ethereal Plane and because of the demiplane's proximity to that plane, illusions and phantasms take on a truer aspect of reality, making them harder to disbelieve (-1 penalty to saving throws). Spells that directly draw on the demiplane are special cases. Their effects are altered as follows:

**Shadow magic and demi-shadow magic:** The effects from these spells are 100% real and function exactly as the spell that it is meant to imitate. For instance, a *magic missile* created by *shadow magic* functions as the real *magic missile* spell with regard to damage inflicted, number of missiles, etc.

**Shadow monsters, demi-shadow monsters, and shades:** The monsters created by these spells are actual monsters with the full abilities of the monsters they duplicate (Intelligence, innate spell-like abilities, THAC0, movement, etc.). In most cases, the monsters disappear at the spell's expiration. However, the nature of the demiplane may allow created monster(s) to become free-willed. There is a 30% chance of this happening with *shadow monsters*, 20% with *demi-shadow monsters*, and 10% with *shades*. Free-willed monsters may behave in any way the DM decides (attack the caster, flee, fight for the caster).

**Minor creation and major creation:** Items created are permanent and real as long as they remain on the demiplane, dissolving immediately once removed from the demiplane.

**Shadow walk:** This spell opens a temporary conduit to the Prime Material Plane through which the caster may enter that plane, along with anyone else chosen by the caster.

**Shadow door:** This spell creates an actual room in extradimensional space for the spell's duration. The room may be secured by those inside or outside.

**Lorloveim's creeping shadow** (from the *Tome of Magic*): Any native of the demiplane of Shadow immediately becomes aware of the presence of a *creeping shadow*. Demi-

planar natives may attack the shadow as if it were a physical creature.

#### *Lorloveim's shadowy transformation*

(ToM): There is a base 100% chance, minus 1% per level of the caster, that the recipient will become an insubstantial shadow forever.

*Shadowcat (ToM)*: The *shadowcat* created by this spell has no limit on the distance it may wander from the caster. There is a base 50% chance, minus 1% per level of the caster, that the *shadowcat* will be free-willed. A free-willed *shadowcat* may not be hostile, but is under no obligation to obey the caster's will.

## Effects on PCs

Priests who have deities residing anywhere but the Ethereal Plane or the Inner Planes will be unable to receive spells over second level.

Psionics can use their abilities normally, since psionics are not affected by the demiplane of Shadow.

Thieves gain a +10% modifier when attempting to hide in shadows. However, natives of the demiplane can see through any shadows and will always be aware of a thief trying to hide.

Bards' abilities are unaffected on the demiplane.

The combat abilities of fighters, paladins, and rangers are not affected on the Demiplane of Shadow. A paladin's *holy sword* loses its ability to cast light on the demiplane. Unless a ranger learned how to use his abilities on the demiplane of Shadow, he cannot track wildlife or identify any plants native to the demiplane. Both rangers and paladins fall under the same restrictions as priests when attempting to regain spells.

Wizards are affected to the extent that certain spells will have different effects (see "Effects on magic" above).

## Encounters

Below is a brief list of creatures—natives of the demiplane, ancestors of creatures that have migrated to the demiplane, and outsiders that often visit the demiplane—that a group of player characters could meet while they are adventuring on the demiplane of Shadow. The list includes the primary source for each creature's full description, and in some cases a brief explanatory remark. A DM who does not have access to some of the primary sources given here should feel free to expand this list—especially the "Outsiders" section—with creatures as he sees fit.

### Sources

MC# = MONSTROUS COMPENDIUM® accessory followed by specified volume number

MM2 = *Monster Manual II* from the original AD&D® game rules

Dun = DUNGEON® Adventures followed by issue number

Drag = DRAGON® Magazine followed by issue number

### Natives of the demiplane of Shadow

Monster	Source	Remarks
Elemental, Semi-(Shadow)	MC1	Not a true elemental, a shadow elemental has similar stats and commensurate abilities to natives of the Inner Elemental Planes with regard to hit dice, control, etc.
Dragon, Shadow	MC5	
Gloomwing	MC3	
Worm, Tenebrous	MC1	
Greelox	Dun 35	
Shadeling	Dun 35	
Mastiff, Shadow	MM2	
Psi-Shadow	MM2	
Shade	Drag 213	
Shadow Asp	Drag 174	

### Ancestors of migrant Prime Material Plane creatures

Monster	Source	Remarks
Cloaker	MC3	
Cloaker Lord	Menzo	
Dark Creeper	MC14	Most commonly encountered humanoid on demiplane
Dark Stalker	MC14	
Raven (all types)	MC5	
Steel Shadow	RoU	

### Outsiders

Monster	Source	Remarks
Baatezu, Greater	MC8	Refugee from the Baator
Bodak, Benign	MC8	Escapee from the Abyss
Darkenbeast	MC3	Prime Material creation brought to the demiplane
Deva, Monadic	MC8	On mission from greater power of Outer Planes
Gingwatzim	WHR1	Accidental wanderer from Ethereal Plane
Human/Humanoid	various	Party of NPC adventurers*
Nightmare	MC8	Summoned by powerful beings, often seen in herds
Shadow **	MC1	Visitor from Negative Energy Plane
Shadow, Slow **	MC5	Visitor from Negative Energy Plane
Shadow Fiend	MC10	Refugee from the RAVENLOFT® setting domains or the Abyss
Tanar'ri, True	MC8	Escapee from the Blood Wars and the Abyss
Undead, various **	various	Undead who have partial existence on the Negative Energy Plane sometimes visit the demiplane
Xag-ya, Xeg-yi	MM2	Visitors from the Energy Planes
Xill	MC14	Hunter from Ethereal Plane tracking Prime Material Plane travelers into the demiplane of Shadow

\*—NPC party composition is up to DM (adventuring high-level NPCs, a mage questing for information and magic, resident hermit locked away in a keep, spelljamming vessel somehow lost in the demiplane, etc.)

\*\*—Undead do not remain long on the demiplane of Shadow. The natural resistance of the natives to most life-draining attacks coupled with the proximity of the demiplane to the Positive Energy Plane causes undead to seek out more appealing places.

Poly = POLYHEDRON® Newszine followed by issue number

WGR1 = WORLD OF GREYHAWK® source module

RoU = FORGOTTEN REALMS® original *Ruins of the Undermountain* boxed set  
Menzo = FORGOTTEN REALMS *Menzoberranzan* boxed set



## Shade

CLIMATE/TERRAIN: Any (demiplane of Shadow or shadowy areas)  
 FREQUENCY: Very rare  
 ORGANIZATION: Solitary  
 ACTIVITY CYCLE: Special  
 DIET! See below  
 INTELLIGENCE: Varies  
 TREASURE: Varies  
 ALIGNMENT! Any  
 NO. APPEARING: 1  
 ARMOR CLASS: As original creature  
 MOVEMENT! As original creature  
 HIT DICE: As original creature  
 THACO: As original creature  
 NO. OF ATTACKS: As original creature  
 DAMAGE/ATTACK: Varies  
 SPECIAL ABILITIES: See below  
 MAGIC RESISTANCE: 3% per level of original creature  
 SIZE: As original creature  
 MORALE: Varies  
 XP VALUE: Variable

It is agreed by most sages that a shade is a once-powerful human or demihuman who sought out immortality by infusing his mortal body with shadowstuff—the “semi-element” that comprises the demiplane of Shadow. The magical union with this dark essence has brought about the character’s transformation into a shade.

Only a single-classed human or demihuman of at least 10th level may become a shade. A dual-classed or multiclassed character can never become a shade. A shade may continue to advance in its class (racial limits still apply) but cannot change to another class under any circumstances. Knowledge of the rare and highly reclusive shades is kept secret by the few residents of the Prime Material Plane worlds who know of their existence.

The infusion of gloomy shadowstuff often changes the alignment of a shade (generally toward neutral and/or evil). Because of this, only 10% of all shades encountered will be of good alignment, 50% will be neutral, and the remaining 40% encountered will be evil. Only a *wish* spell may prevent this change. Once it has successfully completed the transformation, a shade is considered to be a true native of the demiplane.

**Special abilities:** The transformation empowers all shades with special abilities. Some abilities are always available, while others may be employed only in areas of heavy shadows. The infusion of shadowstuff extends a shade’s life indefinitely, for unless a shade is slain outright, it will never die. Shades no longer need to eat, but subsist solely on shadows. Additionally, shades gain magic resistance equal to 3% for each level possessed. Shades are immune to disease and life-level loss. All shades are able to regenerate lost limbs (except for the head) in 2d8 weeks. In areas of sufficient shadows, a shade will regenerate lost hit points. Moreover, a

shade is empowered with special spell-like abilities. These spell-like abilities are common to all shades in addition to other abilities available to each particular class:

*Shadow walk* as per the seventh-level wizard spell (see *Player’s Handbook*, page 186); two uses per day.

*Lorloveim’s shadowy transformation* as per the sixth-level wizard spell (see *Tome of Magic*, page 38) 3 uses per day.

The shadow may open a *gate* (ninth-level wizard spell, *PHB*, page 195) to the demiplane of Shadow once per day (100% chance of success). The *gate* summons a specific creature that the shade personally knows (ally, pet, etc.). The creature may refuse to pass through the *gate* and is under no obligation to obey or fight for the shade.

**Effects of light and darkness:** A shade’s power can wane or wax dramatically depending upon the lighting of its current surroundings. A shade is most powerful when surrounded in shadow. In areas of bright light or extreme darkness where shadows are scarce, a shade is weakened significantly and loses much of its special abilities.

## General outlook

Most shades care little for the day-to-day affairs of mortals whose days are few and whose lives are consumed in petty quests and mundane struggles (an existence shades are glad to be freed from). The virtual immortality that all shades possess allows them to pursue those interests that they followed when mortal (magical research, increasing personal power or wealth, overseeing an ages-long project, etc.). Whatever endeavors they undertake, shades rarely interact with each other. The incorporation of shadowstuff into their beings invariably brings about a gloomy, sullen change in personality toward solitary behavior. Even good-aligned shades are affected in this way.

## The priest-shade

This class of shade is among the rarest of all shades. Since most deities do not approve of their clerics becoming shades, priests almost never become shades on their own. Those who do often worship deities whose sphere of influence lies with shadows and darkness. Priest-shades lose all access to the Sun sphere of spells. Any priest who successfully becomes a shade

Light conditions*	Regenerate	Magic resistance	Damage from condition	Special abilities **
Bright	No	Standard, saves at -4 penalty	lose 1 hp/round	None
Average	No	Standard, saves at -2 penalty	lose 1 hp/turn	None
Twilight	1 hp/turn	3% per lvl	None	1, 2
Shadowy	1 hp/turn	3% per lvl	none	1, 2, 3
Night	1 hp/turn	3% per lvl	none	1, 2
Complete darkness	No	Standard, saves at -2 penalty	lose 1 hp/turn	None
*—Light conditions:				
Type	Examples			
Bright	Bright sunlight on clear day Center of <i>continual light</i> spell Light without shadows (from several sources around shade)			
Average	Normal daylight with shade or clouds Center of <i>light</i> spell Outline of <i>faerie fire</i> or similar spell			
Twilight	Dawn or dusk Average indoor light Edges of <i>light/continual light</i> spell			
Shadowy	Normal illumination on demiplane of Shadow Underground torchlight Dimly lit room or forested area Room with windows at night Moonless or cloudy night sky			
Night	Pitch black, overcast night sky Unlit interior room or cavern In area of <i>darkness</i> spell			
Complete darkness				
**—Special abilities:				
1= <i>shadow walk</i>				
2= <i>Lorloveim’s shadowy transformation</i>				
3= <i>gate</i>				

has its Wisdom ability score permanently raised by one (with a maximum of 19).

**Combat:** Priest-shades are limited to the weapons and armor normally usable by their class. In shadowy areas, priest-shades may, once per day, use the special ability either of *shadowharm* or *shadowheal*. When employing *shadowharm*, the priest-shade uses the magic of a *harm* spell on another creature's shadow, damaging the target as if affected by the 6th-level priest spell, *harm* (saving throw allowed). Conversely, *shadowheal* will affect the target creature as if cured by a *heal* spell. The priest-shade must physically touch the target's shadow to use this special ability.

**Habitat/Society:** Because so few priests become shades, the priest-shade is the rarest of all shades. Given the fact that only the most devoted and powerful clerics rise high enough in level to become shades, it is improbable that such high-level priests would forsake their deities to become shades unless given permission to do so. Priest-shades residing on the demiplane of Shadow must worship higher powers dwelling either in the Inner Planes or in the demiplane of Shadow (if any such exist in your campaign) to receive spells above second level. Priest-shades primarily seek to exist in their shadowy temples and live out their immortal existence obeying their deity. When priest-shades travel to the Prime Material Plane, it is mainly to keep in contact with the mortal members of their sect.

## The psionicist-shade

After priest-shades, psionicist-shades are the rarest type of shade. This is primarily due to the secretive nature of psionicists and their small numbers. The transformation for a psionicist gives the psionicist a boost to her mental powers. A psionicist-shade permanently gains 20 to 80 (1d4 X 20) additional PSPs. Additionally, a psionicist-shade gains the sciences of *animate shadow* and *shadowform* (even if the psionicist-shade does not have access to the disciplines that include these sciences). The use of these sciences does not have an initial cost or maintenance cost, and a psionicist-shade never rolls a 20 on its power score. A psionicist-shade may use each of these abilities twice per day.

**Combat:** With poor hand-to-hand combat skills, psionicist-shades rarely enter into physical combat. Since psionic effects are not hampered on the demiplane of Shadow, a psionicist-shade can use all its powers to overcome an opponent. If seriously threatened, a psionicist-shade will flee using its innate *shadow walk* ability.

**Habitat/Society:** Psionicist-shades are the most reclusive of shades. They spend most of their immortal existence alone strengthening their mental abilities through dedicated practice, creating a

psionic artifact or two, and occasionally dealing with troublesome intruders. Psionicist-shades' dwellings are spartan and devoid of earthly riches or other "useless" treasures. Items found within a psionicist-shade's abode primarily serve a utilitarian purpose. Psionicist-shades rarely leave the demiplane unless on a mission of personal importance.

## The rogue-shade

Only thieves—not bards—are eligible to become rogue-shades. Upon becoming a shade, a rogue-shade's Dexterity score is immediately raised three points (with a maximum of 19). This change in Dexterity improves the shade's thieving skill base scores appropriately. On the demiplane of Shadow or in areas of similar illumination, a rogue-shade can move silently and hide in shadows with a 100% base chance of success. When employing these skills, a rogue-shade is completely undetectable by normal means (but magical detection will still function).

**Combat:** Rogue-shades fight as they did in their mortal lives, except that they more craftily wield the power of shadows to aid them in their endeavors. Seemingly being able to dissolve into the shadows at will and then surprisingly reappear soon after in another area is the rogue-shade's main combat tactic (+4 on attack rolls, +4 bonus to armor class when in shadowy areas). Rogue-shades are cunning opponents, always looking for an opportunity to utilize the surrounding shadows to the best advantage.

**Habitat/Society:** Rogue-shades enjoy accumulating wealth, especially if they can acquire riches through their thieving ways. Rogue-shades travel more than any other shade class between the demiplane of Shadow and the Prime Material Plane. Rogue-shades have been known to run thieving guilds on several Prime Material worlds from their home base on the demiplane of Shadow. Rogue-shades work solely for themselves and have never been known to serve a master. They primarily seek to fill their dark and dusky mansions with treasures and magical items. These mansions are always well guarded against unwanted visitors.

## The warrior-shade

Warrior-shades were once formidable fighters, paladins, and rangers who now fight in a new shadow-enhanced body. The fear of old age and its infirmities that eventually turn all stalwart warriors into feeble things is what drives most warrior-shades to become shades and thus be forever able and strong. Any subclass of the warrior class may become a warrior-shade. All warrior-shades add one point to their Strength ability (with a maximum of 19; any score from 18 to 18/00 is raised one category).

Paladins and rangers who become shades suffer a great loss of abilities. Pala-

dins who move toward this darker side lose all benefits associated with their subclass (spell-casting, *cure disease*, *protection from evil*, etc.). A paladin's war horse will always desert a master who becomes a shade. Rangers who become shades are no longer considered a part of nature and so lose most of their special ranger abilities. A ranger retains only those of his tracking abilities that work both on the ranger's home plane and on the demiplane of Shadow and the ability to hide in shadows. A paladin or ranger who undergoes the process to become a warrior-shade is now a warrior of the same level (experience points adjusted downward appropriately).

**Combat:** A warrior-shade is formidable in combat. In shadowy areas, a warrior-shade gains a +2 bonus to armor class, +2 to attack and damage rolls (cumulative with any other benefits). A warrior-shade also may animate a *shadow double* of itself once per day when sufficient shadows are present. A *shadow double* is an exact physical duplicate of the warrior-shade with regard to armor class, THAC0, and hit points (*shadow doubles* have no weapons but may pick up an available one). The *shadow double* will fight or move as directed by the warrior-shade and will remain until dismissed by the warrior-shade or slain. A *shadow double* must be within the warrior-shade's field of vision to be controlled. A loss of control will dispel the *shadow double* for that day.

**Habitat/Society:** Warrior-shades are among the most numerous of shades. They gave up their mortal lives to become eternal warriors. At times, they are seen emerging suddenly from the shadows on a great battlefield to aid some cause or nation. Oddly enough, while warrior-shades enjoy battle, their brooding and solitary ways keep them from sharing their adventures with others. Once a battle has been finished, a warrior-shade usually slips back into the shadows—avoiding curious adventurers and other questioning folk. In their keeps and castles, warrior-shades live as most royalty does—having a full staff of servants, well-tended and stocked stables, a secured armory, and lots of treasure. A few are believed to rule lands and people in dark, shady castles on the Prime Material Plane.

## The wizard-shade

This is the most common type of shade encountered. Any subclass of wizard may become a wizard-shade. Of all the character classes, wizards are perhaps the ones most likely to use life-extension methods. For wizards, the shade-transformation is viewed as a much more pleasant option than undeath. Wizard-shades add one point to their Intelligence scores (with a maximum of 19).

**Combat:** Wizard-shades suffer none of the spell limitations that normal wizards do when casting spells on the demiplane of

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Shadow. Spells that deal with shadows when cast by a wizard-shade will have double strength and a double duration. Illusion/phantasm spells cast by a wizard-shade are more difficult to disbelieve (-2 penalty to save) since the caster has a deeper comprehension of the shadowy magic being wielded.

**Habitat/Society:** The lure of long life, the love of magic, and the desire to pursue a deeper understanding of their magic are the primary reasons that wizards become shades. Their immortality allows for nearly limitless research and creation of spells, magical items, and an artifact or two. Wizard-shades prefer to stay locked up in their towers to continue their arcane research. A few wizard-shades have been known to live in towers of solid shadow-stuff situated on the border of a Quasi-Elemental Planes and an Energy Plane. How these structures withstand such harsh environments remains a mystery. Wizard-shades are very private and have rarely been known to accept strangers into their dwellings. Some wizard-shades keep in touch with old comrades on the Prime Material Plane and have been reported to aid friends in times of need.

Character subclasses of unique worlds: DMs may opt to allow character subclasses unique to certain worlds the option of becoming shades. These special subclasses would fall under the appropriate class heading (an Athasian gladiator would become a warrior-shade, a templar would become a priest-shade, etc.)

## The transformation

A shade may be created in one of two ways. One is by the use of the new ninth-level wizard spell create shade, which is described below. The other way is alluded to in the Player's Handbook under the ninth-level wizard spell *energy drain*, page 194—a wizard who has his Constitution score reduced to 0 by multiple castings of *energy drain* dies and is "reborn" as a wizard-shade. A shade created in this manner immediately undergoes an alignment change to neutral evil (due to an imbalance caused by tapping the Negative Energy Plane when casting *energy drain*).

### Create Shade (Alteration)

Level: 9 Components: V,S,M  
 Range: Special CT: 1 day  
 Duration: Perm. Save: None  
 Area of Effect: 1 creature

This powerful spell infuses one being with shadowstuff from the demiplane of Shadow and transforms him into a shade. The subject of this spell must be a single-classed human or demihuman (psionicist, priest, thief, warrior, or wizard only) of at least 10th level.

The casting of this spell is a long, delicate, and highly complex procedure. The caster and the recipient must not be dis-

turbed at all, or else the spell will fail. The caster must additionally cast shadow walk, *Lorloveim's shadowy transformation, gate*, and *permanency* upon the subject for the transformation to succeed.

Upon completion of all the castings, the subject must successfully roll a system shock roll.

A 25% bonus may be added to this roll if this spell is cast on the demiplane of Shadow. A percentile roll less than or equal to the survival chance indicates that the subject has been transformed successfully into a shade. Failure means that the subject dissolves away into shadow—lost forever. Any attempt (even by a *wish*) to return the subject to normal will automatically fail.

It is possible for a character to have his alignment changed by this spell. Roll d10 for any changes: 1, Alignment stays the same; 2-4, Alignment moves one step toward true neutral; 5-7, moves one step toward evil; 8-9, becomes true neutral; 10, becomes neutral evil. A *wish* spell may be used to prevent any change in alignment. After the spell is cast, the caster loses 1d6 Constitution points and loses consciousness for 1d8 days (also aging five years if a *wish* was used to prevent an alignment change).

If not for the fact that this spell is dangerous to both the caster and the recipient, shades might be more numerous. Only a free-willed wizard can cast this spell successfully. The material components for this spell are 10,000 gp worth of powdered onyx, 10,000 gp worth of powdered diamond, and an *amulet of the planes*. The powdered onyx and diamond are consumed during the casting of the spell, while the *amulet* is used to draw forth the necessary amounts of shadowstuff and planar energy from the demiplane of Shadow and the Positive and Negative Energy Planes respectively.

Ω



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# PLANAR PERSONALITIES

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## A few of Sigil's more colorful residents

by Bill Slavicsek & Michele Carter

Artwork by Tony DiTerlizzi



Welcome to Sigil, the Cage, the city of Doors. Whatever you call it, Sigil is eternal. It's the crossroads of everywhere, the waystation of the multiverse. But you already know that, 'cause you're here. It's not like you're one of the Clueless or some addle-coved barmy, right? You know the chant. I could tell the moment you stepped through the portal just by looking at you. Still, there's dark and there's dark, and every cutter needs a light now and then. For just a little jink (a little more than that, berk!) I'll be your light. It'll be money well spent.

Now, most touts'll show you where to eat, what to see, where to sleep, and where to spend jink. But the Cage's more than shopping and impossible architecture. It's bodies, especially the bodies who're found in Sigil more often than not. Without them, there'd be no services, no bloods to pass on the chant, no cutters to tell you the dark of it. A few of these bodies are so well known that they've become fixtures in the Cage—not quite on the same level of recognition as the dabus and the Lady herself, but close enough. I know these bodies, and I'll point them out as we go.



The first body you'll want to remember is A'kin. He knows where all the skeletons are buried in the Lower Ward, if you catch my meaning. He's over this way, right off Bloodgem Road. . . .

### A'kin, the friendly fiend

A picture of a smiling yugoloth over the door identifies the shop as The Friendly Fiend. It's one of the best shops in the Lower Ward, with a reputation for fairness and quality that impresses even the hard-to-please denizens of the Market Ward. If a cutter needs the best supplies available in this part of town and wants to pay the best prices, then this is the place to do business—even if the shopkeeper is a greater yugoloth.

A'kin, the shopkeeper, has a fearsome appearance. He looks like a robed human with the head of a war dog. He has a pleasant personality, however, and a friendly manner. In fact, he's probably the nicest yugoloth a cutter'll ever run into. He never has a foul word to say or a bad mood to pass on to a customer. To the contrary,

A'kin makes friendly conversation and parcels out kind words to everyone who visits the shop.

Step inside The Friendly Fiend and browse. Unusual items from across the multiverse fill the shop. From the mundane to the magical, if it's available in Sigil it's probably in a bin, atop a shelf, or on a table in A'kin's shop. A moment after a berk steps through the door, the yugoloth rushes over with an amiable greeting and a cup of hot tea or a mug of sweet wine to wash away the dust of travel. Enchanted items and goods from far-off planes can be purchased here, but quantities are extremely limited. But don't be in a hurry, 'cause A'kin takes his time.

A body won't get the hard sell here. In fact, A'kin takes forever to get around to selling anything. Instead, he talks about the weather, provides local news, and shares amusing anecdotes with his customers. He asks about where they're from (if they look like they don't mind talking), or drops hints about places that might offer advice or assistance to their types (bashers, peelers, faction members, and so on).

A'kin's shop has been around for a number of years. He arrived mysteriously (as most arrivees do) and quickly made a name for himself among the other Cagers. While the friendly yugoloth talks a great deal, he doesn't say very much—at least not about himself. In the absence of facts, Cagers tend to invent fantasy. How close some of this fantasy comes to the truth, who can say? Regardless, if a body asks three different berks on the street about A'kin, a body'll get three different versions of who A'kin is, why he's so different from other yugoloths, where he comes from, and why he's living in Sigil.

One says that A'kin is a spy, sent to Sigil to gather information for the Blood War. Which side does he work for? Well, that depends on who's spouting the chant. Some of the berks who hold with this story say he's the eyes and ears of the Dark Eight, sending intelligence reports back to Baator on the Lady of Pain. Others claim he's in the employ of one of the balor, watching for a weakness the tanar'ri can exploit. A few even suggest that he's an

independent, selling what he learns to the highest bidder. In all of these cases, the friendly persona is just an act. Deep down, these bubs believe, A'kin is as vile and evil as all his brethren. He just hides it well for the profit he can gain.

Another rumor describes A'kin as an exile. The arcanaloth, according to the dark of it, did something so terrible that the General of Gehenna banished him forever. To survive outside Gehenna's cruel embrace, A'kin had to take on a persona contrary to fiendish nature. He hopes someday to return to Gehenna, once the climate improves. That, of course, could take centuries, for the speculation over A'kin's actions ranges from the horrific to the most revolting imaginable. Most who hold to this chant believe that A'kin's calm exterior hides a terrified castaway. He constantly watches for signs that the General has come to terminate his exile—permanently. They believe that one day a fiendish assassin will arrive to put A'kin in the dead book—unless the arcanaloth remains alert and ready to strike before the assassin's blade slashes in the night.

Finally, there are those who think that A'kin is barmy. He doesn't behave like a normal yugoloth, so he must be one stone shy of a portal, they say. A friendly fiend? That's just plain addled! It's a sure indication of insanity, as A'kin's behavior goes against the natural order. These bubs believe that insanity and violence go hand-in-hand. "We know how a normal yugoloth acts," the bubs say, "but a barmy yugoloth might do anything, and that makes him twice as dangerous!" Someday they think that A'kin will totally snap—and not even the Lady herself will be able to prevent the deaths that will surely follow.

The truth, as is so often the case, probably includes elements of all these chants. Until A'kin feels inclined to share his history or something happens to confirm one or another, one fact remains clear. If a body enters The Friendly Fiend looking for a deal, some information, or just to get out of the rain and smog, then they've got a friend in A'kin the arcanaloth.

### A'kin the greater yugoloth

(Planar/male arcanaloth/HD 12+24/N): Int 20; AC -8; MV 12, Fl 18 (B); hp 88; THAC0 9; #AT 3; Dmg 1d4/1d4/1d6 (claw/claw/bite); SA Poison (cumulative -1 attack roll penalty per successful claw hit); SD +3 weapon or better to hit, immune to acid, fire (dragon and magical), iron weapons, poison, half damage from gas, double damage from cold; Spell-like powers: *Alter self, animate dead, cause disease, charm person, continual darkness, control temperature* (10' radius), fly (unlimited duration), *heat metal, improved phantasmal force, invisibility, magic missile, produce flame, shape change* (to any humanoid form), *telekinesis, teleport without error, warp wood* (all used at will), *advanced illusion* (once per day), *fear* (once per day); MR 60%; SZ M (6' tall); ML 16.

'Course, not everyone in Sigil's native to the Outer Planes. Plenty of berks come here from their insulated prime worlds, most of 'em in search of power and treasure and as clueless as you can imagine. Lots of 'em get killed in ugly ways, too. But there're some canny enough to seek out the dark of the planes, and those who adapt quick enough prove themselves cutters the equal of any planar. Well, almost any.

Anyway, the point's that not all primes are completely clueless. Take Lissandra, there. If you want to know where to find a portal to elsewhere, or you need to know about a certain gate key and don't have time to deal with the Guvners' endless fussing and forms, you might simply ask her where it is and how it's done. 'Course, it'll cost you a bit of jink . . . but what in Sigil doesn't?

### Lissandra the gate-seeker

As a scholar on some backwater prime, Lissandra always was fascinated with the idea of the infinite planes. Specifically, she was intrigued with the mechanics of traveling measureless distances, and the seeming paradox that an infinite distance *could* be traveled in a finite period of time. She scrupulously gathered and compiled reports from plane-traveling souls that spoke of "portals" and "paths"—shortcuts between the infinite distances capable of

transporting a body from one hypothetical end of the multiverse to the other.

Lissandra arranged to have herself transported to the planes. She arrived in the Cage just as clueless as any prime, but with a mission. It didn't take long for her to learn the dark of surviving in Sigil; for the most part, it's a matter of providing a service to some other berk for enough jink to live on.

After getting used to the local conditions, Lissandra went about doing what she does best. She started to investigate Sigil and its connection to the rest of the multiverse. It wasn't long before she discovered that the Guvners already had a great body of knowledge on the subject. Using her natural beauty and charm, Lissandra hooked up with a few Guvners and gained access to the faction's library. Soon she was sifting through all of their records pertaining to portals, conduits, gates, keys, and related topics—at least all of the records not sealed by order of the Guvner's factol. She spent months poring over scrolls, paging through books, and studying complicated diagrams. In return, she used her considerable research skills to help organize the library and catalog the vast amount of information that arrives on a daily basis.

With the Guvner's records as her starting point, Lissandra soon ventured out to conduct personal research. A body can

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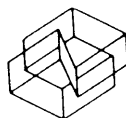
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spot Lissandra more often than not in Sigil's streets. She watches the known portals, waiting for someone to come through so she can ask her questions: "Where did you just come from? What's the portal on the other side look like? How did you get it to work?" She's learned to be patient and not so enthusiastic in her questioning, as most visitors to the Cage are suspicious and short-tempered by nature. Plus, most cutters don't give away anything for free. Lissandra has become adept at determining what fee will usually be called for.

The Gate-Seeker, as most of the Cagers have come to call Lissandra, does more than watch portals, however. She tracks shifting gates, trying to determine logical patterns so she can predict future appearances. She maps stationary portals, compiling a list almost as long as the one kept by the Guvners. And she's always experimenting with gate keys, trying to determine not only which item works with which portal, but why. Lissandra is very systematic. She starts her investigations on one end of a ward and works her way from block to block in orderly fashion. Sometimes her investigations take her to another part of the city, but eventually she'll return to complete the circuit she started.

Lissandra is attractive, perceptive, and more than a bit obsessive about her studies. Still, she finds time to take a break from the research so that she can make

some honest jink. 'Course, it all ties back into what she knows, 'cause knowledge is her power and source of livelihood in the Cage. Need the location of a portal? Go ask Lissandra. Need to know what key opens a planar gate? Go ask Lissandra. As almost any berk'll say, the Gate-Seeker is a lot easier to deal with than the Guvners. A body's still got to acquire the key for himself; Lissandra's a source of information, not a key-seller. Like everything else, though, it'll cost. (Exact prices vary with campaigns and DM styles.) In addition to a reasonable (for Sigil) fee, she expects to be told about a body's experiences traveling the distances of the planes.

In pursuit of knowledge, Lissandra's completely fearless. She'll ruthlessly interrogate a marraenoloth, contend with the circular reasoning of a modron, or play riddle-games with a ratatosk until it gives her the answers she wants. Gossips in Sigil

recount the memorable day she queried a cornugon baatezu for hours about the twisting paths of Baator; apparently amused by her investigation, the fiend answered truthfully (as truthfully as a baatezu ever does, anyway) until she starting asking about ways onto the ninth layer of Nessus, where the Dark Eight meet—whereupon the cornugon got as pale as a baatezu ever gets (which isn't very), and abruptly fled.

Lissandra might ask or be persuaded to temporarily join a party, particularly if it's traveling on one of the Great Paths (Yggdrasil, River Styx, Mount Olympus, or River Oceanus) or plans to visit a unique pathway site (such as the Labyrinthine Portal of Mechanus or the Infinite Staircase in Selune's realm in Ysgard). If she does, she'll be as useful to the group as she can; she doesn't expect to be protected or coddled. Lissandra may have her own agenda, but she recognizes the fact that there's no such thing as a free ride—or a completely safe one.

#### Lissandra the mage

(Prime/female human/W9/NG): AC 0 (*bracers AC2, ring of protection +2*); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1d6 +3 (*staff of striking*); SZ M (5' tall); ML 16; Spells (usually memorized): *charm person, comprehend languages, detect magic, magic missile, ESP, warp sense x2, fly,*



*lightning bolt, suggestion, dimension door, wizard eye, teleport*; Str 11; Dex 15; Con 12; Int 17; Wis 15; Cha 16.

This is the Clerk's Ward. It's clean, peaceful, and totally boring, but there're a few bloods you should be aware of. Estavan, for instance. He's got an office near the Hall of Records. If you need something—and I mean anything—then Estavan is the blood you'll want to talk to. 'Course, if you're one of those sods who has trouble making nice to an ogre, you could have some problems. . . .

## Estavan of the planar trade consortium

Not far from the Hall of Records, on a street of crowded, two- and three-story houses, a curious sign directs interested patrons to the second floor of a building that looks like it's been squeezed flat between its neighbors. The narrow stairs climb toward a plain wooden door, and anyone taller than a large human has to duck beneath the swaying sign. On the sign, a series of glowing portals stretch across the surface in an artful rendering. The silhouette of a long caravan trudges through the portals. This is the icon of the Planar Trade Consortium.

The door at the top of the steep, narrow stairs opens into a richly appointed office that's furnished with an oversized desk, a huge chair, a couch of gigantic proportions, and a pair of human-sized chairs. The room appears huge, due in part to the 15' high ceiling. A door on the far wall reaches almost to the ceiling. Arcane icons decorate its frame, and the door itself is made of solid bronze. The same icon as the one on the exterior sign is engraved on the face of the door. Four times out of every five, an ogre mage will be seated behind the desk or stretched out on the couch. This is Estavan, one of the merchant lords of the Consortium.

Estavan wears expensively tailored clothes with a definite oriental flare. His light blue skin always is clean and powdered, his ivory horns polished so they gleam. An ornate polearm called a naginata hangs on the wall behind the desk whenever Estavan is in his office. When he's not, the rack is empty. The ogre mage serves as one of the Consortium's agents in Sigil. There are at least two other Consortium offices elsewhere in the Cage, one in The Lady's Ward and one in the Market Ward. Each seems to have a slightly different function, though any business a body has with the Consortium can be handled by any of the merchant lords in the city.

The Planar Trade Consortium handles commerce across the multiverse. The Consortium's agents go far and wide to find exotic goods, make deals, and engage in many kinds of business transactions. Much of their activity comes through Sigil at some point, where the resident merchant lords direct it to the best markets (both in the Cage and beyond). This is one

of Estavan's major functions, though he juggles many tasks in a given day.

Estavan can be gracious and polite, but he is ruthless in business dealings. He's always calculating, always watching for opportunities. If a body deals fairly with him, he'll return the favor. If a body tries to pull a fast one, the merchant lord reacts harshly, with no remorse, as though he was engaged in war instead of business. Estavan isn't squeamish about spilling blood to keep the jink flowing. He also likes to provide favors in return for future considerations. The chant's that so many berks in the Clerk's and Guildhall Wards owe Estavan favors that the Planar Trade Consortium's allowed privileges that no other group could ever hope to achieve.

The ogre mage is never seen outside his office. In fact, it's doubtful he could fit through the door or down the narrow stairs. Most of his clients believe that the door inside his office is actually a portal to the secret headquarters of the Consortium. When Estavan isn't in the office, the clients think, he's off on some other plane performing missions of some sort for the Consortium. If asked, Estavan simply laughs hid chilling laugh.

If a body needs to get out of the Cage, Estavan's one blood to talk to. The Consortium has pathways to most of the major planes and to many of the backwaters. For a price, Estavan can put a body in one of the planar caravans. It costs more if a body wants to leave Sigil quietly, but Estavan can arrange that, too. A body has to work during the trip, of course, helping to get the goods to their destination. On some trips, the work's easy. On others, it's hard and dangerous. If a body wants to leave badly enough, a Consortium caravan's probably the best way to go.

Estavan the merchant lord

(Planar/male ogre mage/HD 5+2 Fraternity of Order/LE): Int 16; AC 4; MV 9, Fl 15 (B); hp 27; THAC0 15; #AT 1; Dmg 1d8 +2 (*naginata* +2); SA +3 to attack rolls, +6 to damage rolls; Spells: Used at will: *fly* (for 12 turns), *invisibility*, *darkness* 10' radius, *polymorph self* (humanoid form, 4-12' tall), *regenerate* (1 hp per round); Used once per day: *charm person*, *sleep*, *gaseous form*, *cone of cold* (60' long, 8d8 damage); SZ L (10½' tall); ML 14.

Me? Oh, I'm nobody special. Just another tout showing a bunch of cutters the back alleys and secret spots of the Cage. Maybe I know a bit more about the bloods living here than some of the other touts—it's all part of the service. But you know that, 'cause you're paying the jink to make it worth my while.

## Kylie, a tout

Kylie was born and raised in the Cage, and she's happy to stay there. She never wanted to work in a shop or go adventuring, but she loved to roam the city and meet the diverse beings who come and go. It was inevitable that Kylie became a tout. A tout's reputation and pay ain't the best, but it does let Kylie get to know everyone—and everyone knows her. She figures that the best way to fame and fortune isn't through adventuring around the planes (a nasty business—and dangerous!), but by simply being at the center of events and knowing everyone and everything going on. She's got acquaintances all over Sigil, from the Court of the Lady's Ward to the slime pits of the Hive. She doesn't consider them friends—she's too wary to call anyone friend—but she goes out of her way to make sure everyone remembers her favorably.

Kylie figures that information is the core of her business, and she's right. She follows her own Rule of Threes: watch, listen, and learn. Somebody always wants to know something, and Kylie wants to be the first blood they think of when they're ready to hand out the jink. Though she's more inclined to collect information about Sigil as it's usually immediately profitable, she'll keep track of anything and everything that crosses her path. No bit of news, nor rumor, nor solid fact is wasted. Growing up in Sigil taught Kylie a valuable lesson—everything's worth something to someone. Everybody needs to find something sometime, and when they do they're usually willing to spend jink for the privilege. That's where Kylie comes in.

Kylie is very friendly and extremely helpful to everyone she meets. She's especially gracious to adventuring types, as they're usually most immediately in need of her services. Like all touts, Kylie watches the portals for new arrivals. When she sees a good prospect, she hooks up with her (or it) and offers her unique services. Besides acting as a guide to the city, Kylie likes to provide her customers with an additional service. She points them toward the really important things in Sigil, namely the bloods who make the city work. Most cutters really don't need help finding a good inn or a lively tavern. It's much harder to find a berk who knows the dark of a particular topic or the clerk who can grease the wheels of bureaucracy. That's the unique service Kylie sells.

Jink's well and good, and Kylie won't turn down substantial amounts of it, but whenever possible she prefers a different kind of payment. Kylie likes to be paid in magical items. She has an appetite for all things arcane, from clothing to weapons to items with magical properties. It isn't that she has a desire to become a wizard or anything like that. She's just fascinated by magical items. As such, she's always loaded down with at least a handful of useful (and sometimes not so useful) enchanted things. Another form of payment she'll accept is useful information, but it has to



be something she thinks will earn her a lot of jink for her to take it in lieu of money or magic.

Kylie's ambition is to set herself up as an information source with an extensive spy network at her command. To that end, she's already begun "recruiting" some of the younger, less-experienced touts to advise her of news and happenings throughout Sigil. She won't establish a shop, as a permanent headquarters makes an easy target for the enemies she's sure to cultivate. Instead, her network will be a roving one, made up of dozens of seemingly independent touts making the daily rounds of the portals and marketplaces. She's seen careless berks who deal in information end up on the leafless tree because they dealt the *wrong* information; others are so paranoid their shops and homes are turned into veritable fortresses, afraid of factions or proxies or powerful bloods who find out the sods are dealing secrets they'd rather keep dark. 'Course, her dream is still far from becoming reality. She still has to build a sizeable base of trusted associates and work out the logistics of gathering and passing along information. In addition, Kylie has two other weaknesses to overcome. First, she needs to recruit bashers to provide her network with protection. Even a roving group can be attacked, if only one member at a time.

Second, she has a lack of magical sources of information. To rectify this deficiency, Kylie is especially friendly to all wizards she meets. One day she hopes to find one willing to join her developing network.

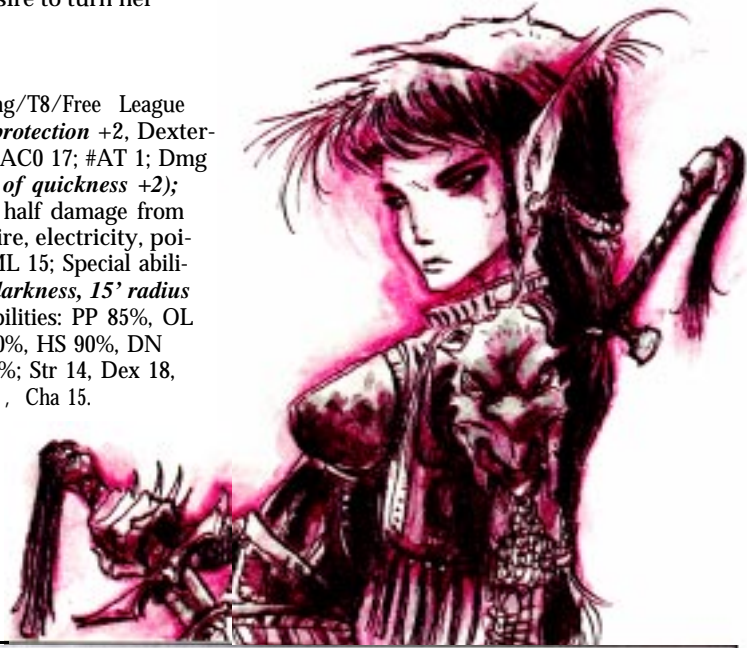
Kylie is whip thin and slight of build. She's frighteningly quick, with movements that appear too smooth to be natural. Her manner is friendly and easy-going, at least on the surface. Deep down, she's possessed of a terrific desire to turn her dream into a reality.

**Kylie the tout**

(Planar/female tiefling/T8/Free League N): AC 2 (*earring of protection* +2, Dexterity); MV 12; hp 27; THAC0 17; #AT 1; Dmg 1d6 + 2 (*short sword of quickness* +2); SA: Backstab x 3; SD: half damage from cold, +2 to saves vs. fire, electricity, poison; SZ M (5½' tall); ML 15; Special abilities: infravision 60', *darkness, 15' radius* once per day; Thief abilities: PP 85%, OL 55%, F/RT 55%, MS 90%, HS 90%, DN 50%, CW 85%, RL 45%; Str 14, Dex 18, Con 12, Int 16, Wis 11, Cha 15.

**Notes**

A'kin and the Consortium appear briefly in the upcoming PLANESCAPE™ adventure *Harbinger* House. For more on the pathways of the planes—particularly the lawful ones (including the treacherous way into Nessus)—see the *Planes of Law* boxed set.



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[Editor's Note: As with "The Demiplane of Shadow" article elsewhere in this issue, this collection of encounters is usable in AD&D® game campaigns that includes planar adventures. High-level campaigns are best suited for the material herein. These lists also are adaptable for use in the PLANESCAPE™ setting—with a little work. —Dale]

YOU NEVER  
KNOW WHO  
(or what)  
YOU'LL MEET

# Plenty of planar-encounter possibilities

by Larry Granato

Artwork by Terry Dykstra

Are ordinary monsters getting a bit boring? Are the local dungeon and wilderness becoming too familiar? If you're a DM running a party of high-level characters who like to *teleport*, *plane shift*, travel ethereally or astrally, and generally visit other worlds and planes, then here are some interesting ideas to spice up your campaign.

Traveling throughout the multiverse in search of adventure can lead to confrontations with unusual beings not found on the Prime Material Plane. But there's more out there than monsters. There may be times when the DM wants to provide special encounters with strange and awesome entities or places.

The spells and devices that allow interdimensional travel are fraught with hazards, too. If you subscribe to the theory that although magic is usually well understood and controlled, from time to time there is a small chance that something will go wrong—really wrong—then you're getting the picture. When one is attempting to travel between worlds, the results can be interesting.

The following three lists (along with their accompanying explanations) can be used in cases where the DM decides that some sort of mishap has befallen a party of travelers. Or, the encounters and occurrences described here can be used simply as random events, for a change of pace.

List #1, "Interdimensional mishaps," mentions the most common problems encountered by groups *teleporting* or moving about the planes. These represent various natural hazards. Every time the party uses some form of magical transport, there is a small (01-05%) chance that something will go wrong. If the spell has been hurried or disrupted slightly, but not enough to spoil it, the chance of error rises to 25%. When an error occurs, the DM can roll a d10 and consult List #1, or choose an appropriate result.

There are times when the DM decides that the party has traveled to an unusual

place (either deliberately or by accident) or has encountered powerful forces of the Multiverse. These "Forces and places of the multiverse" are given in List #2.

List #3, "Strange encounters," gives some possible encounters with the bizarre that can flummox even the mightiest group of PCs. Use this list sparingly.

Fantasy literature, TV, movies, and other articles in DRAGON® Magazine provided inspiration for many of these ideas. You can expand these lists using similar means.

Since these encounters are special, don't let the players get off easy by having their characters cast a few spells or use a few magical items to solve their problems. For instance, you can tell the PCs that magic doesn't work well in the universe they're in, and they're out of touch with their deities. This will restrict the use of high-level priest spells and cut back on their using potent magic to blast their way to success. You don't want to destroy the characters; just make the players come up with creative solutions instead of relying on the usual magical ways of problem-solving. Keep the PCs guessing about their adversary's true strength.

Good DMs try to be consistent and follow the rules. But remember the advice, "moderation in everything," including moderation itself. Once in a while you can pull a fast one, as long as you are not unfair to your players. Playing strictly by the rules all the time can get tedious, especially if you've got a group of "dungeon lawyers." They know all the monsters in the books, so now's the time to throw in a few things they've never heard of before (unless they read this article). However, I would not recommend using the following encounters on every adventure!

Some of these encounters result in the party being *quested*. For the DM, it's always a good idea to keep a few *quests* hanging over the party's head in case they run out of things to do, or need help. The entity who *quested* them might be willing

to pull them out of a tight spot so he doesn't lose their services for some other task at a later date. This will cost the adventurers additional *quests*, of course.

These encounters are suggested only for groups with a sense of humor and imagination—and DMs who can come up with ideas on the fly, and like to roll dice a lot.

## List #1 : Interdimensional mishaps

1. Random destination. When using *plane shift*, *teleport*, *dimension door*, or traveling astrally or ethereally by some means, the party ends up in an unexpected location on their homeworld, thousands of miles from their intended

destination. Needless to say, they are hopelessly lost.

2. Vortex. An energy vortex appears for 2d10 rounds. Its origin is on another plane. It may siphon PCs (or their magic) off to another world or spew out debris (50% chance of either). Characters pulled into the vortex suffer 10d6 points of damage and end up on another plane. Debris comes out at the rate of 1d4 - 1 pieces per round. Each piece has a 5% chance of hitting someone within 400 yards, doing 3d6 points of damage. There is a 10% chance that one of the pieces of debris is a valuable item, possibly magical.

3. Psychic winds/Ether cyclone. If the party is traveling astrally or ethereally, a gigantic storm blows them far off course, and they are lost for 3d10 days. If they weren't astral or ethereal, something (a miscast spell, a dimensional hole, etc.) propels them into the Astral or Ethereal plane.

4. Discontinuity. A quirk of the universe has changed what was. Upon returning home, the PCs may find that their house is on the other side of the street, one of their followers never existed, past history is different, a certain spell or magical item doesn't work the way it used to, an opponent they killed is back, etc. This gives the DM a chance to change something that has been causing problems in her campaign.

5. Displacement. A temporal, planar, or energy displacement affects the party. If the displacement is temporal, the party appears forward or backward in time from when they left (or expected to be). A planar displacement puts them in another universe. Energy displacement involves the draining (or gaining) of charges from magical items and any technological items, if the party has them. Items totally drained of charges crumble to dust; items that are overcharged (charged beyond their capacity) explode, doing 6d6 points of damage to all within 10'.

6. Teleport or planar fatigue. Too much dimensional travel wears out the party. They may not use any *teleporting* or *dimension-shifting* spells for 1d4 days.

7. Rift. A hole to another dimension opens up. The rift is unstable, and disappears in 10d10 rounds. Meanwhile, there's a 85% chance some really nasty monsters (DM's choice) will come through. The party also can go through, but can't come back after the rift is closed. There's a 25% chance the rift is so strong that creatures within 100' must make a saving throw to avoid getting pulled in.

8. The mystery nexus triangle. The party enters a strange area (a "crack" between the planes) where things from all over time and space disappear. Sometimes they pop back years later. It's a sargasso (or a garbage dump) of the cosmos. All those lost items like lost socks and keys end up here (maybe even things the PCs have lost). Strange creatures and items also can be met, but the real trick is to



find the way out. (Is that Elvis over there?)

9. Miscast spell. The party's magic goes haywire. Roll percentile dice:

- 01-05 Random spell affects the party
  - 06-10 Random spell affects a random target
  - 11-15 Spell affects wrong target
  - 16-20 Spell's power increases/decreases\*
  - 21-25 Spell effects reversed
  - 26-30 Spell delayed 1d20 rounds
  - 31-35 Spell affects possessions only
  - 36-50 Backfire. 6d6 damage to all within 10' of caster
  - 51-00 Fizzle. The spell has no effect
- \* The DM must determine how this affects range, duration, area of effect, damage, saving throws, etc.

10. Character/Item encounter. The party encounters a group of plane-shifting nonplayer characters. These NPCs are high level and are not happy they've been interrupted in their journey. Or, the PCs inadvertently pull an object out of another plane to their location. This could be an astral artifact, a technological device, a piece of trash, someone who's been turned to ethereal stone, a supply cache, etc.

## List #2: Forces and places of the multiverse

1. Gate/Portal. An opening to another world or plane appears. It is permanent until some ultrahigh-level creature closes it. These openings often appear as mirrors, stone megaliths, caves, etc. Some are one-way only. This encounter also covers special areas that connect many dimensions like the "Wood between the Worlds" in C. S. Lewis' *Narnia* stories or the City of Doors, Sigil, of the PLANESCAPE setting.

2. Unique character/creature. Now is your chance to inflict on the party one of those special monsters you've been saving. Is it Megabreath, giant dinosaur king of the B-monster movies? The sweet-looking little girl who is the most powerful (and chaotic) psionist in the multiverse? How about that Bolo Mark XXVI Continental Siege Unit?

3. The balance of the planes. This entity, appearing as a giant set of scales, maintains the balance between good and evil, order and chaos. The PCs have done something to upset the balance, and they have to correct it by performing a difficult quest. If they fail, the balance will be changed for a long time. For example, the party may find themselves defending their homes in a losing battle against ever-increasing hordes of evil, otherplanar monsters.

4. The auditing department. Oh-oh. The agency responsible for balancing the levels of magic in the multiverse has found an account overdrawn. They will correct the situation by permanently draining magic (or levels) from magic-using characters or the party's magical items. As an alternative, the party might be able to "pay the bill" by going on a difficult quest; perhaps recovering a few cursed artifacts for the agency.

5. The cosmic wheel of fortune. Spin the wheel and take a chance! Representing the force of random fate and fortune, it rolls into view looking like a giant vertical roulette wheel (sorry, no Vanna White). There is a base 25% chance (plus 10% per each roll after first) that the Wheel will disappear after each spin. The following table is an example of the various effects on a character who spins the Wheel, but DMs can substitute any appropriate effect they desire.

Roll	Effect
01	<b>Disintegrated</b>
02-03	Killed
04-05	Turned into a monster
06-10	Loses a level (it can't be <b>restored</b> )
11-15	Loses a good magical item
16-25	Loses half his money and valuables
26-35	Gets a disease
36-65	Nothing
66-75	Gets a cigar
76-80	Gets 5,000 gp
81-85	Gets a magical item
86-90	Gets a special ability
91-95	Gets a really good magical item
96-97	Has one ability score raised 1-3 points
98-99	Raised one level
00	Gets a <b>wish</b>

6. The eternal city. This is a tranquil place that exists between time and space. Visitors are greeted with hospitality. The inhabitants are unarmed and peace-loving. They don't want to be involved in the struggles of other worlds. If the party is pursued by enemies, they could bring unwanted conflict to this peaceful locale. In that case, they are responsible for helping to protect the Eternal City.

7. The Dimension-traveling structure/place. This could be a "floating" extradimensional island or a building like the Vanishing Tower of Voilodon Ghagnaisdiak in Michael Moorcock's *Etric* stories. These objects usually only appear for a short while and jump from plane to plane randomly. The party could be trapped in such a place until it stopped somewhere familiar. Sometimes one appears only on a certain plane once a year, on a particular day, or at a particular time.

8. The conjunction of the million spheres. The barriers between the universes are at their weakest ever. It's possible to visit another dimension just by taking a walk. Needless to say, creatures from other dimensions will be visiting your PCs' neck of the woods to pick up a few "goodies" (e.g., the PCs and their treasure). The conjunction lasts (1d10 +61 days).

9. The plane-shifting vessel. A magical vessel that can be steered to different

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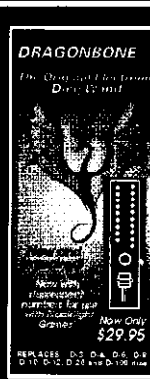
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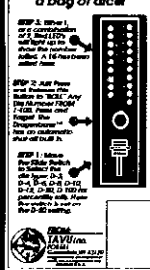
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universes. One example is "The Ship That Sails the Seas of Fate," also from the *Elric* stories, but a zeppelin, spacecraft, or chariot are other possible vehicles. The crew will be interested in the PCs, either as potential targets of attack or suckers for a quest.

10. The night of nights. Only once in a thousand years does a night like this occur. Anything can happen on a Night of Nights and usually does. A princess might fall in love with a homely dwarf. Muscle-bound barbarian warriors take up knitting. A greedy PC gives his most treasured possession to a homeless orphan. In short, the DM will have plenty of chaos to spread around.

11. The stars are right. Extremely rare astronomical conditions make the time perfect for an appearance of an malevolent extraterrestrial slime-sucking horror. Such creatures start at 20 HD, are immune to most magic, attack both psionically and with numerous tentacles or squirts of face-dissolving goo, and like to eat brains. Enjoy.

12. Bar between the worlds. This hospitable tavern can be reached from many planes by those who know how. It's always full of interesting people from all of space and time. The special anti-magical properties of the place prevent magic and any but the most primitive (nontechnological) weapons from being used. This restriction does not affect the owner and his staff.

13. The fountain of youth. The fabled source of restoration. After drinking a sip, a character's physical age will be in the 16-20 year range. Anyone who takes a big gulp turns into an infant. Anyone who drinks twice will disappear.

14. The labyrinth. A dungeon to beat them all. There's no mapping here; the party is perpetually lost. The labyrinth exists in a "pocket" dimension of its own, so there is no chance of escape before getting to the end of the maze. The traps and monsters of the labyrinth usually are controlled by a malicious archmage (who observes the party's progress through magic), making them doubly dangerous. The DM is encouraged to be particularly fiendish (e.g., part of the labyrinth is a giant pinball machine; the PCs are the balls).

15. Pure law/chaos. The party comes into momentary contact with a force of

Pure Law or Pure Chaos (50% chance for either). The effect on characters varies with each character's alignment. Pure Law gives lawful PCs a temporary raise in three ability scores (character's choice) to 18 for 3d10 days (30% chance) or gives a +2 bonus on attack, damage, and saving throw rolls for 1d3 months (70% chance), but gives a -4 penalty to a chaotic PC's attack, damage, and saving throw rolls, and ability checks, and causes a 20% reduction in spell range, duration and effects for 2d4 weeks (60% chance) or slows the PC for 1d20 + 10 days (40% chance). Neutral-aligned PCs will be blasted for 5-20 (5d4) points of damage. The effects described above are reversed for a Pure Chaos force acting against lawful and chaotic characters—a lawful PC either is slowed or suffers the penalties, and a chaotic PC either gets the higher ability scores or the bonuses.

16. The well of wisdom. The magical font of sagacity. One drink allows characters with Wisdom of less than 7 to add 1d8 points. For a Wisdom of between 7 and 12, add 1d6 points. For a score of 13 through 15, add 1d3. For a score of 16 or 17, add 1. Drinking from the fountain is dangerous for mortal beings with a Wisdom of 18 or higher—there's a 50% chance of having the character's Wisdom permanently reduced to 3; otherwise add 1 point. Characters who drink from the fountain a second time will die (no resurrection possible).

17. The crack of doom. Now they've done it. It's like a rift, only a lot worse. A giant abyss opens in the surface of the ground near the party, and out pours a horde of creatures from the underworld. Overhead, storms and lightning rage. The PCs must survive as best they can. Remember, even if they get away, whoever has to clean up the mess will try to find out who caused it and will take revenge. Unless you plan on ending your campaign, the Crack of Doom is only a temporary phenomenon and will disappear in 1d4 days.

18. Pure evil/good. The party comes into momentary contact with a force of Pure Evil or Pure Good (50% chance for either). The effect on them varies with each character's alignment. Pure Good will raise good-aligned PCs one level (30% chance) or add 1d8 hit points (70% chance), but will drain 1d4 levels from evil PCs (40% chance) or cause 8d6 points damage (60% chance). Neutral PCs will be blasted for 3d8 points of damage. Effects are reversed for a Pure Evil force on good and evil characters. Level drains cannot be restored.

19. Land of dreams and nightmares. The place where what you dream comes true. While characters are here, their physical bodies are in a unbreakable sleep. What the PCs dream appears to happen, but the effects are not permanent. However, the creatures who inhabit this land are much better at creating dreams than visitors, and their attacks

cause real damage. If a PC is "killed" in the Land of Dreams, his physical body dies. The land is ruled by Morpheus, the deity of dreams, whose will is the only reality here. He can make any dream come true.

20. The city at the end of time. Quite different from the Eternal City, this is an ancient, moldering ruin inhabited by packs of horrific mind-destroying monsters. The creatures can track you through any dimension, so there's no escape. Alternatively, the city is inhabited by a few degenerate humans with huge heads and weak, shriveled bodies. The humans may be conscienceless technologists who want to manipulate the party for their own enjoyment, or pitiful, helpless remnants of humanity who are besieged by evil forces.

### List #3: Strange encounters

1. The black coach. This is a dark, sinister carriage that flies through the air, guided by a headless driver and pulled by six black horses. It has come to take a PC to another plane to pay for some crime or offense. It is unaffected by any magic or physical attacks, and can follow its prey anywhere. The only hope of avoiding it is through the use of a wish (unless the party comes up with a sufficiently impressive alternative).

2. The anti-universe. After using a *teleport* or *plane shift*, the characters arrive at their destination to find that everything, although familiar, is the opposite of what they're used to. For example, everyone who was good-aligned before is now evil. (The PCs may have counterparts with opposite characteristics in this land.)

3. Death. Yes, it's big Mr. D, and he's coming for one or more of the party. Death is immune to all forms of bribery or flattery, and beyond the ability of the most powerful PCs to injure or influence in any way. He occasionally can be distracted, however, and there is also the possibility of making a some kind of deal, although wealth or magic will not interest him.

4. The megacurse. A curse of extreme potency, it can't be removed except by a major deity or the like. Examples are a *curse of extravagance*, which causes the PC to give away all of his possessions to the poorest people around (not other PCs), or the *jinx*, in which the PC's bad luck affects everyone but himself, causing them to miss saving throws and attack rolls, do minimum damage, miscast spells, lose stuff, trip and fall in combat, etc. An alternative to the megacurse is the cursed super-item, something that the party can't get rid of. This intelligent, annoying object causes the PCs unending problems with its pouting and whining, but has a few very useful, very powerful abilities it employs when it feels like it.

5. The guru. Also known as the celestial sage, this incredibly wise, ancient hermit is full of useful information and good advice on every subject. He doesn't adventure and dislikes being bothered.



6. Mental transfer. A PC exchanges minds with a monster. The condition may be permanent, or may revert after a period of time. (One character in my land got to be "king of the slimes.") Another possibility is the possession of a character by a creature that can't quite displace the PC's mind, so they're continually fighting for control over his body.

7. UFO. A flying saucer descends on the party. The aliens are hostile and very high-tech. They usually have some scheme of conquest. One campaign I played in was famous for its "Martian Nazis." Can the PCs save their world? Remember: "Resistance is useless. Take us to your leader!"

8. The zone of diminished illumination. For your approval . . . a group of medieval adventurers are thrown into a strange, incomprehensible situation. Is it the Kung Fu disco party? A moronic game show hosted by demons? The battle of the Somme? The sinking of the *Titanic*? The eruption of Krakatoa? Will they survive? (doe-doo-Doo-doo, doo-doo-Doo-doo . . .)

9. Fate. One PC is selected to confront a critical moment in her lifetime. Her future should depend on how she handles the predicament. The DM should devise a situation that is appropriate for the PC's background and goals.

10. Trial. Arrogant superbeings from somewhere else force the party to stand trial for the crimes of humanity (or elfdom,

dwarfdom, etc.). The fate of the world as the PCs know it may hang in the balance. The superbeings plan to punish the party with the same penalty the PCs have dished out to countless monsters (i.e., death). The trial will not be fair, but PCs who claim ignorance and stupidity as their defense will find the superbeings agreeable, since they consider all mortals inherently feeble and weak-minded. Insufferably righteous characters will be squashed like bugs.

11. Mutation. A strange oddity of genetics affects the party. You can use something from the GAMMA WORLD® game or make up a mutation yourself—the more gruesome, the better.

12. The accommodating circumstance. A creature that can transmute itself into anything takes the form of an object the PCs need at the moment or have always wanted. Of course, after a little while (no more than one adventure), the being will get bored with that form and become something else—maybe something dangerous or antithetical to the party.

13. The imp of improbability. This annoying creature can't be destroyed either because you can't locate exactly where he is, or if you do, by the time you attack, he's somewhere else. The most unusual things happen when he's around. Water flows uphill, dragons become vegetarians, PCs break their +4 swords, flying sheep fill the sky (led by Harold the clever

sheep, of course), magic backfires, etc. The Imp hangs around until he gets bored with the party's efforts to get rid of him.

14. Transformation. One or more characters undergo a startling transformation. Examples are changes in race, characteristics, appearance, sex, age, metabolism, height and weight, skills, levels, or class. Why ask why?

15. The powers that be. These are the cosmic personifications of such qualities as Liberty (lady with a book and torch), Justice (blindfolded woman with scales), Plague (diseased guy on a pale horse), Greed (Ebenezer Scrooge), Cleanliness (knight with magic lance that makes "white clothes whiter"), Stupidity (Disney's Goofy), etc. They are all-powerful in their sphere of influence and either can help or hurt the party.

16. Bazaar of the bizarre. A magic shoppe with a difference. It looks ordinary, but it actually exists on a different plane, with the front door being a *gate*. No PC's magic will function inside. It appears full of the most powerful magical items imaginable. The shopkeeper will not sell any item, but will only trade for the PCs' items, at ridiculous bargain values. (PC: "You'll give me a *vorpal* sword for a *healing* potion?" Shopkeeper: "Sure!") However, 95% of the items in the shop turn into worthless junk when taken outside.

17. Casino of death. You like to gamble? This is the place. One problem: You can't leave unless you win, and the only acceptable bet is your life. Mr. Bones, the croupier, is waiting for your roll.

18. Carnival of doom. It looks like an ordinary 20th-century amusement park, but the staff are monsters in disguise. To be allowed to exit, the party must go on each ride once. There are some problems with the rides, however. The roller coaster tends to leave the track, boat rides sink, merry-go-round animals bite, bumper cars explode on contact, etc.

19. The secret place. This ordinary-looking village (or old house, castle, or hotel) harbors a sinister secret. The DM must formulate the mystery, but it should be well hidden. Think of a "terror town" where everyone seems bland and happy, or a "house of horrors" with a mad scientist.

20. The siege perilous. This is the mystical chair at the head of King Arthur's Round Table. Only the pure of heart, or those willing to undertake an arduous quest, are allowed to survive after sitting on it. The rest disappear in a burst of flames. The chair may appear to PCs in distress and offer to rescue them in return for several difficult quests.

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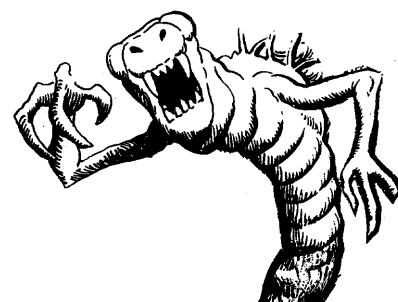
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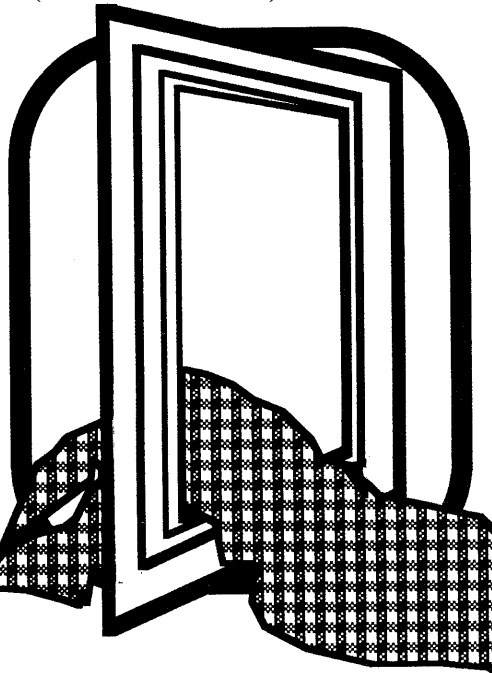
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**F**rom one of the authors of *Factol's Manifesto* comes details on a few factions for the PLANESCAPE™ setting that have died out over the years. Here are the details of the factions, written when they were still going concerns. Common knowledge says that they have all been extinct for a long time—and maybe it's better that way. (Of course, common knowledge has been wrong before.)

## The Beautification League (The Decorators)



*A mauve claw would look simply lovely over that archway!*

Factol Dionystan of  
the Beautification League

**Faction philosophy:** This faction believes the multiverse is a place to be enjoyed, and they see it as their duty to help everybody to enjoy it by “beautifying” it. These berks will take any opportunity to paint a wall, hang a picture, rearrange furniture, plant a garden, or any of a dozen other things to increase the charm of a place. This includes them telling a cutter what they really think about a body’s clothes, hairstyle, and home.

Here’s the chant: by beautifying the multiverse, a body pleases the powers, or whatever stands behind the powers and pulls their strings. Even the most offensive individual can be brought around to happiness and goodness if only given a nice place to live and trendy clothes—and maybe a good bath and a thorough makeover. Well, these are the cutters who are going to bring the change around, whether

anybody else likes it or not.

It’s not that these berks are militant—but they are persistent. They figure they know the dark of how things should look, and everyone else had better listen. A body who doesn’t listen to their advice ought to watch out. The Beautification League might sneak up one night and do some redecorating—or they might just decide a cutter “doesn’t fit the color scheme” and eliminate him.

The Decorators seem to have a special grudge against the sods and bar-mies of Sigil, because they tend to clutter up the landscape, and they’ve got a general order to get rid of all they see. The nicer Decorators might bring the unfortunates to a place where they can be kept or even rehabilitated, but the nastier bashers of the Beautification League have been to remove such “eyesores” permanently.

The Beautification League has been working on Sigil for years, and while a few smart-mouth bashers might say that’s why the city looks the way it does, the truth is that the Decorators haven’t accomplished much. They have two big problems. First, the planes are just too big (try watching infinite color schemes!), and not enough people care to help the Decorators, especially in places like Baator.

Second, the Decorators don’t always agree, and they often argue among themselves.

**Primary plane of influence:** The Decorators maintain a small, tastefully embellished abode in Arborea. They could have chosen any plane, but Mechanus was “too boring,” the Abyss “simply disgusting,” Pandemonium “far too windy,” and so forth. In Sigil, the Beautification League makes its headquarters in the Grand Gardens.

**Allies and enemies:** The Decorators get along famously with the Sensates, who can experience whatever the Decorators create. The Decorators think most of the other factions need a little more class, especially the Wizards of the Black Teddy (see below).

The Doomguard have a certain admiration for the Beautification League, which contributes to entropy they feel. The Bleakers are annoyed by the cheerful attitude of the Decorators, and the Dustmen think them frivolous. The Mercykillers find them

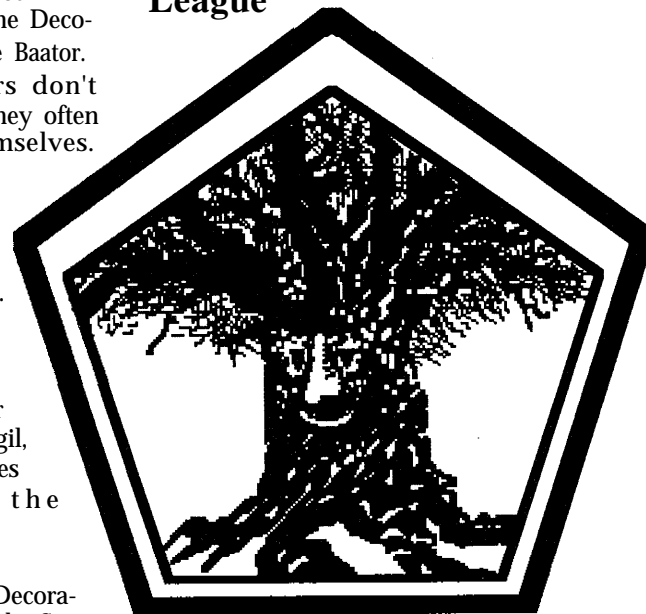
annoying in the extreme, and want to put all of them in the dead-book. [*Editor’s Note: This is exactly what happened, too.*]

**Eligibility:** Evil characters can’t join this faction; as the Decorators put it, their taste is “*tres gauche*.” Other than that, anybody can join the Beautification League.

**Benefits:** A Decorator can tell instantly when something is out of place. When a member of the faction enters a room, the DM should make a Wisdom check for the character; if the check succeeds, the character instantly notices any secret or concealed doors in the room.

**Restrictions:** A Decorator also notices when other things are out of place, or if they aren’t aesthetically pleasing—and the Decorator can’t help telling a body about it either. This makes them annoying, and a member of the Beautification League suffers a -3 penalty to Charisma.

## The Free Flora Collective (The Veggies, The Tree League)



*Stop eating our immobile brethren!  
Stop using our limbs as weapons!*

Factol Rose Amaryllis  
of the Free Flora Collective

**Faction philosophy:** The members of this faction are convinced that walking plants are destined to rule the multiverse. Of course, that’s mainly because the high-up men of the Free Flora Collective are actually high-up plants. The chant goes like this: ani-





**The Lady  
of Pun  
says,**



**“Strike a poseur.”**

imals live by killing, while plants live by digesting the rotting remains of once-living beings. These berks (barks?) say this makes plants a superior form of life.

The Free Flora Collective, though, has decided to take the battle to the animals, and are an armed and radical bunch. A berk who goes around cutting down trees, or trampling on the grass, or eating salads, had better hope there's not a member of the Free

Flora Collective nearby. See, since the Free Flora Collective believes in the superiority of plants, they try to stop anyone and everyone from harming plants. While they're mostly concerned with intelligent plants, they also try to protect their “unenlightened and soil-bound cousins.”

One of the Veggies' ongoing projects is to kill all the herbivores they can find. This not only protects plants, but once it begins to work—they say—the carni-

vores and omnivores will be forced to feed on each other, until the animals wipe themselves out.

**Primary plane of influence:** The Veggies are said to have headquarters in the Beastlands, where they hunt herbivores, and in Bytopia, where their freedom fighters work to stop the depredations of the woodcutters of Dothion. They don't have a headquarters in Sigil, though they are said to have "branches" in various gardens scattered around the city.

**Allies and enemies:** The Free Flora Collective considers all other factions to be their enemies, mainly because the other factions don't allow sentient plants, but they do allow bashers that eat plants, or cut them down for firewood. The Veggies have a special hatred for the Beautification League, who regard their kind as mere decoration, and often confine them to pots or fenced plots of land with poor soil and lighting.

Most other factions are unaware of the existence of the Veggies. Those that are aware regard them as pretty ludicrous. The Veggies just don't fit into the philosophies of most other factions. There are some Sensates who like talking to the Veggies, so they can come to understand "the plight of the plant," and the Xaositects like pulling the leaves off Veggies. The biggest enemy of the Free Flora Collective, though, is the Herbivorous Assembly (see below).

**Eligibility:** Only an intelligent, mobile plant can become a member of the Free Flora Collective. The faction also allows a few associate members: cutters (*not* leaf cutters) who are purely carnivorous, and who sympathize with the Veggies' quest for freedom from oppression. As a body might suspect, there aren't a lot of associate members.

**Benefits:** The Veggies gain benefits according to their species: they can usually hide among humanoids, since few humanoids recognize them as intelligent beings. Thus, a member of the Free Flora Collective can hide in the corner, looking like a potted plant, and eavesdrop on a conversation. Though Veggies usually consider such duty degrading, they understand its value in building a vast log of information, and they have established a spy network known as "the Grapevine."

They are said to have plants in every other faction headquarters, where they can sow the seeds of revolt.

**Restrictions:** Like the faction's benefits, its restrictions are based on the species of the members. There are some places a plant can't go, and there are some things a plant can't do. For example, it's nearly impossible for a treant to impersonate a dwarven ambassador and crash a swanky party. In addition, most humanoids have little respect for walking plants, and they tend to regard them as ambulatory kindling.

## The Herbivorous Assembly (The Vegetarians)



*Be kind to the animals. Or else.*

Factol Du'liddel of  
the Herbivorous Assembly

**Faction philosophy:** The Herbivorous Assembly consists of berks who have decided to never eat meat. And they think nobody else should be eating meat, either. They think the dark of the multiverse is that the so-called dumb animals are the repositories of great wisdom. Oh, maybe not all animals are founts of knowledge, but some are, and it's better to not eat any of them. If a cutter (a leaf cutter, in this case) can live in harmony with the animals, talk to the animals, then she'll learn the dark of things.

So, the Vegetarians don't eat animals, though a few namers in the faction might eat some animal products, like milk, cheese, or eggs. And to make sure they can get along with the animals some day, they have to keep others from eating them or bothering them as well. This means

animals can't be hunted for any reason, for food, or to provide raw materials for clothing, or for any other reason. Rabid Vegetarians have been known to attack unlucky sods just for wearing leather. A cutter can't expect to advance very far in the ranks of the Herbivorous Assembly if he wears leather or any other product taken from an animal.

One day, says the Herbivorous Assembly, when every living being in the multiverse has given up eating meat, everyone will live in peace and harmony, and the dark of everything will be revealed.

Of course, this means the Herbivorous Assembly also is devoted to wiping out all carnivores. However, they can fight predators only when those predators attack innocent herbivores. Thus, a lot of Vegetarians hang around in the forests of the various planes, watching herds of plant-eaters, waiting for a predator to attack.

**Primary plane of influence:** The Vegetarians have a headquarters in the Beastlands. In Sigil, they run a chain of "health food" inns, where "gourmet vegetarian dishes" are prepared.

**Allies and enemies:** The Vegetarians try to get along with most of the other factions, though they have a strong distaste for the Wizards of the Black Teddy, because of the excessive amounts of leather they wear. (It's not that the Black Teddy wizards wear large amounts—pieces—of leather; they don't. It's just that leather is *all* they wear.) The Vegetarians also go around rattling their bone-boxes about the evils of eating meat, and annoying almost everybody.

Most factions consider the Vegetarians to be pretty harmless, if a little barmy. The Sensates think their views are too restrictive: to really experience life, one should eat a few animals, say the Sensates; this makes the Vegetarians think ill of them. The Dustmen think the Vegetarians are all barmy; death is a part of life, and hunting and killing a part of the grand scheme. Finally, the Veggies have a very strong dislike of the Vegetarians, and the two factions have constant skirmishes in Sigil and elsewhere. Lately, the Veggies have begun attacking inns run by the Vegetarians, to "free political prisoners." [*Editor's note: Eventually, the Herbivorous Assembly and the Free Flora Collective declared war on one*

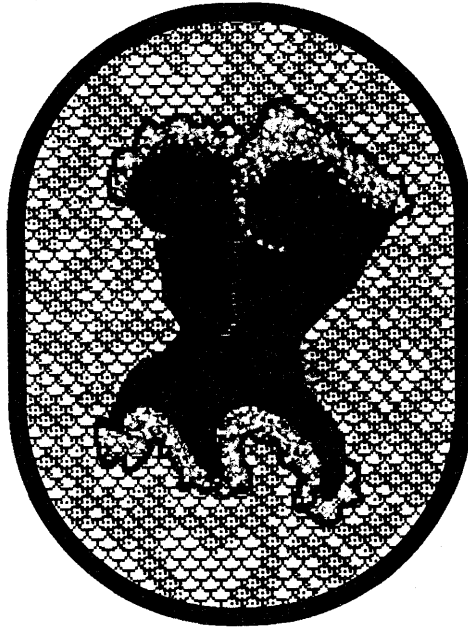
another and wiped each other out.]

**Eligibility:** Anybody can join the Herbivorous Assembly, as long as they never eat meat again. The faction is open to all races and alignments, but humans and elves fill most of their ranks.

**Benefits:** A Vegetarian gains the ranger's ability to befriend and calm animals. A Vegetarian ranger gets a free nonweapon proficiency in Animal Training.

**Restrictions:** A Vegetarian can never attack an animal, but can defend himself or another animal. This has been the cause of much consternation to adventuring members (and their companions), because the Vegetarian is restricted from helping in many combat encounters. They can defend companions from predators, but won't help anyone who eats meat, because it's a fight between predators.

## The Wizards of the Black Teddy (The Babes)



*Sure, it's a little cold, but it's better protection than any armor:*

*Factol Elle McFearsome of the Wizards of the Black Teddy*

*They're babelicious!*

Innumerable male cutters and bashers

**Faction philosophy:** Basically, the Wizards of the Black Teddy are bent on domination—of the planes, and of anyone who gets in their way. As far as these cutters are concerned, the multiverse is messed up because it is mostly controlled by addle-coved males. To solve all the problems, the multiverse must be ruled by females. As their name implies, the Wizards of the Black Teddy have two primary methods for accomplishing their goal: magic and, well, their rather obvious charms, made more obvious by alluring attire—mostly leather. The Babes aren't murderous, like the Mercykillers. They'd prefer a lot of submissive servants to a handful of corpses.

The chant says this faction sprang from a group called the Wizards of the Black Robes, on some backwater prime named Krynn. Tired of being ignored by men who felt superior by virtue of their gender, a group of women broke off from these robed wizards and formed their own group. They found that with a judicious change of attire, they were no longer ignored, and they could befuddle the simple-minded males they dealt with.

Later, a powerful female entity visited Krynn, and a lot of these female wizards decided to join her cause, and then went to live on the planes. There, with their goal of gaining power, especially for women, they found many willing recruits. More than a few female wizards joined their number, and quickly ascended to the rank of Mistress (the equivalent of the factors of other factions). These Mistresses are totally devoted to the Lady of Pain and have led the faction to a strong position in Sigil.

**Primary plane of influence:** The Wizards of the Black Teddy have a headquarters in Baator, specifically in the dungeons of Maladomini, where they give lesser fiends something to fear. The chant says there are hundreds of males chained to walls beneath Maladomini, where the Wizards of the Black Teddy can whip them into shape.

**Allies and enemies:** This faction's allies and enemies can't always be categorized; that is, part of a faction might hate them, while other members like them. For the most part, males of most species don't have too

**ORKIE MEGA STORE!**

GRUNT GRUNT, BELCH BELCH, BURPBURPSNORE!  
IT'S THE ORKIE MEGA STORE!  
AT 4 OLD CROWN, WINDSOR RD.  
SLOUGH, BERKS!  
AND ORKIE SHOPPE IS STILL AT  
6 EARLHAM ST.  
LONDON WC2

NEAREST TUBE - LEICESTER SQ. MAIL ORDER - 071 371 4254

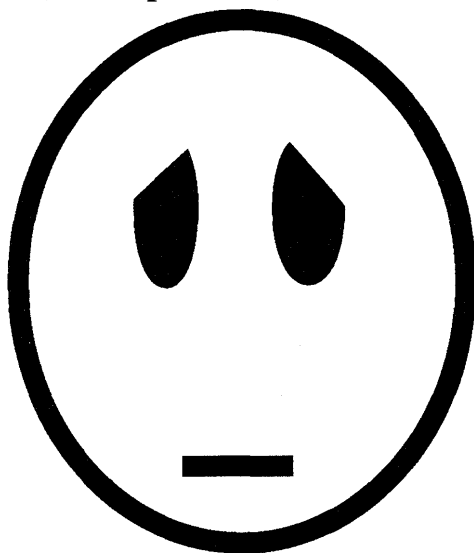
much of a problem with the Babes—for blatantly obvious reasons—but some females do. However, the Sensates like the sensual nature of the Wizards of the Black Teddy, and the Ciphers admire their individuality. The Dustmen ignore them. The Anarchists are fond of the Babes because they are disruptive to other factions, and the Guvners see the Wizards of the Black Teddy as a potential threat to their power structure.

**Eligibility:** The Wizards of the Black Teddy have four somewhat unusual membership requirements. First, all are wizards of one kind or another; generalist, dual-classed, multi-classed, and specialist wizards are allowed. Second, only females of any species can join. Third, they can't be good in alignment. And finally, to be a Wizard of the Black Teddy, a sorceress must have a Charisma score of at least 13. This is one of the few factions that accepts fiends as members; there are more than a few erinyes and succubi in their ranks, not to mention a lot of tieflings.

**Benefits:** The Babes are very distracting; males who see them tend to forget what they're doing, what they're saying, where they're going, who they are, and so forth. When fighting one of the Wizards of the Black Teddy, a male of any species, intelligent or unintelligent (most of the Babes would argue that there's no such thing as an intelligent male), has to make successful Wisdom check, or he can't bring himself to strike her. For monsters without a Wisdom score, roll 3d6 to determine a score for any creature with Intelligence of 5 or more; for others, use the creature's Intelligence score.

**Restrictions:** One detriment to belonging to this faction is that other females usually don't like the Babes, and they go around calling them "trollops" or worse. The real disadvantage, though, is the, well, uniform (such as it is) of the Babes. To say the least, it's a bit drafty. A Wizard of the Black Teddy suffers a permanent -1 penalty to her Constitution score due to getting chilled easily.

## The Apathetic Alliance (The Apathetics)



*Who cares?*

Drevis of the Apathetic Alliance

**Faction philosophy:** This faction doesn't so much have a philosophy as it has a way of life: they don't care about anything. They don't go around telling other people not to care, and they don't try to explain why nobody should care—they just don't care themselves. And most Apathetics don't go around doing much, or even go around at all.

There are a few namers in the Apathetic Alliance who use that as an excuse to do whatever they want. These bashers are a danger to themselves and others, but usually don't last for very long: either someone puts them in the deadbook, or they stop caring enough to keep moving.

The Apathetic Alliance started one day when a Bleaker and a Dustman were talking philosophy. Both fell into a deep depression, and both stopped caring about most everything. They stopped going to their faction meetings and stopped wearing faction colors. After a while, their "new" philosophy spread, and other apathetic types started hanging around with them.

While Apathetics occasionally discuss philosophy with other faction members, the conversation usually ends with "Who cares?" The rest of the time, most Apathetics just sit around, in an almost catatonic silence. If their faction were to go away, few would notice and fewer would care.

**Primary plane of influence:** No Apathetic has ever bothered to build a headquarters, so they don't have one.

They also don't have a factol, because nobody cares enough to lead the rest of them in just not caring about anything. To join the Apathetic Alliance, a body just needs to stop expressing an interest in anything, dress in black, and to start hanging around in dark coffee-houses with other Apathetics.

**Allies and enemies:** The Apathetic Alliance doesn't see much point to having allies, but they don't see much of a point to anything, really. They also can't raise enough feeling about any of the other factions to consider any of them enemies either. Oh, some grumble a little about the Guvners, who see a point to everything, and a few can muster a little admiration for the carefree Xaositects, but most Apathetics just keep to themselves.

Most of the other factions ignore the Apathetics—as the factol of the Athar once said, "Who cares about the Apathetics?" Still, the Bleakers and the Doomguard have some admiration for their philosophy. The Dustmen also share some common ground, since they believe there is nothing in life to care about (except death, of course). The Sensates find the attitude of the Apathetics incomprehensible, and the Guvners deplore the Apathetic Alliance's disregard for laws (and for everything else). The Signers have a little admiration for the Apathetics, because of their rarely exhibited power of mind over matter (see Benefits below), but don't appreciate the Apathetic philosophy.

**Eligibility:** Anybody can join the Apathetic Alliance, though most are better suited to the Bleakers, Doomguard, Dustmen, or Xaositects.

**Benefits:** The Apathetics, since they don't care about anything, tend not to notice most things. Therefore, they are completely immune to attacks from normal weapons. Only a spell or a magical weapon can attract enough of their attention to actually cause them damage.

**Restrictions:** An Apathetic doesn't care enough to adventure, or to take part in any kind of communication or combat. To actually participate in an encounter, an Apathetic must exert his willpower, represented by making a Wisdom check; only if the check succeeds can the Apathetic draw a weapon or otherwise act.

# Now You Know Their Names...

by **Colin McComb**

Artwork by Tony DiTerrizi





# The Lords of the Nine

It's no dark that the baatezu are cagey bashers. They've got secrets hidden that would astonish the powers, and they do their level best to keep their secrets dark; but occasionally they slip. When they do, their mysteries spill out across the multiverse.

This article is based on the *Baator* book from the PLANESCAPE™ Campaign Set. It's highly recommended that one read that book before this text.

## The Logs of Willgan the Dogged

*The years ain't been kind to me, but did that stop me? No. It didn't. And while those sods who called 'emselves scholars danced and laughed with the Sensates slipped away across the boundaries of death, I've held on, my studies just becoming all that much more important.*

*And now they've paid off. I might not have been looking for the elusive sound of color or the mysteries behind the forms of the powers. I've never been that imaginative. Some'd call that a curse. Me, I call it a blessing. It means that I focus on the facts and don't let ill-formed fancies distract me from the truth.*

*Do I seem bitter? I am. I've been mocked and reviled, my quest called emptiness, my heart left desolate from the bleakness of the truth I sought to uncover. But now it's done and I've snatched the dark right out from under the baatezu nose.*

*Ha!  
I've got the dark on the Lords of the Nine, and I'll be cursed if anyone can stop me from making my life better from this point on!*

The Lords of the Nine are the mysterious rulers of Baator, the Nine-Layered Pit, the Stinking Maw of the planes. Their origins are lost to the mists of time, seemingly

stretching back before even the powers remember. Their true capabilities have never been defined, at least until now.

They are, in short, an enigma. What is their purpose? Do they simply act as wardens for their plane, or do they play a more active role? Do they truly even exist? And how do they relate to the denizens of their plane, from the lowest baatezu to the most powerful of the gods?

To understand the Lords, perhaps it's best to summarize exactly what it is they're said to be and do.

## The Lords and What They Are

Though many discount the Lords as the crazed imaginings of those who've wandered the bleak wastes of Baator, the truth is that the Lords have shaped the plane since time immemorial. They may seem to be nothing more than primal forces, incorporeal and unwanting, but that isn't so. They're all individuals, and they're all ferociously hungry for more power. It's just that their desires make them known over the millennia, as opposed to the petty length of a mortal lifetime. That's not to say that the Lords can't act quickly when they need to; they just prefer to make their plans on a much longer range.

The Lords are each set over a single layer of Baator, their presence twisting and warping their layers to be more precisely what they themselves embody. Thus it is that Avernus, the first layer, is a blasted and scarred wasteland, perfect for training the armies of baatezu in the endless Blood War, while the fourth layer of Phlegethos is a fiery pit, burning all who travel its infernal depths. They are the defenders and protectors of each of these

layers, each Lord taking the qualities of the layer in an effort to keep its essential nature pure of the ravages of chaos. Who set them this task, none can say—but it's an assignment they fulfill to the best of their abilities.

Every Lord has a name, though throughout time only the names of three have been commonly known. Just like other fiends, the names of the Lords of the Nine are names to conjure power with—the prime wizard who actually uses these names is in for a devil of a time, but that doesn't keep the attempted conjuring from being an inconvenience.

*It wasn't without pain that I discovered their names. I've endured much for this moment, the setting of their names to paper and thus to immortality. Though these are not their true names, they are still names with power. The Lords are: Bel, Warlord of shattered Avernus; Dispater, Archduke of iron-hot Dis; Minauros, Viscount of the sunken Minauros; Fierana, the Fiery Lady of Phlegethos; Prince Levistus of watery Stygia; The Hag Countess Malagard of Malbolge; The Slug Archduke of Maladomini, Triel the Fallen; Baron Molikroth of ice-locked Cantia; and the Dark Lord of shadowy Nessus.*

Chant is that the Lords occasionally attempt to wrest away pieces of another Lord's layer. Prince Levistus, Lord of the Fifth, is said to be particularly greedy in this regard. It's thought that he's planning an assault on one of his compatriots—at least, that's the word in Stygia, his layer, and the amnizu baatezu there are busy recruiting berks they think would be good for the job.

## Their Powers

*The Lords are some of the most powerful bashers in the known cosmos. They control whole layers of a plane, which is far more than most powers can claim. The Abyssal lords claim as much, but the chaotic politics of the Abyss ensure that the tanar'ri lords never rise far above their compatriots. The Lords of the Nine, on the other hand, are willing to set aside their differences to achieve a common goal; the Abyssal lords seem incapable of that.*

In a sense, the Lords are their layers. They have the ability to shake the land around them, to make it erupt and heave up its contents. They can see all through their layer, piercing through nearly any veil thrown up for privacy—it's unclear as to whether they can see into a power's realm without the god's say-so.

Of course, they're not omniscient. They aren't aware of every pebble's fall and every gust of wind—but if they wanted to be for a time, they could be. They'd just have to divert their attentions from other matters, that's all.

Are they omnipotent on their home layer? It's unknown but the truth is that it'd be highly unlikely. They've got an incredible amount of power, yes, but that doesn't mean they can do everything. It's a well-known fact that they rarely coerce someone into doing something; the best-laid plots will make anyone of whatever station carry out his functions willingly, thinking whatever it is was his idea in the first place. Dispaten especially loves to twist people into doing his bidding. Only in the most extreme cases will he ever use his immense might to warp a mind.

They've got the powers of wind and rain, earth and fire at their disposal (though of course some are more likely to use one than the other). They've also got specialties, each of them focusing on a particular destructive power. The Lord of Avernus uses explosions. Dispaten uses emotion. Minauros favors disease. Fierana, naturally, punishes with flame, while Levistus carries the power of amnesia and its attendant miseries. The Hag Countess destroys by sheer force and crushing weight, while Triel fancies entropy and decay. Molikroth favors ice. . . and the ninth? None know, but it must be a fearsome power indeed, if no one will speak of it.

## Their Relationships

*It's no dark that the Lords pass their orders to someone. They've got to have dealings with someone if they want anything accomplished, right? So who do they deal with? The list is fairly small. They deal with each other, naturally. They bargain with the powers. They pass orders to the pit fiends and lesser baatezu. And occasionally, they'll make a pact with a mortal.*

## The Other Lords

Their feelings about each other could be best described as resigned hatred. They despise each other, but they're rarely in a position where they can affect one another. As mentioned above, they occasionally attempt to poach some land from one layer or another, trying to increase their own holdings at the expense of their fellows, but this ploy rarely succeeds. When it does, it's not without consequence. Still, they find it an amusing game. Perhaps they're testing each other, or perhaps their role in this is to see what nature will emerge triumphant. Regardless of the truth, it's known that they use mortals as pawns in their endless games, steering them hither and yon in fruitless quests until the Lords grow bored of the charade.

It has been said in legend that a mortal has actually managed to lure the Lords into outright fighting. How this was achieved, no one knows, but to match wits against the Lords of the Nine, you'd have to be barmy or brilliant... or both.

The Lords are usually too busy to attend to every pressing matter. That's why they created the substrata of nobles below them. In fine feudal fashion, each has an entire staff and court who deals with the petty matters of the layer, leaving the Lord free to concentrate on truly important matters. The nobles are obviously of lesser ranks, though they might pretend to be of lofty status. All of them, however, are pit fiends of incredible power. Some are more powerful and long-lived than the Dark Eight themselves, while others are still young but show excellent cunning.

The nobles plot and scheme on their own, working to further the ends of their masters and to benefit their own careers. It's said that when a pit fiend learns how the true power works and things are run, he can try to seize the mantle of the Lord for himself. It's happened several times.

Naturally, these nobles are not above the use of mortals in their schemes. Some allow the mortals to play an important role in their plotting. And some actually encourage the mortals to develop their own schemes.

## The Powers

So what's the relationship of the Lords with the powers? Nobody really knows; probably strained at best, though it's unlikely that they're actively hostile to each other. Struggles among beings of this magnitude generally leave entire layers of planes devastated, and it's unlikely either the powers or the Lords would find that acceptable.

Nevertheless, it's no secret that Set and Prince Levistus have nearly come to outright war. The two have aims that aren't entirely compatible, and each works in subtle ways to bring down the other. Levistus has used his mortal agents to destroy temples dedicated to Set, while Set's minions wreak havoc on the amnizu

and the cities of Stygia. They've reached an impasse for now, but both would love a chance to tweak the nose of the other, and they'll handsomely reward anyone who can do it for them.

Rumor has it that it was the enmity of one of the Lords that forced the orchish pantheon to flee to Acheron and points beyond. Now, that may or may not be true—but if it is, the Lords have got to be even mightier than previously believed.

It's not unknown for the Lords and the powers to work together on occasion. They've got common enemies in the tanar'ri, bringers of chaos, not to mention various other powers. Why, a Lord might aid one of the powers on his or her own layer against the power from another. It's called the politics of expediency, and the Lords and the powers practice it whenever they can.

## The Fiends

*This is the part that's most interesting to me. Why in all the heavens would someone as powerful as one of the Lords ever choose to have anything to do with the lowly fiend? Are the Lords watchers over the baatezu race, or do their duties run deeper than that? What is it that we're missing?*

Oddly enough, the Lords tend to leave the fiends to their own devices. It's unknown if the Lords have any dealings with the Dark Eight, the nominal rulers of the baatezu. Still, one would think that the eternally raging Blood War would give the Lords pause for thought, since it's their land that's going by the wayside if the tanar'ri make it this far.

*My thought on the matter is that the fiends are simply like the proxies of the Lords, that they're an even lesser tool than the noble caste. The Lords do care about the War; it's just so far down on their priorities that they've delegated it in its entirety to the baatezu.*

The Lords certainly command vast armies of baatezu on their own-fiends who are outside the structure of the baatezu hierarchy imposed by the Dark Eight. Though the Lords' minions have to undergo the same selection and elevation tortures, they answer only to the nobles of the Lords, and to their Lord in particular. That doesn't keep the Dark Eight's baatezu enforcers from throwing these berks into the army when possible—it's said that the Lords' servants are insufferably smug, and they're usually the ones in the front lines, unless they can find someone to take their place.

All fiends eventually bow to the Lords of the Nine, if for no other reason than that the Lords could crush the life from the baatezu. But the fiends are rarely called upon to do such a thing, for the Lords have other servants and proxies to fulfill their wishes.

## The Mortal Compact

Once in a millenia, a mortal is powerful enough or canny enough to be able to sneak through the defenses of the Lords—or perhaps the Lords allow it as part of some scheme they have. Regardless, the Lord conjured occasionally finds it amusing to manifest himself fully in the presence of the mortal, “gracing” the poor sod with the complete glory of the Lord. Sometimes it’s to burn the offender to cinders; more often it’s to lead the mortal on a path of betrayal that’ll drive him to insanity while increasing the Lord’s power tremendously.

This happens most commonly through priesthoods. The Lords gain power from mortal worshipers, just as a god would, though he cannot grant spells. Still, the devotion of mortals is a powerful thing, and it’s something Lords covet. It’s said that that’s the reason the Lords even bother to trifle with mortals at all.

The only problem is this: How do these cults retain worshipers if there’s no evidence that they’ve got power? That’s where the politics of expediency come in. Before establishing a priesthood on the Prime, the Lord usually has to perform a favor for one of the powers of Baator. In return (and usually in return for some of the power gained from the ceremonies), the power sends along some of his rituals to the mortal priest, creating a strange combination of beliefs, but one that’s deadly nonetheless.

These priesthoods have become more and more common of late. Their rites are obscene, their methods perverse. Are the Lords allowing more priesthoods? And if so, does that not mean they’re trying to become powers in their own right?

Whatever the cause, the cults of the Lords of the Nine are seducing more mortals with promises of power and immortality ever year, across the Prime and across the Outer Planes. It’s only a matter of time before drastic measures must be taken to curb their worship.

## The Lords Themselves

*This was the hardest dark of all to come by. If the Lords resisted generalities about themselves for so long, how d’you think they’d feel about their personal secrets bein’ spilled?*

*Well, too bad, one way or another. They’re going to have to face the music sometime, and it might as well be now. I’ve outlined their names, what I could glean of their histories, and any other information I thought might be useful.*

## The Warlord of Avernus

The original Lord of Avernus (not Tiamat, contrary to popular belief) found herself imprisoned and entrapped by her warlord, the pit fiend Bel, thousands of years ago. She’s now struggling to break free, but her struggles become weaker and

weaker as Bel siphons more of the Lord’s power for himself. For all intents, Bel is the new Warlord of Avernus, and that suits the other Lords just fine—at least, it seems to; they’ve not lifted a finger to aid their ensnared sister.

However, because of this, Avernus has become a little fiercer, more brutal than it was under the original Lord; and the Lord of the First now has little time to oversee the maintenance of the layer—for while he has the power, he does not have the time. He cannot back out of his responsibilities to the Dark Eight, though he could probably crush them if he so desired—except that they remain in the fortress Malsheem in Nessus, and Bel’s dominion extends only over the first layer.

Bel has only recently discovered how to create an avatar. The avatar takes the form of a burly humanoid with a jutting chin and powerful arms. The avatar’s skin is slightly tinged with red, and his brooding scowl and the promise of rage held barely in check dissuades many from offending the representative of the Lord of the First.

## The Warlord’s Avatar (fighter 20)

Str 24	Dex 22	Con 21
Int 18	Wis 15	Cha 20
MV 15, F124	SZ L (7’)	MR 75%
AC -4	HD 20	hp 155
#AT 3	THAC0 2	Dmg 112 +16

**Special Att/Def:** The sheer size and power of Bel’s avatar is enough to make anyone of good alignment under the 10th level save vs. spells or suffer as if under the effects of a *fear* spell. Those of neutral or evil alignment under 10th level must save vs. spells or suffer from *awe*.

If necessary, Bel can call forth 15 HD *fireballs* from the air at will.

## The Archduke of Dis

Dispater is thought to be one of the oldest of the Lords of the Nine. He’s certainly cunning enough that he’d want to give that impression anyway. He governs the second layer from his tower of lead and iron, able to see the tiniest details of the plane from the tower’s height. His layer is a gray-green plane of heat and pain, perfectly reflecting the suave archduke.

Dispater never loses his temper. Though anger burns within his chest, he prides himself on his restraint and smooth manner. Should he actually lose his temper, chances are he’ll annihilate the witnesses rather than let them report his shame.

Dispater’s avatar appears as a 10’ tall man with yellow skin, a pit fiend’s horns, and a fluttering red cape.

## The Archduke’s Avatar (fighter 15, wizard 20)

Str 20	Dex 19	Con 20
Int 24	Wis 22	Cha 22
Mv15	SZ L (10’)	MR 90%
AC -2	HD 15	hp 150
#AT 2	THAC0 5	Dmg 1-8 + 10

**Special Att/Def:** In his tower, Dispater simply cannot be harmed. As it is his center of power, weapons pass through the archduke and spells melt harmlessly from his person. The statistics above are for the rest of the layer.

Dispater’s special defense is to make those attacking him relive their lowest moments. Whether they were being beaten in an alley behind a pub or falling from the heights of Mount Celestia, Dispater can summon the memory and make his enemies relive the entire miserable experience.

## The Viscount of Minauros

Minauros the Serpent dwells in the Sinking City, his bulk writhing and spasming through the fetid water of his layer. He’s indirect and venomous, his schemes convoluted and twisted. He speaks in riddles, never coming straight to the point, even when giving orders. His cadre of fiends emulates this behavior, hoping to impress their Lord.

Minauros seems to spend most of his time in the waters underneath his city, living an amphibious life amidst the foetor of his layer. He doesn’t roam far from the Sinking City preferring to oversee his lands from a single location.

The Viscount’s avatar appears as a gargantuan snake with a humanoid torso where the head would be. His eyes are slitted and yellow, his tongue is forked, and he speaks in a sibilant whisper.

## The Viscount’s Avatar (fighter 14, thief 18)

Str 19	Dex 23	Con 21
Int 21	Wis 19	Cha 18
MV 12, Sw18	SZ G (30’)	MR 80%
AC -5	HD 14	hp 160
#AT 5/2	THAC0 6	Dmg 1-8 + 14

**Special Att/Def:** Minauros can, on a successful attack roll of 15 or better, sink his fangs into one of his enemies. If Minauros drops his weapons and attacks with his powerful arms, he can try to pin his victim; this requires two successful attack rolls of 8 or better. If he pins his victim in this fashion, he needs only an 8 or better to bite. A body thus bitten must save vs. poison or contract a wasting disease similar to that of the mummy—except that the Viscount’s disease cannot be healed, and it drains the life from its victims by the hour, rather than by the day.

## The Fiery Lady of Phlegethos

Fierana, Lady of Phlegethos, is rarely seen and her presence rarely felt. She prefers to lose herself in the boiling magma of her lands, letting the pit fiend Gazra govern; however, she’s not foolish enough to let him have too much power, and she reminds him of her rightful position whenever she thinks he’s planning on turning stag.

Her temper is mercurial, her moods fickle. She’s like the dancing flame, mov-



ing from one obsession to the next, burning her way through eternity. However, she does so in a pattern that perhaps only she can see—anything less would be chaotic, and her job is to preserve order.

Her avatar appears as a beautiful young woman with flaming red hair and a lithe figure. The berk who's fooled by her beauty deserves what he gets—being turned into a charred husk.

**The Lady's Avatar (wizard 20)**

Str 15            Dex 20            Con 19  
 Int 23           Wis 20            Cha 21  
 MV 18, F136    SZ M (6')       MR 90%  
 AC -3            HD 20            hp 140  
 #AT 2            THAC0 8       Dmg 1-6 + 10

**Special Att/Def:** Fierana has absolute power over all flame in her layer. She can take any flame that's brought near her and turn it against anyone she desires. Oddly, she takes no damage from cold- or water-based attacks; they serve only to irritate her, and she'll burn anyone who's foolish enough to try them on her.

**The Prince of Stygia**

Levistus is probably one of the least popular of the Lords of the Nine, especially among his compatriots. He sets aside the rules they've laid down for themselves and is constantly attempting to aggrandize himself, usually at the expense of others. His cadre of amnizu ignores the hierarchy of the pit fiends, and they're always planning mischief against the Dark Eight.

Their concerted dislike of him is partially what has kept Levistus from overcoming the rest of the Lords. When they catch on to his schemes, they work together to destroy them; while they hate each

Levistus's avatar is a darkly handsome, brooding man. He prefers to dress in fancy clothes and adorn himself with finery when he appears to mortals. However, he's usually too busy governing Stygia and hatching plans from his icy prison to bother himself with manifesting an avatar.

**The Prince's Avatar (thief 23)**

Str 19            Dex 24            Con 16  
 Int 23           Wis 22            Cha 21  
 MV 15           SZ M (6')       MR 80%  
 AC -4            HD 23            hp 155  
 #AT 2            THAC0 3       Dmg 1-8 + 10

**Special Att/Def:** With a successful attack, Levistus has the ability to induce amnesia in his enemies as though he had

BEL



DISPATER



MINAUGOS





FIERANA

tants need to be constantly vigilant of stresses in the bronze. If they're not, Malagard makes sure that the next inhabitants will be; more than one fortress has lost its inhabitants when she's come in with her great flaming sword to correct their mistakes.

Malagard's avatar is not unreasonable, but she doesn't excuse foolishness. She appears as an old crippled hag, stooped from the weight of the years. She carries immense power under her withered exterior, teaching that it's best never to judge someone on the basis of appearance. She carries a sword that flames with her anger; it looks too heavy for her to wield, but in her hands it's as light as a feather. Anyone else who touches it takes an immediate 1d20 + 20 hp damage.

**The Countess's Avatar (fighter 18)**

Str 22	Dex 19	Con 20
Int 21	Wis 19	Cha 12
MV 24	SZ L (10')	MR 85%
AC -5	HD 18	hp 170
#AT 3	THAC0 3	Dmg 1-12 + 10

**Special Att/Def:** At will, the Hag Countess can bring a *meteor swarm* down on one particular enemy, or cause an avalanche to begin under his feet, or force a hail of rocks down upon his head from nowhere. She has absolute control over the physical aspects of her layer, and she'll not hesitate to use that control to destroy her enemies.



LEVISTUS

immersed them in the River Styx. If he's successful, he refrains from slaying his victims, preferring instead to tantalize them with the torturous hints of their previous existence.

The Hag Countess of Malbolge Malagard, the Hag Queen of the Crushing Lands, delights in surprise appearances. The cities of her layer are huge bronze citadels, each of which is under the command of a pit fiend. The citadels

constantly resound from the huge boulders crashing into them, and the inhabi-

MALAGARD



**The Slug Archduke of Maladomini**

Triel the Fallen was once an archon, or so the chant goes, who was expelled from the lofty heights of Mount Celestia for excessive vanity and the contemplation of eternal perfection taken to extremes. His fellows cast him from the celestial slopes, and his form changed as he fell into the Stinking Maw of Baator. Now he presides over the rotting cities of Maladomini, always searching for the perfect configuration to his city. He's oblivious to the decay of the old cities, always wanting to improve on the new ones.

His avatar is a grossly deformed slug-creature, with vaguely humanoid features and forelimbs that are more like prehensile tails than actual limbs. Still, a mortal who gazes on the avatar can catch glimpses of the beauty that Triel once possessed before he fell.

**The Archduke's Avatar (wizard 19, bard 12)**

Str 19	Dex 18	Con 13
Int 21	Wis 19	Cha 10
MV6	SZ H (25')	MR 70%
AC -4	HD 18	hp 145
#AT 2	THACO 7	Dmg 1-8 + 7

**Special Att/Def:** Triel prefers to age his victims as if he had hit them with a *staff of withering*. If he makes a successful hit with one of his atrophied forelimbs, his victim gains no save and loses the use of his limb.

**The Baron of Cania**

Molikroth is devious and cruel. No surprise there. What is surprising is the extent to which he takes it. As ruler over frigid Cania, he's got the power of ice and cold, and he knows how to use those tools to such a degree that he can make a proxy cry out for mercy. He delights in torture, rarely leaving the citadel Mephistar, preferring to have his victims come to him.

His interest in governing his layer is complete. For the

last few millenia, he's been on his guard against a move by Prince Levistus, and he's grown ever more leery over the years. No one passes into this layer without the Baron's knowledge.

The Baron's avatar is a grossly huge man, beyond foppish in his finery. His clothes are always the height of style in Sigil, and are usually made of ridiculously expensive materials; but even the finest fashions appear foolish on him.

**The Baron's Avatar (wizard 20)**

Str 21	Dex 18	Con 17
	Int 23	Cha 15
	Wis 22	MR 80%
	MV 9 SZ H (7')	hp 160
	AC- 1HD 18	THACO 6
	#AT 1	Dmg 1-12 + 9

**Special Att/Def:**

Molikroth's attacks are almost always icy, penetrating even magical defenses against cold.



MOLIKROTH



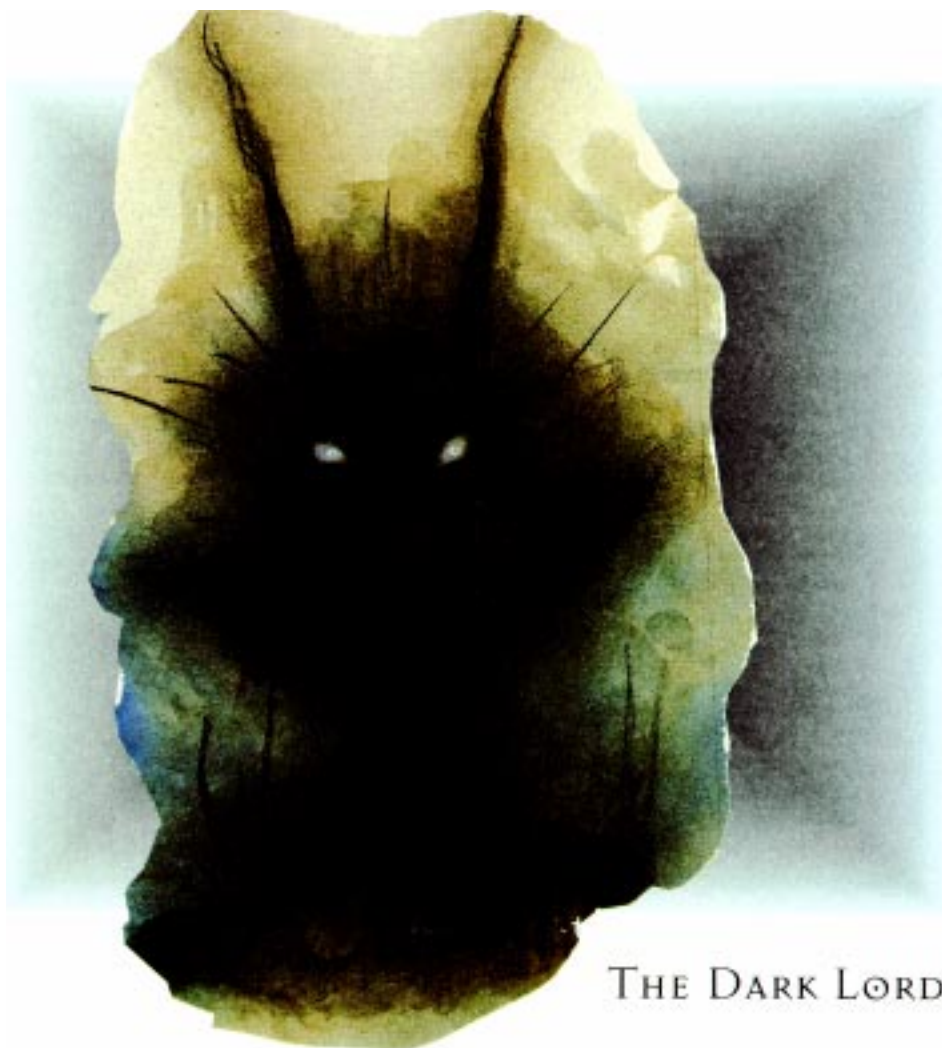
TRIEL

There's no spell known that can resist the frigid batterings of the Baron's will. Frostbite sets in in one round, causing 1d6 hp damage a round. If he's still fighting an enemy after 5 rounds, his opponent must begin to save vs. spells or suffer a cumulative -1 penalty per round the enemy fails the save as the cold slows reflexes and induces torpor.

**The Dark Lord of Nessus**

*I've not been able to find any information on this blood. He (or she, to be totally fair) is so well hidden that it'll take years more of digging through dusty references and painstaking interviews with fiends who should know better. I've come this far though, and I won't be cheated. I can stand to search for a few more years, I think. What's the worst that could happen to me?*

**Note:** Not long before publication, Willgan the Dogged suffered from what can only be termed a personal implosion. Drops of blood were found where he stood, but no other trace remains of his eventual disposition. We have taken the liberty of publishing this posthumously. Several fiends have commented on it as "a delightful piece of speculative fiction."



THE DARK LORD

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TEX

# FIENDISH FORTRESSES

From infernal halls  
to the courts of chaos

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by Monte Cook

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illustrated by Adam Rex

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**S**ome folks say that fiends — them bashers from the Lower Planes — are products of the beliefs of Prime Material berks. I guess that's probably true enough. Fiends represent evil and all that. Not a kind word to be said about the lot of 'em.

But then the same screed'll tell a body that, because fiends are the offspring of belief, they model themselves after the believers. I just can't twig to that sort of wig-wag. Here's the chant, and listen good: things on the Lower Planes ain't like they are on the Prime. Sure, they're fighting a big Blood War, but it's like no war fought anywhere else.

Take the strongholds the fiends build for themselves, for example. On the Prime (and elsewhere, too, I know), a berk building himself a castle surrounds the whole thing with a wall and a moat, hiding his sparkles and jink in a high tower or in deep, dark vault under the ground. Nothing like a fiend's castle, let me tell you.

See, I was there, all up-close and real-like. I fought in the Blood War for... I have no idea how long, but long enough to tumble to a thing or two. I've seen sights no mortal should ever see. Tarrek Norstro, mercenary (retired) at your service.

*In the Planescape™ setting, the fiends of the Lower Planes are among the most feared yet intriguing of foes. These creatures exemplify, personify, and even embody evil. Their powers are fearsome, their violence and ferocity unmatched. The places that they inhabit — the Abyss, Baator, the Gray Waste, and the other Planes of Evil — are spoken of by the canny in hushed tones, for they hold horrors no mortal should ever experience. Nonetheless, planewalkers (those bold planar adventurers who travel the multiverse) continually find themselves traversing the nether regions, either avoiding or taking part in the terrible Blood War fought between the lawful and chaotic groups of fiends — the baatezu and tanar'ri respectively.*

*In Sigil, one might be surprised at how freely the chant flows. The number of old hands volunteering their own views on tanar'ri, baatezu, and the Blood War can be overwhelming. When a body tries to weed out the cony-catchers, the peel-masters, the barmies, the screeds, and the out-right liars, however there's not much left.*

*Even Tarrek doesn't know the very latest chant about the Blood War and the most recent, surprising development concerning the fiends. For this information, interested bloods are going to have to look at Hellbound. Not to worry, though. These changes are so new that the vast majority of fiendish fortresses won't be altered to compensate for some time — so Tarrek's chant is still virtually priceless.*





### In the court of the fiend-king

Sure, I've been in a fiend's castle. I've assaulted them, I've defended them, I've even spoken civilly with the inhabitants a few times. See, there was this yagnoloth — you've heard of them, right? — yugoloth noble, as I understand it. These fiends remain neutral in the Blood War, often offering their services to whichever side's paying the best that day. Now that's a philosophy I can twig to.

Anyway, I had to go listen to this cutter rattle his bone-box about the specifics of some mission. See, lots of yugoloths sub-contract their mercenary work to berks like me — that's how I got a job attacking a tanar'ri fortress... well, let me get to the yugoloth first. This fiend had quite a place, especially the throne room.

The yagnoloth, whose name was Whvis (or something like that), held court with a whole gaggle of cutters. His throne room was filled with minor yugoloths, like pisoloths and mezzoloths, but they were among the least interesting bashers there. Night hags, shadow fiends, and finely-dressed tieflings came before this noble with petitions, grievances, and queries. Even a few rogue tanar'ri (with a lone amnizu baatezu sending them deadly glances), a sinister and silent githyanki warrior, a foul-smelling shator gehreleth, and a solitary slaadi emissary. (What could it have been doing there?) lastly, there were a great many mephits flitting about like insects. These were attendants of the various fiends, messengers going to and fro, and others that were probably just pests.

But as I waited there, listening to these monsters hold court and discuss issues unfathomable to me, it was the fortress itself that held my attention. See, Whvis had the place constructed in the most unnerving way possible. This is a common thing for fiendish lords to do, to keep their friends as well as their enemies off guard. The entire court was built over a pool of bubbling and boiling acid and then floored with glass or some other transparent material, so that all standing before the throne realized how close they were to destruction.

My mercenary's eye looked around and noted the defenses that he had placed around the court as well. There were the obvious maelephant and yugoloth guardians, but they were for show as much as they were for actual defense (though don't miss my meaning — a blood

couldn't find more capable warriors). The ceiling was filled with hidden murder holes, and there were high balconies that surely hid archers or crossbowmen or even spellcasters. Plus, you can be as sure as Sigil that there was some way to un hinge that floor to dump any threatening sod into the acid below — even a greater fiend is going to quake at the thought of that.

Even the way into the throne room was designed with both intimidation and defense in mind. The passage that I and a few of my comrades were escorted through was wide and imposing, filled with terrifying statuary of violent and gruesome images. Again, my peery gazes revealed that these statues had small compartments and notches that certainly contained traps like darts or poison gas or worse.

I finished my business there and gave the place the laugh as soon as I could. Being a guest in a fiend's fortress is only slightly better (and perhaps not better at all) than being an invading enemy.

### Citadels of the lower planes

The fiends aren't like humans or elves or what have you when it comes to building their keeps. The reason's as simple as the point of your blade. They can do things that most folks can't — teleport, fly, and lots more.

What that means is that a body won't find a curtain wall surrounding most fiendish castles. Walls like that are useless in the Blood War, since practically anyone can simply fly, jump, glide, or teleport past them. So, there are no courtyards or baileys to muster troops or protect livestock. Cities are very hard to protect with walls being useless, but most Blood War battles aren't fought over cities. Besides, there's always the old saying, "a city full of fiends is far worse to assault than any fortress," so they don't need much protection when you get down to it. Interestingly enough, most fiendish cities — as opposed to fortresses — are surrounded by a so-called defensive wall. I figure its just for show.

Fiendish defensive constructions always involve a good deal of intimidation. They often're made to appear to be great beasts or piles of corpses ('course, some actually are piles of corpses) or something similar to frighten their enemies. While the opposing fiends aren't frightened by this, as a mortal mercenary who fought in some of those battles, I can tell you now that its plenty

unnerving to march into battle to assail a place made to look like a giant skull — complete with moving eyes still in their sockets. I still have nightmares about that place.

As important as all this is, what's most vital about a fiend's citadel is what a body can't lay his eyes on. What with baatezu, tanar'ri, and even yugoloths being able to pop anywhere they want with teleportation, many fortresses are built with secret portions that the enemy won't think to try to teleport to, since they don't know they exist. Most of these hidden structures are underground, though I've heard tell of sections being hidden underwater, made to appear as ruins, or even secreted away behind particularly powerful illusions. The hidden parts of the fortress often hold the most valuable elements of the defense, such as supplies and leaders, as well as jink and prisoners. They also provide avenues to secretly move into positions allowing the defenders to strike with surprise against the attackers.

Rarely, the baatezu — and less often, the tanar'ri — utilize artillery in either their fortresses or their attacks against other forts. Catapults and ballistae are common — that's not what I'm talking about. The dark is that the fiends have access to bombards that can launch huge metal rounds at the enemy with explosive force. Others have strange catapult-like devices that hurl spells of destruction much farther and with greater force than the magic's potential normally allows.

### The baatezu

All right then. It was about twenty eight, twenty nine years ago. Me and about thirty others were working for a tanar'ri named Xoun, a real sodding slop-sucker, if you get my meaning. We

were in the first Gloom of the Waste. Xoun had us infiltrate baatezu lines and scout around. This place is as desolate and dreary as you can imagine. I don't know about such things, so I've got no idea if it's so bleak because the fiends have been fighting there forever, or if

that's just the nature of the place. Seems to me that it's just the way the plane is. That grayness, it gets to you. Anyway, the baatezu had held this dirt for some time — they'd had a while to dig themselves in and prepare a few surprises. Now, here's a way to look at the two sides of the Blood War. The baatezu are more militaristic. They like

marching around, giving orders, making weapons, digging trenches and all that. Now, if you're Clueless, you're saying to yourself, I suppose that means that the tanar'ri are peace-loving pacifists. Keep up, berk. The tanar'ri are just as horrible and violent as their foes, they're just not interested in military organization as much. They're more crazed — like vicious killers. Basically, the Blood War is a conflict between an army of regimented, disciplined war mongers and a bunch of psychopathic murderers.

This comes out clearly when you look at their fortresses. The baatezu installation that we came upon that day in the Gray Waste was a tall tower with a huge globe on the top (they made it look like a large scaly arm thrusting up out of the ground with a silver sphere clutched in its claw — they've at least got style). The whole thing was at least 300' high, and there wasn't a door or window to be seen on the tower- or arm-part. It was just a support. The globe, however, was covered with arrow slits, murder holes, and balconies from which to launch attacks down upon any offensive strikes. The area around the tower — everywhere

## Weapons of the Blood War

The Blood War has produced many weapons of mass destruction. Here are three different types of artillery used by the fiends. These virtually never fall into the hands of non-fiends, and the mortal who does obtain one usually regrets it soon after, when the fiends arrive at his doorstep to collect their rightful property.

### Baatezu bombard

This baatezu weapon looks like a long barrel of black iron. When fiendish magic is applied, it fires a large metal or stone ball up to one-mile.

It takes 15 rounds to load and fire the great artillery piece, and its aim is very clumsy, taking up to 15 additional rounds to effectively change its target or re-aim. It has no chance of hitting a living, mobile creature of size S or M, and the attack roll to hit size L creatures is at - 4. It inflicts 3d10 hp damage. For purposes of hitting enchanted creatures, this weapon is treated as one with a bonus of +3.

### Levlevor "Spell's Long Reach"

This weapon was made and named by the yugoloths, who've sold them to both sides of the Blood War. It looks like a standard light catapult, but it is actually a powerful magical device. If a ranged spell is cast into the device, the spell can be launched (it must be fired immediately after casting) as a light catapult missile, giving the spell a range of 300 yards. In all other respects, the spell is resolved normally. The weapon can be used once every 10 rounds.

### Fist of Graz'zt

This tanar'ri weapon looks like a small bombard, usually mounted on a tripod or base, or perhaps even steadied on the shoulder of a large and sturdy fiend. Spells cast through the fist of Graz'zt are magnified in their ability to inflict damage in order to destroy fortifications. Spells of an immediate, violent nature (such as fireball, lightning bolt, Melf's acid arrow, etc.) inflict twice as much damage — but only in regard to non-living, inanimate targets.

The fist is extremely useful in blowing holes in things to allow an attack to pass through a barrier. Range, area of effect, and durations are not increased by this weapon.



## Teleport traps

Very simply, there is a 10% chance that a fiend teleporting blind into a baatezu fortress with such defenses will fall victim of the traps. Some types of trap include:

**Acid:** This is the most common type, since it is a universal agent of harm among fiends and most lower planar creatures. Those immersed within suffer 5d6 hp damage per round — although a saving throw indicates only half damage is sustained.

**Crushing Trap:** When the enchantment within the room detects the presence of an intruder, the walls of this empty room slam shut immediately, while the fiend recovers and reorients itself from the teleport. The closing walls deal 3d10 hp damage to those caught within.

**Teleport Bounce:** One of the more insidious teleport traps, this activates as soon as a victim enters the area, teleporting it yet again to a completely different location — sometimes far away, sometimes in a very hostile environment, and sometimes to another teleport bounce location... ad infinitum. The fiendish victim has no chance to save, but magic resistance applies.

within arrow or spell range — was a staging ground for the lower-ranking troops, which probably never actually got to so much as see the inside of the globe. This means the lemures and nupperibo, as well as various charmed monsters and hired mercenaries, stayed on the ground. There were no ladders or stairs going up to the globe, 'cause the fiends could just teleport up to where they wanted to go.

Now, then, you might be saying, how do they keep the tanar'ri from doing the same and teleporting right inside Clutched Victory (that's what they called the place)? Good question. They don't. Like many baatezu fortresses, Clutched Victory was segmented into a series of very small chambers. There was no place inside the stronghold into which the tanar'ri could teleport a large force. The defenders guarded each of these tiny rooms, just waiting for a lone attacker (or maybe two) to appear, and then they'd attack while the teleporting fiends got their bearings.

See, in a Lower Planar fortress, there's really not such things as "outer defenses" and "inner defenses." Something deep

inside a castle is just as vulnerable as anything else. So the fiends are prepared for attackers to appear anywhere.

If for some reason (such as a spell or something), teleportation was prevented from occurring on a battlefield, the defenders could quickly adapt and just move to the outer edges of the fortress (in this case the outer edge of the sphere) to defend against conventional attacks. In fact, the fiends of both sides have such good tactics for defeating teleporting attacks that conventional assaults are as common as not. Against the segmented fortress defense such as in Clutched Victory, the tanar'ri quickly learned that mass assaults from the outside are just as effective as teleporting inside.

Plus, there's always teleport traps. The traps? Well, they're a nasty little invention. Chant is, it was actually the yugoloths that came up with them, but both sides of the war use them now. I don't know if they were used at Clutched Victory, but they probably were. They're really very simple. The fiends just place pools of acid or empty rooms with quickly closing walls throughout the fortress. When a berk teleports in blind, he's got just as much a chance to end up in the trap as a real room. They're real useful at discouraging such incursions.

In fact, the only advantage to teleporting into the heart of a citadel is if some valuable target (leaders, plans, supplies, prisoners, etc.) can be taken, killed, or destroyed. Since the offensive forces have to teleport in blind, only luck will allow such a find to occur, and because the baatezu have compartmentalized their fortress to such a degree, even a lucky find can never be reached by a large force, and by the time that word reaches the commanders and the attackers concentrate their reinforcements in the area, the lucky find is usually moved.

That's why stag-turners are such a danger. If the enemy isn't teleporting blind — if they know where they're going — the defenders are in real trouble. That's what Xoun really wanted us to scout out — he was looking for some basher who'd give him the dark of the interior of the fortress for a little (or a lot of) garnish. Didn't work, though, and the tanar'ri assailed the place anyway. They got slaughtered. It wasn't until the tanar'ri sacrificed the majority of their forces in a mass suicide charge at the base of the fortress, eventually toppling it (right onto their own remaining troops no less), that

the battle ended. And the tanar'ri looked upon that as a victory. That's Abyssal thinking for you. But I didn't care. I got my jink and took my leave.

I've heard that in Baator itself, there are fiendish citadels with no doors at all. Every room has to be reached by teleportation. Chant is, there are ways in such places for non-fiends to teleport around too, since we weren't all born with that ability. I can't even imagine how hard it would be to attack such a place. If you sent your troops in, even if they were winning, they could never link up to coordinate their movements or concentrate their attacks. What a nightmare. And I'm sure that's the idea.

The baatezu like fortresses so much that they tortured their engineers into making some so that they could be used on the offense as well as the defense. These mobile fortresses are on huge wheels or rollers and are powered by some eldritch mechanisms that probably involve the backs of thousands of slaves in some fashion, if I know the baatezu like I do. Not only do they transport troops but they literally roll right over the enemy.

## The tanar'ri

Tanar'ri fortresses are fewer than those of their foemen, but they're no less terrible to assault. As a body might expect, there's no rhyme or reason to the way that they are built — that's actually one of their main defenses. To most folk, but in particular to the orderly baatezu, tanar'ri fortresses make no sense.

There was a time I worked for the yugoloths, who were working for the baatezu (at the time, that is — it's complicated). This ride took us to some layer of the Abyss, looking for a kidnapped erinyes that was being held for ransom by some minor tanar'ri lord. In any event, we discovered her on a floating fortress high above the rest of the layer.

This was an old tanar'ri tactic — but one they still use today. They use powerful enchantments to hoist their citadels high in the air. The inhabitants of such places use flying mounts like hieracosphinxes or giant bats or whatever's at hand to get up there if they can't fly on their own or teleport. In this particular case they used what appeared to be gigantic blue hornets. These were very effective combat mounts, as they could hover to allow accurate missile combat as well as defend themselves with their stingers... but you didn't come to me to learn about bugs.

Anyway, some of the 'loths I was working with could fly, while the rest of us (my human mercenary company and the non-flyer yugoloths) "acquired" some of the giant hornets. When we flew up at the fortress, however, we learned that we'd fallen right into a tanar'ri trap. They're chaotic, not addle-coved. A floating fortress needs to be prepared against airborne attack, and prepared they were. Powerful, magical winds generated from within the citadel tossed us about, sending many down to the ground and the dead-book. Like many tanar'ri strongholds, this one was warded against teleportation, so none of the yugoloths could slip in that way either.

Tanar'ri sorcerers apparently have been tinkering with powerful teleport wards for some time. Sometimes they work, and sometimes they don't, but it seems there's always a new wrinkle to this magic that the fiends have uncovered. Chant is that the baatezu gave up on this sort of enchantment long ago because it is unreliable, but the tanar'ri have made a successful enough stab at it to bring tears of regret to baatezu eyes. No teleportation means a more straightforward clash, with less strategy and more bloodshed — just the way the tanar'ri like it.

It takes no graybeard to guess that we lost that day. I was lucky to escape alive. I don't know what the inside of that fortress contained, but if I know tanar'ri, it was worse than what we encountered on the out-

RIVERS OF ACID?  
 BOILING SKIES?  
 POISONOUS SOIL —  
 ALL ON THE ABYSS?

YOU GOT OFF EASY, BERK.

side.

The tanar'ri fortresses I've seen are always different, but always terrible.

An old Baatezu trick, again playing off of their teleport traps and compartmentalized fortresses, was to leak false information and create phoney decoy maps to trick foes into teleporting into the wrong areas. Well, the tanar'ri often take this idea a step further and create

entire decoy fortresses. Whole installations, manned with troops and everything, that are complete ruses. This peel is capped by the existence of the real fortress nearby. A body'll find that the actual case is hidden by magic, disguised as a natural feature, deep under a nearby sea, or buried far below the surface. (I once heard of one that was thousands of miles down on some Abyssal layer where the tunnels went on forever. For those of us sods who don't like bashing around underground, that place is a real nightmare — imagine the months it would take to get down there, and the traps in those passages leading down to that place.)

Most horrible of all, however, the tanar'ri sometimes imbue their fortresses with sentience. Through some unknown process, they give their fortresses life. Maybe it's some extension of the ability of the tanar'ri to advance (or be promoted) from one form to the next higher. Maybe sometimes a lesser fiend is altered into what appears to be a stronghold. Such places are often characterized by eyes, limbs, and even mouths seemingly built into the walls, floors or ceilings. Such structures have practically unbeatable alarm systems, since the fortress itself can detect a cross-trader attempting to sneak in, and can warn the inhabitants.

'Course, a few planewalkers have tumbled to ways to combat these living defenses. The whole fortress, as big as it might be, has a single mind — at least, the ones I've heard of do. If a body can get past the fiend's resistance to magic, a well-phrased suggestion, charm or other mind-influencing spell can take care of all your worries. Further, I've heard of one blood that somehow introduced a fiendish disease into the tanar'ri fortress, slaying it outright.

### On the prime

Sometimes the Blood War, it's said, spills over into the Prime Material Plane. What folks mean by this is that sometimes one side or the other

(or both) find that it's important to go to the Prime to gain some important item, tumble to some vital chant, stop the other from doing some deed, or some-

## Teleport ward

(Wild magic)

Level 6 Wizard Spell

Range: 0

Duration: 1 hour per level

Area of Effect: five 10' cubes per level

Components: V, S

Casting Time: 6

Saving Throw: None

This is one of many such spells developed by tanar'ri wizards in an attempt to protect their strongholds from magical infiltration by their enemies. It essentially blocks teleport, *dimension door*, and similar spells within the area of effect for the duration. Further, those attempting entrance have only half their normal chance to overcome the spell using magic resistance.

Unfortunately, this wild magic spell is very unreliable. The block usually works both ways — casters can neither enter or exit the area using such spells. When the spell is cast, use the following chart:

1d100

01-10 Failure (wild magic surge results)

11-60 Both ways blocked

61-90 Affected spells restricted only in entering the area

91-99 Affected spells restricted only in exiting the area

00 All non-permanent spells restricted in the area

thing else. These incursions don't usually last long, and (what most Clueless don't believe) the fiends usually aren't much interested in mixing it up with the local primes if they don't have to. Sure, sometimes a few rogues or two'll head to a Prime Material World to cause some havoc and bloodshed, but those focused on the Blood War don't have time for fun like that.

So, the fiends never stay long. This means that there's not time to build defenses or castles. In such cases as they're needed, then, baatezu and tanar'ri both use the same tactic — they confiscate an already-existing fortress. Either through force (often in the case of the tanar'ri) or guile (the baatezu) the fiends take the castle of local humans, elves, dwarves, orcs, or whatever. They don't care about the alignments of the former inhabitants — they're only interested in the strategic value of the bastion.

Even more than on their home planes, fiends on the Prime use other creatures as guards and troops. Sometimes a tricky baatezu high up'll strike up a deal with a dragon, and in exchange for some treasure, the dragon lets the baatezu forces stay with it in its lair for a time. Hardly a safer spot on a Prime world than that, eh, berk? More often, however, the planar invaders subjugate lesser races such as orcs, goblins, or trolls and monsters such as basilisks, wyverns, chimerae, medusae, giant insects, etc., then use them to defend their holds. When in the cavernous underworld (where, unknown to most bashers, many baatezu and tanar'ri incursions take place), they make alliances with the dark elves, the mind flayers, or the aboleths. Any of these creatures can be found in a fiend's Prime fortress.

When the local primes discover a small army of Lower Planar creatures living in a nearby fortress, they usually launch a holy war against the place. Fiends have no time for crusades against them, and so they usually leave after a few of these assaults (unless the attacks are not a threat or are particularly entertaining). Thus, the taking of a fortress on the Prime is usually done with as much secrecy as possible — for fear of being exposed to the real threat, their Blood War foes. Whatever the outcome, such incidents are surely the thing of which legends are made on these backwater Prime Material Plane worlds.

### A word of advice to planewalkers

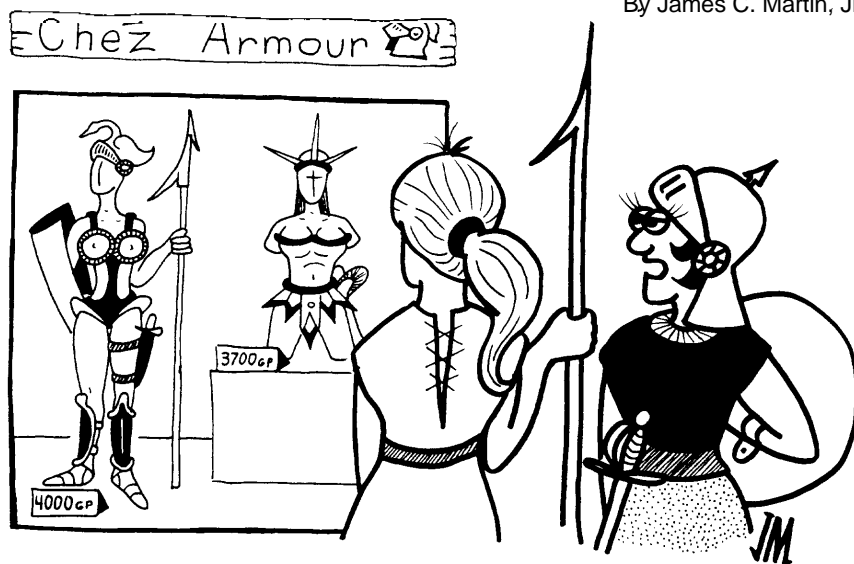
Those of you self-styled adventurers who go flitting about the planes in search of a little jink and a lot of notoriety, take heed. I'm only going to say this once. You're going to run into the Blood War at some time during your travels — that's a given. So be prepared.

A body needs to know who's who and what's what. A canny blood'll keep in mind the nature of the conflict, as well. Though it might appear to be, this isn't a war fighting over land. Sure, the fiends take and re-take plots of ground on the various Lower Planes all the time. They even build all the above-mentioned fortresses to hold that ground. But the real dark is this: it's a war fought over ideals. The baatezu and the tanar'ri fight to see the ultimate extinction of the other for one reason — because they each stand for and exemplify beliefs that the other despises. It's a true struggle of law versus chaos. It's a fight to see what "brand" of evil is the superior. As terrible as the war is, woe to the multiverse if one side ever actually wins, 'cause where do you think the victor's sights are going to fall if that happens, berk?



*The only court that Monte Cook has ever visited is traffic court. Nonetheless, he earns his living writing about much more fantastical things at TSR, so he is content.*

By James C. Martin, Jr



"Why do I feel that all armor designers are male?"

### Tanar'ri living fortresses

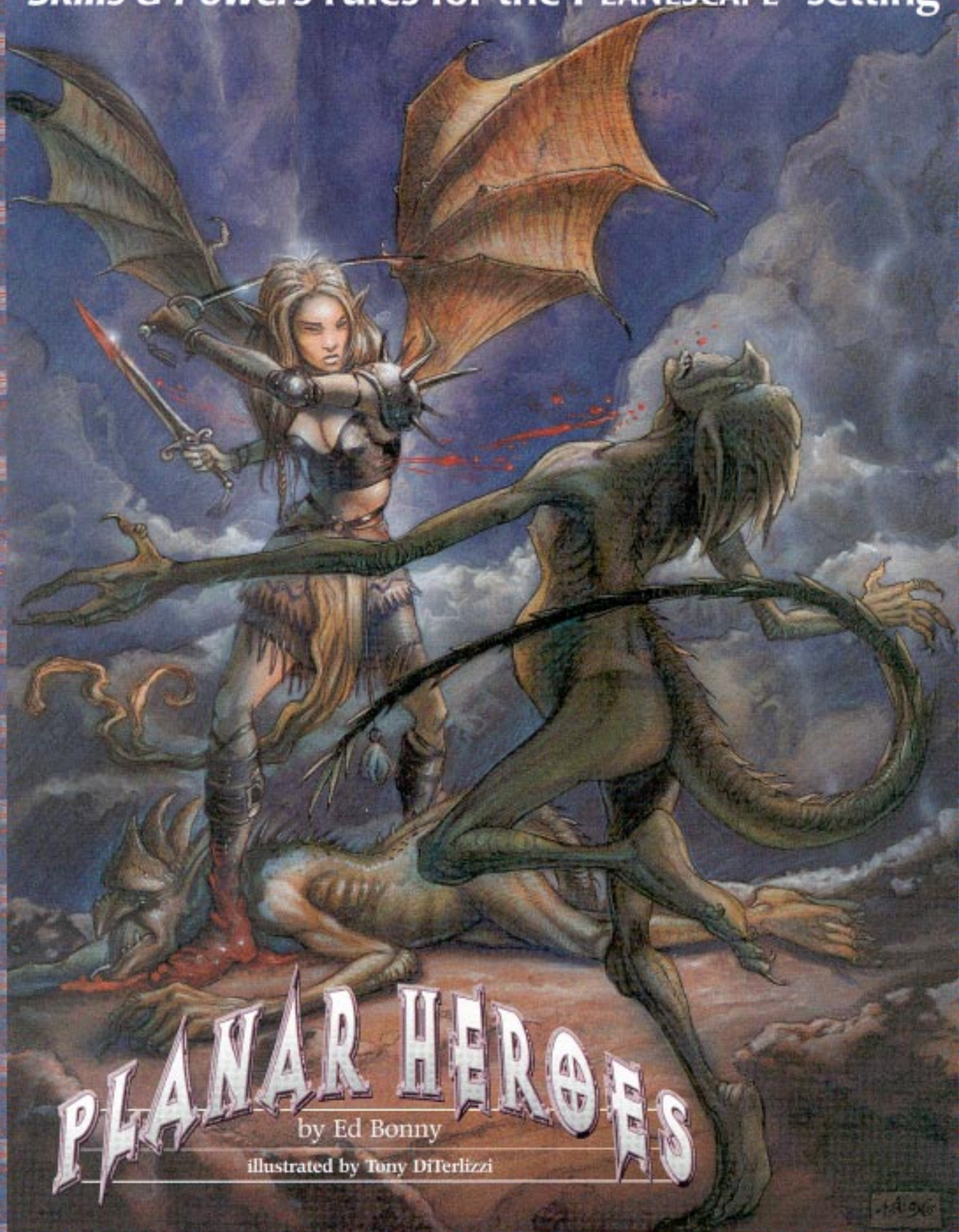
#### Lesser Tanar'ri

CLIMATE/TERRAIN: N/A  
 FREQUENCY: N/A  
 ORGANIZATION: N/A  
 DIET: N/A  
 INTELLIGENCE: Low to Average (5-10)  
 TREASURE: Nil  
 NO. APPEARING: 1  
 ARMOR CLASS: 10  
 MOVEMENT: N/A  
 HIT DICE: 15-20  
 THAC0: 5  
 NO. OF ATTACKS: 1d6  
 DAMAGE/ATTACK: 3d4  
 SPECIAL ATTACKS: Nil (see below)  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 50%  
 SIZE: varies  
 MORALE: N/A  
 XP VALUE: 12,000 to 17,000

Living fortresses are impossible to harm through normal attacks — only area of effect attacks inflict damage upon them. They fight by means of manifesting 1d6 clawed limbs which extrude from the walls, floors and ceilings (wherever needed). These limbs can be harmed by normal weapons, and are destroyed after sustaining 30 hp damage. A fortress can only have as many limbs as it has HD, so the loss of one of these members is not inconsequential. The fortress can sense activity of any kind within its own confines and within 50' of its outer perimeter.

They can't move or flee, so they have no movement or morale ratings. The entire fortress has the same sorts of special defenses and abilities as a normal tanar'ri, except that they cannot teleport. This means that a living fortress can use the following spell-like abilities at will (once per round): darkness 10' radius, and infravision. Further, it can gate 3-18 lesser tanar'ri 3 times/day with a 40% chance of success. Like all tanar'ri, these fiends sustain half damage only from cold, fire and gas attacks. Further, electricity, non-magical fire, and poison do them no harm (so they're incredibly hard to slay).

**Skills & Powers** rules for the **PLANESCAPE®** setting



# PLANAR HEROES

by Ed Bonny

illustrated by Tony DiTerlizzi

1456



This article provides *Skills & Powers* options to create planar PCs for the PLANESCAPE setting. In order to make cross-referencing easier, this article follows the organizational structure of *PLAYER'S OPTION™: Skills & Powers*. The article incorporates various material presented in many *Planescape* products, so players creating characters using this article should have access to the *Player's Handbook (PHB)*, *Tome of Magic (TOM)*, *PLANESCAPE Campaign Setting (CS)*, *Planewalker's Handbook (PWH)*, *Factol's Manifesto*, *PLAYER'S OPTION: Skills & Powers (S&P)*, and the *PLANESCAPE MONSTROUS COMPENDIUM®* tomes volumes I & II (*PMC1 & PMC2*).

The ongoing revolution in PC customization for the AD&D® game has been a major force in reshaping the way gamers create and play characters. As seen in the three *PLAYER'S OPTION* handbooks (*Skills & Powers*, *Combat & Tactics*, and *Spells & Magic*), players can choose from a variety of options, creating a unique PC. The options from these books work fine in standard campaigns like the *FORGOTTEN REALMS®* setting, but this is not the case when creating unusual PCs from specialized campaign settings like the *PLANESCAPE* setting, where bizarre races are the norm.

It is well-known that folks living on the planes are subjected to the ever-present planar energies surrounding them. The folks out here are sometimes called "planetouched," because exposure to these planar energies grants them abilities above and beyond their prime counterparts. It would be a rare blood who could live out here and not be influenced in some way.

## 1. Character points

The *S&P* rules introduced character points (CPs) as the means to acquire abilities and proficiencies for a PC. Rather than play a rigidly defined standard character as provided in the *PHB*, each player has a number of points with which to customize a PC. The CPs allotted depends on the race and class chosen. Points are expended for race and class options and for proficiencies but may also be spent in other ways, such as to acquire a new spell, re-roll a missed attack, or grant a second save. For a complete list of ways to spend CPs, see chapter 1 of *S&P*.

PLANESCAPE PCs are generated by using one of the six methods listed in the *PHB*. After a PC has been rolled, the player creates a background for the PC. Players may select one of the choices in *S&P* or devise a history uniquely tailored to planar life using the character archetypes found in the *PWH*.

Abilities cost 5, 10, 15, or 20 CPs. Some options allow a player to impose limitations on their characters for bonus CPs that can then be spent to obtain other abilities. At any stage of PC creation, only 5 points may be retained for later use.

## 2. Ability scores

After rolling ability scores, the player selects the PC's race. Ability scores are modified according to the race chosen. Racial ability modifiers for the standard AD&D races such as elves, dwarves, and gnomes may be found in the *PHB* or *S&P* and remain unchanged in the planes. Racial ability score modifications for all PLANESCAPE PC races (aasimar, bariaurs, genasi, githzerai, rogue modrons, and tieflings) are listed in the *PWH*.

As detailed in *S&P*, a PC's ability scores may be split into sub-abilities. Players exercising this option for PLANESCAPE characters may increase one sub-ability at the expense of diminishing the other. For each ability score, there may be no more than 4 points difference between the sub-abilities.

**Note:** Some options offer a bonus point to one sub-ability. Characters taking these options are allowed a 5-6 point difference in sub-ability scores.

## 3. Racial requirements

Each PC starts with a number of character points dependent on race. Points can be spent to customize a character from the skill list provided for each race, or they can be used to purchase the race's standard skill package. Planar dwarves, elves, gnomes, halflings, half-elves, half-orcs, half-ogres, and humans receive the same number of CPs as their Prime counterparts in *S&P*. Players creating a PC from one of these standard races can mix options found in *S&P* with the new planar racial options. Races unique to the planes, such as tieflings and githzerai, are completely customizable with the options presented here.

Race	CP Allotment
Aasimar	40
Bariaur (male & female)	30
Dwarf	45
Elf	45
Genasi, all	25
Githzerai	30
Gnome	45
Halfling	35
Half-Elf	25
Half-Orc	15
Half-Ogre	15
Human	10
Rogue Modron	40
Tiefling	40

Notes on magic resistance: Most races living on the planes have developed some magic resistance. This resistance can be either specific, like the elven ability to resist charms, or broad, like the powerful magic resistance of githzerai and aasimar. PCs who opt for broad magic resistance fall under the same restrictions as those listed for githzerai in the *CS*. (In addition to protecting a PC from magic, MR can affect what magical items a character can use and prevent beneficial magic from aiding him.) As some magic-resistant PCs rise in level, they experience greater difficulty using newly acquired magical items or when receiving benevolent magic. The magic resistance rules in the *CS* should be used in all cases except those of single class wizards, who must no longer forego magic resistance to be wizards.

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## All Races

The unique nature of the planes can affect its inhabitants. Sometimes different populations exhibit the same planetouched abilities. The following options are available to all PCs in addition to those listed for each race. Regardless of whether a player selects any of the options below, all planar PCs have the common, innate ability to perceive planar portals at will. This ability costs no CPs.

**Alignment Affinity (5):** The PC is instantly aware of any beings within 20' who possess the same alignment as himself. For example, a paladin knows when a lawful good aasimar has just stepped behind him but does not learn the alignment of the lawful neutral good deva crossing in front of him unless he employs some other means of divination.

**Magical Perception (10):** Regardless of whether the PC is a spellcaster, he understands how the unique nature of his home plane affects magic. This includes which schools of magic are affected, how it is affected, and why ("You're on Mechanus berk — wild magic is useless here and against the law."). This ability does not provide other magical insight, such as spell keys.

**Planar Recognition (5):** Upon sight, the PC instantly recognizes any beings who originate from his home plane as a fellow native. Only true natives of the PC's plane can be discerned. This ability does not grant the ability to recognize those who migrated to the PC's home plane from another plane. The PC does not gain any other information about the beings he encounters.

**Planar Resistance (5):** The PC receives a +3 bonus to all saves vs. any naturally occurring phenomena on his home plane (plane of birth).

## Aasimar

**Standard abilities:** Cold resistance, fire resistance, infravision, magic resistance, mental fortitude, surprise bonus.

**Aasimon bloodline - major I (10):** The PC is immune to all forms of gas attacks.

**Aasimon bloodline - major II (15):** The PC is immune to poison.

**Aasimon powers - minor (10):** Once a day, the PC can cast *cure light wounds*, *dispel magic*, or *protection from normal missiles*. At 7th level, the PC can cast all these abilities once a day.

**Aasimon powers - major (15):** Once a week, the PC can cast *heal*, *holy word*, or *spell turning*. At 9th level, the PC can cast all these abilities once a week.

**Armor bonus (5):** The PC gains an additional +1 AC bonus when wearing any metal armor.

**Celestial skin (15):** The PC can be hit only by magical weapons.

**Cold resistance (5/15):** The PC suffers half damage from all cold attacks for 5 CPs. For 15 points, the PC suffers half damage from cold until 9th level, when the PC becomes completely immune to the cold.

**Confer (10):** With this option, an aasimar may temporarily confer one of his racial abilities on a worthy being of good for the next 24 hours. The act takes one round and requires the aasimar to touch the recipient. The PC loses that ability until 24 hours have elapsed, at which time he regains the ability. The PC cannot cancel this conferral once it has taken place. This sacrifice is not taken lightly.

**Detect lie (5):** The PC may cast *detect lie* once a day.

**Eladrin bloodline - major (10):** PC is immune to *magic missiles*.

**Eladrin powers - minor (10):** Once a day, the PC may cast *alter self comprehend languages*, or *slow poison*. At 7th level, the PC can cast all of these abilities once a day.

**Eladrin powers - major (15):** Once a week, the aasimar may cast *minor globe of invulnerability*, *polymorph self* or *wall of force*. At 9th level, the PC can cast all these spells once a week.

**Fire resistance (5):** PC suffers half damage from all fire attacks.

**Guardinal bloodline - major (15):** PC is immune to all electrical attacks.

**Guardinal powers - minor (10):** Once a day, the PC can cast *light*, *magic missile*, or *protection from evil 15' radius*. At 7th level, the PC can cast all these abilities once a day.

**Guardinal powers - major (15):** Once a week, the PC can cast *hold monster*, *lightning bolt*, or *wall of ice*. At 9th level, the PC can cast all of these abilities once a week.

**Holy regeneration (10):** While on any of the Upper Planes of Good, the PC regenerates hit points at the rate of 1 hp/round.

**Infravision (5):** PC possesses infravision to 60'.

**Intuition bonus (10):** PC raises Wisdom/Intuition sub-ability by +1.

**Know alignment (5):** The PC may cast *know alignment* once a day.

**Lightform (10):** Once a day, the PC may assume a lightform similar in function to the wizard spell *wraithform* (except this ability accesses an extra-dimensional space, not the ethereal plane). Once activated, the PC is identical in appearance to a light aasimon (*PMC1*). At 5th level, the PC can assume a lightform twice a day.

**Magic resistance (10):** PC has 10% magic resistance.

**Mental fortitude (5):** +2 to saving throws against *charm*, *fear*, *emotion*, and *domination* type spells.

**Muscle bonus (10):** PC raises Strength/Muscle sub-ability by +1.

**Power of life (20):** As a direct descendent of the forces of life and goodness, the aasimar is immune to death magic and level draining spells and attacks such as those from undead. The PC is not immune, however, to aging effects such as an attack from a ghost or a *haste spell*.

**Rilmani bloodline - minor (10):** PC suffers half damage from acid attacks.

**Rilmani powers - minor (10):** Once a day, the PC can cast *blur*, *fly* or *mirror image*. At 7th level, the PC can cast all these spells once a day.

**Rilmani powers - major (15):** Once a week, the PC can cast *advanced illusion*, *improved invisibility* or *solid fog*. At 9th level, the PC can cast all of these abilities once a week.

**Surprise bonus (5):** The PC's unnatural hearing and other-planar alertness grant a +1 to all surprise checks.

**Stamina bonus (10):** The PC raises Strength/Stamina sub-ability by +1.

**Sword bonus (5):** The PC gains +1 to hit with any sword.

**Telepathy (5):** At will, the PC can communicate telepathically with any aasimon, eladrin, guardinal, rilmani, or other intelligent being of the same alignment within a 20' radius.

**Willpower bonus (10):** PC raises Wisdom/Willpower sub-ability by +1.

## Racial weakness options

Some aasimar may inherit weaknesses from their Upper Planar parents. Aasimar PCs may select any or all of the following racial weaknesses to receive bonus CPs to purchase additional racial traits.

**Iron weakness (5):** PC suffers double damage from any iron weapons.

**Lower planar disorientation (5):** The good nature of PC comes into severe conflict with the overwhelming evil of the lower planes. On any lower plane, the aasimar becomes extremely uncomfortable and nauseous suffering a -4 to THACO and AC as well as a -4 to all surprise checks.

**Susceptibility to fiendish magic (5):** The PC is more susceptible to the foul, unwholesome magics cast by fiends. PC receives a -1 to all saves vs. magic used by fiends and also suffers an extra point of damage per die rolled from offensive spells employed by fiends.

**Unholy water vulnerability (5):** The PC suffers 2d4 hp damage from a direct hit of unholy water. A splash of unholy water inflicts 1d4 hp damage.

## Bariaur

**Standard male abilities:** Charge, head butt, infravision.

**Standard female abilities:** Infravision, spell resistance, surprise bonus.

**Back kick (5):** The PC can kick an opponent to his rear with his hind legs for 3d6 damage and no penalty to THACO.

**Charge (10):** Male PCs may cause triple damage with a head butt by charging an opponent. The PC needs at least 30' running distance to perform this attack successfully.

**Club bonus (5):** Any club the PC wields in both hands has the speed factor and damage of a 2-handed sword.

**Fitness bonus (10):** Male PC gains a +1 to the Constitution/Fitness sub-ability.

**Head butt (5):** Male PC may attack with his horns for 1d8 hp damage plus Strength bonus. Should the PC also select Hoof Attack, then he receives 3 attacks per round.

**Health bonus (10):** Male PC raises Constitution/Health sub-ability by +1.

**Hoof attack (10):** PC can attack with both hooves in one combat round causing 1d6 points of damage per hoof,

**Improved movement rate (5):** This PC is one of the fastest of the race possessing a movement rate of 21.

**Infravision (10):** PC possesses infravision to 60'.

**Intuition bonus (10):** Female PC gains a +1 to the Wisdom/Intuition sub-ability.

**Knowledge bonus (10):** The female PC gains +1 to the Intelligence/Knowledge sub-ability.

**Lawbreaker (5):** The wildly chaotic nature of bariaurs makes them naturally resistant to the influences of law. The PC receives a +1 bonus to all save vs. spells against magic from the priestly sphere of law or magic cast by lawful creatures.

**Magic resistance (10):** The PC possesses 10% magic resistance.

**Muscle bonus (10):** The male PC gains +1 to the Strength/Muscle sub-ability.

**Poison save bonus (5):** Because of his hearty constitution, the male PC receives a +2 to all poison saves.

**Reason bonus (10):** The female PC gains +1 to the Intelligence/Reason sub-ability.

**Spell resistance (10):** The female PC gains +3 to all saving throws vs. spells.

**Spear bonus (5):** The PC gains +1 to attacks with any spear.

**Stamina bonus (10):** The male PC gains +1 to the Strength/Stamina sub-ability.

**Surprise bonus (5):** The female PC gains +2 on all surprise checks.

**Tough hide (10):** The PC's thick skin and fur give him a tough hide granting a natural AC of 8.

**Trample (10):** On a successful attack with both hooves, the bariaur has knocked down his opponent and automatically tramples him also. A trampled victim suffers an additional 2d6 hp damage, has a -2 penalty to his AC, and must spend the remainder of the round getting back up on his feet. This attack affects only humanoids of M size or smaller. The PC must first select Hoof Attack to choose this option.

**Willpower bonus (10):** The female PC gains a +1 to the Wisdom/Willpower sub-ability.

## Genasi

All genasi may select from this list of shared half-elemental traits in addition to traits peculiar to their specific element.

**Ignore element (5):** Genasi can ignore his element (magical and non-magical) for a number of rounds equal to his experience level once a day.

**Elemental empowerment (5):** Elemental spells or abilities employed by the PC are treated as if he were one experience level higher. Option may be taken multiple times for increased effect.

**Elemental form (10):** Once a day, the PC can polymorph into an elemental of the PCs element.

**Elemental regeneration (10):** When the PC rests immersed in his element as

it occurs naturally, he regenerates at a rate of 1 hp/turn.

**Elemental resistance (5/15):** The PC gains a 30% resistance vs. all attacks against his element. For 15 points, the PC is completely immune to his element. This option cannot be taken with magic resistance option.

**Etherealness (10):** Once a day, the PC can enter the ethereal plane from any of the inner planes or prime material plane or if already within the Border Ethereal, the PC can enter an inner plane or prime material plane world.

**Infravision (5):** The PC possesses 60' infravision.

**Magic resistance (10):** The PC possesses a 10% resistance to all magic.

**Para-elemental resistance (5):** The PC receives a +2 to all saving throws from any para-elemental attacks associated with the PC's element (e.g., fire genasi receive this bonus against ash and magma attacks).

**Quasi-elemental resistance (5):** The PC receives a +2 to all saving throws from any quasi-elemental attacks associated with the PC's element (e.g., water genasi receive this bonus against steam and salt attacks).

**Saving throw bonus (5):** The PC receives a +1 bonus to all saving throws vs. spells and magic of his own element for every five experience levels.

## Genasi, air

**Standard abilities:** Non-respiration, levitate, saving throw bonus.

**Aim bonus (10):** The PC gains +1 to the Dexterity/Aim sub-ability.

**Air boat (10):** At 9th level, the PC can call down an *air boat* once a week.

**Balance bonus (10):** The PC gains +1 to the Dexterity/ Balance sub-ability.

**Elemental powers, minor (10):** Once a day, the PC can cast *fly*, *stinking cloud*, or *wind wall*. At 7th level, the PC can use all of these abilities once a day.

**Elemental powers, major (15):** Once a week, the PC can cast *air walk*, *solid fog*, or *suffocate*. At 9th level, the PC can use all of these abilities once a week.

**Feather fall (5):** The PC can cast *feather fall* once a day for every three experience levels possessed.

**Non-respiration (10):** The PC need no longer breathe.

**Knowledge bonus (10):** PC gains +1 to the Intelligence/Knowledge sub-ability.

**Levitate (5):** Genasi can *levitate* once a day as a 5th level wizard.

**Reason bonus (10):** The PC gains +1 to the Intelligence/Reason sub-ability.

## Genasi, earth

**Standard abilities:** Stony skin, saving throw bonus.

**Elemental powers, minor (10):** Once a day, the PC can cast *fist of stone*, *maximilian's stony grasp*, or *meld into stone*. At 7th level, the PC can use all of these abilities once a day.

**Elemental powers, major (15):** Once a week, the genasi can cast *move earth*, *stone shape*, or *wall of stone*. At 9th level, the PC can use all of these abilities once a week.

**Fitness bonus (10):** The PC gains +1 to the Constitution/ Fitness sub-ability.

**Health bonus (10):** The PC gains +1 to the Constitution/Health sub-ability.

**Muscle bonus (10):** The PC gains +1 to the Strength/Muscle sub-ability.

**Pass without trace (5):** The PC can *pass without trace* once per day as a 5th level priest.

**Passwall (10):** Once a day at 5th level, the PC can cast a *passwall* except that this ability affects only stone or earth.

**Reverse gravity (10):** At 9th level, the PC can *reverse gravity* once a week.

**Stamina bonus (10):** The PC gains +1 to the Strength/ Stamina sub-ability.

**Stony skin (10):** The PC has a naturally rock hard AC of 8.

## Genasi, fire

**Standard abilities:** Affect fire, fire immunity, infravision, saving throw bonus.

**Affect fire (5):** The PC can *affect normal fires* once per day as a 5th level wizard.

**Elemental powers, minor (10):** Once a day, the PC can cast *flame arrow*, *flame walk*, or *heat metal*. At 7th level, the PC can use all of these abilities once a day.

**Elemental powers, major (15):** Once a week, the PC can cast *fire shield*, *maleketh's flame fist*, or *wall of fire*. At 9th level, the PC can use all of these abilities once a week.

**Fire immunity (5):** The PC is immune to normal, non-magical fire.

**Knowledge bonus (10):** The PC gains +1 to the Intelligence/Knowledge sub-ability.

**Produce flame (5):** The PC can *produce flame* once a day for every three experience levels.

**Reason bonus (10):** The PC gains +1 to the Intelligence/ Reason sub-ability.

**Surprise fireball (10):** At 7th level, the PC can cast a *delayed blast fireball* once a week.

## Genasi, water

**Standard abilities:** Create water, saving throw bonus, water breathing.

**Acid storm (10):** At 7th level, the PC can create an *acid storm* once a week.

**Bestow water breathing (10):** Once a day for every three experience levels, the PC can bestow *water breathing* (or its reverse) on any creature other than himself.

**Create water (5/10):** Genasi can *create water* once a day as a 5th-level priest. For 10 points, the PC can cast *improved create water* (reverse of transmute water to dust) as a 5th-level priest.

**Elemental powers, minor (10):** The PC possesses the innate ability to cast *lower/raise water*, *insatiable thirst*, or *watery double* once a day. At 7th level, the PC can use all of these abilities once a day.

**Elemental powers, major (15):** Once a week, the PC can cast *abi-dalzim's horrid wilting*, *part water*, or *wall of ice*. At 9th level, the PC can use all of these abilities once a week.

**Fitness bonus (10):** The PC gains +1 to the Constitution/ Fitness sub-ability.

**Health bonus (10):** PC gains +1 to the Constitution/ Health sub-ability.

**Water breathing (10):** The PC breathes water.

#### Genasi vulnerabilities

All genasi may inherit certain weaknesses from their elemental parentage. Genasi PCs may select any or all of the following racial weaknesses for bonus CPs to purchase additional racial traits:

**Elemental damage (+5/+10):** The PC suffers additional damage from elemental attacks not of his own element. For 5 points, the PC suffers +1 to damage per die rolled. For 10 points, the PC suffers +2 damage per die.

**Elemental hatred (+5):** The PC despises his opposition element and always seeks to destroy without question or hesitation anyone strongly associated with the opposition element (such as natives of that elemental plane, specialist wizards and specialty priests of the opposing element, etc.).

**Elemental vulnerability (+5):** The PC suffers a -1 penalty to all saves from elemental attacks not of his own element.

#### Githzerai

**Standard abilities:** Infravision, magic resistance.

**Aim bonus (10):** The PC gains +1 to the Dexterity/Aim sub-ability.

**Balance bonus (10):** The PC gains +1 to the Dexterity/Balance sub-ability.

**ESP (10):** The PC can cast *ESP* once a day. At 9th level, the PC can cast *ESP* twice a day.

**Infravision (10):** The PC possesses infravision to 60'.

**Knowledge bonus (10):** The PC gains +1 to the Intelligence/Knowledge sub-ability.

**Lesser magic resistance (10):** The PC possesses magic resistance equal to 2%/level. This option cannot be taken with the magic resistance option.

**Lower resistance (10):** Once a day, the PC can attempt to lower his magic resistance by effecting *lower resistance* on himself only.

**Limbo powers (5):** As a native of Limbo, the PC gains a movement rate of 96 while in Limbo and also suffers no ill effects from the roiling, primal matter of that chaotic plane.

**Magic resistance (15):** PC receives magic resistance equal to 5%/level.

**Mental assault (10):** The PC can cast *feblemind* once a week for every five experience levels.

**Mental shielding (10):** Once a week, the githzerai PC can cast *mind blank*.

**Mind guard (5):** The PC gains +1 to all saves vs. mind affecting spells and psionics.

**Plane shift (10):** Once a day, the PC can *plane shift* (himself alone) to any other plane he has previously visited. This ability takes one full round to activate. If the PC is interrupted during activation of this power, the power fails.

**Racial enmity (5):** The PC's extreme hatred of githyanki grants him a +2 to hit on all attacks against githyanki.

**Rakkma hunter (5):** The PC gains +2 to hit against the despised gith slave masters of ages past — the mind flayers.

**Reason bonus (10):** The PC gains +1 to the Intelligence/Reason sub-ability.

**Renegade (5):** The PC has secretly decided to advance in level beyond the artificial limits set by the githzerai wizard-king (i.e., the PC has no level limits in any chosen classes). Once a renegade githzerai's decision becomes known, he rarely survives for long, as any such blasphemous githzerai are quickly hunted down by the wizard-king's forces.

**Silver sword (5):** At 5th level, the PC, if in good standing with his people, is rewarded with a special two-handed *silver sword* +3. If used on the Astral Plane, the silver sword has a 5% chance of cutting an opponent's silver cord upon scoring a hit. These weapons have a significant religious value to the githzerai, who would never willingly let them fall into the hands of outsiders.

**Sword bonus (5):** The PC gains +1 to hit with any sword of githzerai make.

**Xenophobe (5):** Fearful and hateful of

nearly all sentient creatures not of his own race, the PC is always on the alert for outside treachery and attack. The PC receives a +3 to all surprise checks. Note that while a xenophobic githzerai may be able to suppress displays of his xenophobic nature most of the time, such strong emotions are ever-present under the surface, just waiting for a chance to be expressed.

**Zerth bonus (5):** The PC is a zerth, part of a religious sect who worship the memory of the legendary githzerai hero, Zerthimon. PC gains a 5% bonus to all XP when actively worshipping as a zerth and also receives a +4 reaction modifier when dealing with any githzerai (all githzerai value such worship in other githzerai). DMs may decide on the form such hero worship takes such as joining rakkma bands, spreading the word of Zerthimon or hunting githyanki on a regular basis.

#### Rogue modron

**Standard abilities:** Armor, detect doors, resist unlawful influences, saving throw bonus, superior sight.

**Armor (10/15):** The PC possesses a tough, semi-metallic skin allowing a natural AC of 8. For 15 points, the rogue modron has enhanced armor granting an AC of 6.

**Detect doors (5):** The PC has a 2-in-6 chance of discovering secret doors and a 3 in 6 chance of detecting concealed doors.

**Detect lie (5):** The PC can detect lie once a day.

**Fitness bonus (10):** The PC gains +1 to the Constitution/Fitness sub-ability.

**Four arms (10):** The PC possesses an extra pair of mechanical arms which can be used to wield another weapon and carry a shield (much like a thri-kreen PC).

**Health bonus (10):** Constitution/Health sub-ability raised by +1.

**Infravision (5):** The PC possesses 120' infravision.

**Knowledge bonus (10):** The PC gains +1 to the Intelligence/Knowledge sub-ability.

**Magic resistance (10):** The PC receives magic resistance equal to 2% per experience level.

**Modron powers, minor (10):** Once a day, the PC can cast *clairaudience*, *clairvoyance*, or *command*. At 7th level, PC can use all of these abilities once a day.

**Modron powers, major (15):** Once a week, the PC can use its innate ability to cast *dimension door*, *teleport without error*,

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or *wall of force*. At 9th level, PC can use all of these abilities once a week.

**Reason bonus (10):** The PC gains +1 to the Intelligence/Reason sub-ability.

**Resist chaos (5):** The PC receives a +1 to all saves vs. wild magic, spells cast by chaotic individuals, and spells from the priest sphere of chaos.

**Resist unlawful influences (10):** The PC has a 30% resistance to illusions, energy drains, *charm*, *sleep*, *fear*, *domination*, and other mind-affecting spells.

**Saving throw bonus (5):** The PC possesses the modronic resistance to fire, cold, and acid gaining a +1 to all saving throws vs. any such attacks.

**Sense modrons (5):** Ever alert to the fact that it may be captured by a modron patrol and returned for judgment on Mechanus, the PC can detect at will all modrons within 60 yards. Detection requires the modron's full concentration for each round to be maintained.

**Superior sight (5):** The PC's vision is double the normal range of sight.

**Telepathy (5):** At will, the PC can converse telepathically with any creature of lawful alignment.

**Winged modron (10):** The PC possesses a pair of wings allowing flight (MV 15, MC D).



## Tiefling

**Standard abilities:** Cold resistance, darkness, electricity save bonus, fire save bonus, infravision, poison save bonus.

**Ambidextrous (5):** The PC is ambidextrous and can fight equally well with two weapons with no attack penalty as rangers. Tiefling must use weapons he is proficient in.

**Appearance bonus (10):** The PC gains +1 to the Appearance/Charisma sub-ability.

**Baatorian bloodline (15):** Somewhere in the past, one of the PC's human ancestors became romantically involved with a resident of Baator — most likely an erinyes. This diabolical blood tie has given the tiefling a complete immunity to fire.

**Baatorian powers — minor (10):** Once a day, the PC can cast *command*, *fireball*, or *know alignment*. At 7th level, tiefling can enact all these abilities once a day.

**Baatorian powers — major (15):** Once a week, the PC can cast *fear*, *improved invisibility*, or *wall of fire*. At 9th level, tiefling can enact all these abilities once a week.

**Bladeling flesh (10):** The PC is granted a metallic natural AC 5 inherited from

his bladeling ancestry. An unfortunate side-effect from this option is that the tiefling suffers double damage from any heat metal spells and rust dragon breath attacks.

**Choice weapon (5):** The PC gains +1 to hit when using any one of the following weapons: long sword, stiletto, throwing dagger, long spear, ranseur, hand crossbow, scimitar, or punch dagger.

**Cold resistance (10):** The PC suffers half damage from cold attacks.

**Darkform (10):** Once a day, the tiefling may assume a darkform similar in function to the wizard spell *wraithform*. Once activated, the tiefling appears as a shadowy humanoid shape filled with dark, roiling clouds. At 5th level, the PC can activate this power twice a day.

**Darkness (5):** Once a day, the PC can cast *darkness* 15' radius.

**Electricity save bonus (5):** The PC gains +2 bonus to all saves vs. electrical attacks.

**Fiendish hide (15):** The PC can be hit only by weapons enchanted to +1 or better.

**Fiendish wings (10):** The PC sports a large pair of leathery, fiendish-looking wings from his back that allows flight (MV 15, MC C).

**Fire save bonus (5):** +2 bonus to all saves vs. fire.

**Gas resistance (10):** The PC suffers half damage from gas attacks.

**Hellraiser (10):** The PC is invigorated when on any of the lower planes, providing a temporary boost to his prime attribute (1d4 points added to prime attribute ability score). A PC with more than one prime attribute, such as a multi-classed PC, has only one attribute determined randomly raised in this way. This boost cannot be made permanent and ends once the PC leaves the lower planes.

**Hordling bloodline (10):** The PC's hordling ancestry has granted the PC an unpredictable magic resistance. Every 24 hours, the PC rolls a 1d6 to determine his magic resistance for the day (1=1%; 2=50%; 3=10%; 4=15%; 5=30%; 6=60%).

**Howl from pandemonium (10):** Once a day at 5th level, tiefling can emit a mind-jarring howl that affects all beings within 30' of the PC as if targeted by a *chaos* spell.

**Infravision (5):** The PC possesses infravision to 60'.

**Knowledge bonus (10):** The PC gains +1 to the Intelligence/Knowledge sub-ability.

**Lower planar regeneration (10):** While on any of the lower planes, the PC regenerates 1 hp/round.

**Poison save bonus (5):** The PC gains +2 to all saves vs. poison.

**Reason bonus (10):** The PC raises Intelligence/Reason sub-ability by +1.

**Styx resistance (10):** The PC, like many denizens of the lower planes, is immune to the memory-sapping waters of the River Styx.

**Tanar'ric bloodline (15):** The PC is immune to all forms of electricity.

**Tanar'ric powers - minor (10):** Once a day, the tiefling can employ *heat metal*, *scare*, or *suggestion*. At 7th level, tiefling can enact all these abilities once a day.

**Tanar'ric powers - major (15):** Once a week, the tiefling can employ *telekinesis*, *true seeing*, or *vampiric touch*. At 9th level, the tiefling can enact all these abilities once a week.

**Telepathy (5):** At will within a 20' radius, the PC can communicate telepathically with any fiend or being possessing the tiefling's alignment.

**Teleport without error (15):** At 7th level, the PC can *teleport without error* once a day. This ability take one full turn to activate and is ruined for that day if the tiefling is disrupted in any way.

**Undetectable lie (5):** Once a day, the PC can speak an *undetectable lie* (reverse of *detect lie*).

**Yugoloth bloodline (15):** A bizarre cross breeding between one of the tiefling's human progenitors and a yugoloth resulted in the PC being immune to acid.

**Yugoloth powers - minor (10):** Once a day, the tiefling can employ *alter self*, *charm person*, or *spectral force*. At 7th level, the PC can enact all these abilities once a day.

**Yugoloth powers - major (15):** Once a week, the PC can *polymorph self*, *warp wood*, or *wind walk*. At 9th level, the PC can enact all these abilities once a week.

**Racial weakness options:** Some tieflings inherit weaknesses from their Lower Planar ancestors. Tiefling PCs may select from the following racial weaknesses to earn bonus points.

**Fiendish weakness (5):** The PC suffers double damage from cold attacks.

**Holy water vulnerability (5):** Tiefling's fiendish ancestry makes him especially vulnerable to holy water. A direct hit causes 2d4 hp damage, while a splash does 1d4.

**Silver vulnerability (5):** The PC suffers double damage from all silver weapons.

**Upper planar disorientation (5):** The tieflings fiendish nature is at odds with the pure goodness found in the Upper Planes. On the Upper Planes of Good, tiefling is sickened and weakened suffering a -4 to THACO and AC as well as a -4 to all surprise checks.

### Standard PC races

Players creating planar PCs with one of the standard character races can select any option for their particular race from both the S&P handbook and from the list of planar options below. The number of CPs for each race remains unchanged from S&P.

### Additional dwarven abilities

**Enlarge/reduce (5):** The PC can *enlarge* or *reduce* himself as the wizard spell once a day.

**Lower resistance (10):** The non-magical nature of planar dwarves can be harnessed to adversely affect other beings. At 5th level, the PC can cause one being to be affected by lower resistance once a day.

**Magic resistance (10):** PC has 10% magic resistance.

**Pebble to boulder (5):** At 5th level, the dwarf may cast *pebble to boulder* once a day.

**Planar sense (5):** Being creatures of the earth, dwarves are naturally attuned to the lands they travel upon. At will, the PC can determine which outer plane he is on as well as how many layers beneath the first layer of the plane he is. The PC does not gain any other knowledge of the plane (i.e. planar ruler, local inhabitants, etc.).

**Rockform (10):** Once a day, the PC can assume the form of a large rock or small boulder the same size as the dwarf. The dwarf may remain in rock form for 1 hour per level of the PC. When the PC reverts back to his normal dwarf form, he is healed of 2d8+6 hp damage. While in rock form, the dwarf is virtually immune to standard weapon attacks but may be harmed by other means such as mining equipment, being thrown by a giant. Stone-affecting spells cast on a dwarf in rockform affect the dwarf in the same manner such spells affect a being under the effects of a *meld into stone* spell.

### Additional elven racial abilities

**Animal/plant form (10):** Closer to nature than perhaps any other PC race, the elf has developed the ability to cast *polymorph self* (natural animals only) or *tree* once a day.

**Detect undead (5):** As champions of life, most elves despise undead as an unnatural abomination and seek to destroy them where possible. The PC can *detect undead* as per the spell once a day for every three levels possessed.

**Invoke wild surge (5):** Elves, being a magical and mostly chaotic race, can combine these two traits to cause spectacular results. Once a day for every five levels, the PC can cause a wild surge to happen to a spellcaster in the process of casting a spell within 20'. This power cannot affect innate abilities.

**Magic resistance (10):** The PC possesses 10% magic resistance. This option may not be taken with the elven resistance to *charm* spells option.

**Power of life (20):** The PC is immune to death magic and level draining spells and attacks such as those from undead. The PC is not immune, however, to aging effects such as an attack from a ghost or a *haste* spell.

**Withdraw (5):** The long-lived elf approaches each situation with tact and caution making the best possible use of time. Once a day, the PC can cast *withdraw*.

### Additional gnomish abilities

**Etherealness (10):** From any prime material world, inner plane, or demiplane, the PC may enter the Border Ethereal of the Ethereal Plane at will twice a day. Likewise, a gnome in the Border Ethereal can enter any bordering plane twice a day.

**Dreamweaver (10):** Once a day, the PC can cast *phantasmal force*. At 3rd level, this power improves as the gnome's understanding of illusions becomes greater allowing the PC to now cast *spectral force* once a day. At 9th level, this ability becomes even more enhanced allowing the gnome to cast *advanced illusion*, *programmed illusion*, or *mirage arcane* once a day.

**Illusion resistance (5/20):** The PC receives 30% resistance to illusion/phantasm magic for 5 points. For 20 points, the gnome is immune to all illusion/phantasm magic.

**Magic resistance (20):** Gnome starts off with 20% magic resistance that improves by 5% for every level after 3rd. This cannot be combined with Illusion Resistance.

**Non-detection (15):** The PC is permanently protected by *non-detection*.

**Shadow wielder (15):** At 5th level, the gnome can cast *shadow magic* or *shadow monsters* once a day. At 9th level, this

ability is enhanced via the gnome's greater understanding of illusory magics and the PC can cast either *demi-shadow* magic or *demi-shadow monsters* once a day.

**Summon earth elemental (15):** At 6th level, once a day, the PC can summon an earth elemental as the *conjure earth elemental* priest spell with no chance of the gnome losing control of the elemental.

#### Additional halfling abilities

**Alter self (5/10):** Once a day, the PC can *alter self*. For 10 points, the PC can *polymorph self* once a day.

**Alternate reality (15):** The PC can cast the wild magic spell, *alternate reality*, once a day.

**Chaos shaper (5):** The PC receives the chaos shaping proficiency. All attempts to shape land in Limbo automatically succeed, and the halfling can shape double the amount of land normally allowed.

**Chaos shield (5):** Some halflings have developed an innate (some say vital) resistance to wild magic. Once a day for every five levels, the PC can cast *chaos shield* to protect himself from all wild surges regardless of where they originate.

**Limbo friend (5):** The PC is recognized as a native of Limbo and looked upon as a fellow chaos supporter by other natives (i.e., slaadi, githzerai, etc.) receiving a +4 to all reaction modifiers should those natives care at all to parley with the halfling.

**Magic resistance (10):** The PC has 10% magic resistance (option cannot be combined with wild resistance option).

**Wall of fog (5/10):** Once a day, the PC can use his smoking pipe to create a *wall of fog*. For 10 points, halfling still uses his pipe to produce a *wall of fog* but upon reaching 8th level can produce *solid fog* once a day.

**Wild resistance (5):** The PC possesses 30% magic resistance to wild magic spells, the effects of wild surges, and priest spells from the sphere of chaos.

#### Additional half-elf abilities

**Ancestor ability (5+):** The PC can select any one ability from either the elf or human list of options but must pay an additional 5 points over the original cost of the option. This option may be taken only once.

**Appeasement (5):** The PC deeply respects and defers to both human and elven society, gaining a +4 modifier to all reactions with these two races.

**Life protection bonus (5):** The PC gains +1 to all saves vs. death magic and life-draining attacks.

**Racial appearance (5):** The PC appears for all-intents and purposes as a member of one of his parents race (either human or elf). The PC will never be mistaken for a half-elf or as a member of the other parents race.

**Survivor (10):** Not fully accepted by either human or elven society, the solitary PC learned to rely mainly on himself and has thus developed unusual survival abilities. Once a day, the PC can cast *know alignment*, *invisibility*, or *silence 15' radius*. At 9th level, the half-elf can cast all these abilities once a day.

**Urban sense (5):** The PC is a tough urban survivor having had to hone his skills to find out pertinent information fast. The PC has a base 40% + 5% chance per level of knowing the answer to any general question concerning Sigil or any of the gate-towns (portals, local law, ruler, etc.). Of course, many burghs have secrets that no berk will ever get the dark on.

#### Additional half-ogre abilities

**Alteration resistance (5):** The PC is 30% resistant to magic from the school of alteration.

**Club bonus (5):** A half-ogre who is proficient with a club inflicts double damage on a successful attack that exceed the to hit roll by more than 4.

**Humans not so bad (5):** The PC has learned enough of his human parents customs to gain a general acceptance with humans. PC gains a +4 reaction modifier when dealing with humans.

**Necromantic resistance (5):** The PC receives 30% resistance to necromantic magic.

**Ogres good, humans bad (10):** The PC has honed his fighting skills against those particularly troublesome humans, elves, half-elves, aasimar, and tieflings. PC gains a +2 to hit and damage when fighting any of these "annoying" races.

**Super hit points (15):** The robust PC receives a bonus 2 hit points at every level advance.

#### Additional half-orc abilities

**Battle Rager of Acheron (10):** Once a week, the PC may choose to enter a battle-rage whereby during a battle, PC fights to -15 hps or until all foes in sight are slain. After either condition is met, the half-orc is rendered unconscious but is also instantly healed to 1 hp if 0 hp or less. Once unconscious, the PC cannot be revived by any means but eventually will awaken in 1d4 turns. Some sages attribute this ability to a bizarre influ-

ence emanating from Acheron targeting those of orcish descent.

**Chaos foe (5):** The PC gains +1 to all saves from spells cast by chaotic beings, spells having chaos as an end result such as confusion and chaos, or priest spells from the law sphere.

**Eye of Groomsh (10):** At 2nd level, once a day, the PC can *know alignment*, *detect lie*, or *detect magic*. At 8th level, the PC can enact each ability once a day.

**Groomsh's speedy blessing (10):** Once a day in battle only, the PC can move as if *hasted* for as many rounds as levels possessed. The half-orc does not suffer any aging from this power.

**Law warrior (10):** Once a day, the half-orc can cast one priest spell from the combat, war, or law spheres. The PC can only cast a spell that is normally available to a priest of the same level. For example, a 5th level half-orc fighter could cast one priest spell up to 3rd level but no higher. When he reached 7th level, the half-orc could then cast one spell up to 4th level.

**Magic resistance (10):** The PC receives 10% magic resistance.

**Revitalized slayer (5):** The PC is invigorated with every kill in battle. For every being slain by the half-orc, the PC is healed of 2 hp of damage (but cannot exceed PC's maximum total). This is a reward from Acheron for the half-orc's proven battle prowess.

#### Additional human abilities

**Astral walker (10):** Once a day, the PC and up to 1 companion per level can enter the astral plane from the first layer of any outer plane (excluding Sigil). This ability takes one round to enact but works only on the outer planes.

**Detect fiend (5):** Some stalwart humans are always on guard against the seemingly ever-present fiends. At will, the PC can detect all fiends within 30' x 10' path in front of him even if the fiend has assumed a different form. This power takes one round to scan a direction and the PC cannot engage in any other behavior.

**Detect scrying (5):** Some humans are very sensitive to divination magics directed at them. Once a day, the PC can detect scrying.

**Evocation resistance (5):** The PC has 30% resistance to invocation/evocation magic.

**Free actor (10):** Once a day, the human can cast *free action* on himself.

**Magic resistance (5/10):** Human receives 2% magic resistance for every

level possessed. For 10 points, the PC receives a 3% magic resistance per level. This ability cannot be combined with evocation resistance.

**Plane lover (5):** The PC is enamored of a handful of native races living on the outer planes. The PC gains a +4 modifier to all reactions when dealing with good celestials, evil fiends, or the neutral beings (modrons, slaadi and rilmani). The player chooses one group only. Such infatuations sometimes lead to the births of aasimar, alu-fiends, cambions, and tieflings.

**True seer (10):** The human has been gifted with a precious enhanced vision. PC can cast *true seeing* (priest version) once a day.

## 4. Character classes

Each class has a standardized package of abilities found in the *PHB* which is also duplicated here for easy reference. Players may opt to take the standard list of skills or customize their PCs using the abilities listed here. More information concerning each class (such as allowable weapons and armor, level limits, and minimum requirements) may be found in *PHB* or *S&P*.

Class	Points Allotted
<b>Warrior</b>	
Fighter	15
Paladin	60
Ranger	60
<b>Rogue</b>	
Bard	80
Thief	80
<b>Priest</b>	
Cleric	125
Druid	100
<b>Wizard</b>	
Mage	40
Specialist	30

### All classes

All classes can select the following ability:

**Weapon specialization:** PC has the ability to specialize in a single weapon but the CP cost for acquiring the specialization must be met in addition to paying for this option. This cost varies depending on the class chosen: Fighter 5 CPs; Paladin, Ranger, or Bard 10 CPs; Thief, Cleric, Druid, or Mage 15 CPs; Specialist Wizard 20 CPs.

### Warrior class

#### Optional restrictions

All sub-classes of warrior can gain bonus points by accepting voluntary restrictions on normal warrior abilities.

**Limited armor (5/10/15):** The PC with this restriction is limited in his selection of armor. If the PC is restricted to chainmail or lighter armor, this restriction gives 5 CPs; if limited to studded leather or lighter armor, PC gains 10 CPs; and if the PC refuses to wear any armor at all, he gains 15 CPs. All warriors may still use a shield.

**Limited weapon selection (5):** The PC is limited in his choice of weapons. He can gain proficiency with weapons in only one of the following groups: melee weapons (no missile weapons allowed); priest weapons; rogue weapons.

**Limited magical item use (5+):** The PC refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs. The categories are: potions, oils, and scrolls; rods, staves, wands, and miscellaneous magical items; weapons; and armor.

### Fighter

**Standard abilities:** Attract followers, weapon specialization.

**1d12 for hit points (10):** The PC rolls d12 for hit points.

**Attract followers (5/10):** The PC at 9th level gains followers as described in the *PHB* if he establishes a stronghold. The 10-point option allows him to attract followers whenever he establishes a stronghold, regardless of level. DMs should adjust the racial make-up of followers to adequately reflect the Planescape setting.

**Blood warrior (10):** The PC believes that the true path to becoming the finest warrior lies in pitting his skills against the eternally warring fiends especially fighting them where they war the most — in the Blood War. When fighting fiends anywhere, the PC becomes an awesome fighting machine as he revels in his true element. Fighter gains a +2 to hit and damage against all fiends, and receives a +2 bonus to AC.

**Building (5):** The PC knows how to construct heavy war machines, siege engines, and siege towers.

**Defense bonus (10/15):** The PC gains a +2 bonus to AC if unencumbered and unarmored: For 15 points, AC bonus is +3.

**Improved THAC0 (10):** The PC begins life better suited to fight than most by having an improved THAC0. The PC starts with a THAC0 of 18 at 1st level that improves by 1 for every level advance.

**Increased movement (5):** The PC is quicker than most and adds a +3 to movement rate.

**Leadership (5):** The PC is able to lead large number of troops in battle (up to

100 soldiers per level). The PC knows how to use messengers and signals, is familiar with military terminology, and understands the mechanics of moving large numbers of troops.

**Move silently (10):** A PC with this ability can move silently like thieves. The chance of success is equal to PC's Dexterity score added to the PC's level. In order to move silently, the PC cannot wear any armor greater than studded leather. All other thief penalties also apply.

**Multiple specialization (10):** The PC with this ability can specialize in as many weapons as desired provided that the CP cost is met for each individual specialization.

**Planetouched (10):** The PC's body is charged with a curious planar energy that temporarily renders non-magical weapons the fighter wields into a magical weapon (so long as the fighter maintains physical contact with the weapon). For every 4 levels of the fighter, the non-magical weapon gains a magical +1 bonus to hit and damage (i.e., +1 at 1st level, +2 at 5th, etc., to a maximum of +5).

**Poison resistance (5):** The PC gains +1 to all saves vs. poison.

**Proficiency ease (5):** By spending 5 CPs now, the fighter can cut the cost of all weapon proficiency costs in the future (including all forms of mastery) by 50%.

**Spell resistance (5):** The PC gains +1 to all saves vs. spells.

**Supervisor (5):** The PC has the authority to supervise the construction of defensive works such as ditches, pits, fields of stakes, and hastily built wooden and stone barricades. Semi-permanent buildings may also be constructed if time permits.

**War machines (5):** The PC knows how to operate heavy war machines and siege engines such as ballistae, catapults, rams, bores, and siege towers.

### Paladin

**Standard abilities:** Circle of power, curative, detect evil, faithful mount, healing, health, priest spells, protection from evil, saving throw bonus.

All paladins have built-in restrictions to the class, which cannot be changed, as listed in the *PHB* and *S&P*. If the DM allows, paladin spell restrictions listed in *PLAYER'S OPTION: Spells & Magic* rules may be taken for extra CPs.

**1d12 for hit points (10):** The PC rolls d12 for hit points.

**Circle of power (5):** If the PC owns a holy sword, he can project a circle of

power 10' in diameter. This circle dispels hostile magic at a level equal to the paladin's experience.

**Curative (10):** Once a week for every three experience levels, the PC can cure diseases of all types.

**Detect evil (5):** The PC can detect evil monsters and beings up to 60' away simply by concentrating for one round. The PC can perform this ability an unlimited number of times.

**Dispel evil (10):** At 7th level, the PC can cast *dispel evil* once per day.

**Faithful mount (5):** The PC can summon a steed at 4th level as per the *PHB*.

**Fiend slayer (10):** The PC is the sworn enemy of all vile fiends and gains a +3 to hit and +3 to damage against fiends.

**Gift of the Archons (15):** The PC has been honored by the archons and rewarded with a wondrous gift. The PC grows a large pair of feathered wings from his back that allows flight (MV 18, MC B). Note that any armor the PC owns must be altered to accommodate these celestial wings.

**Healing (5/10):** Once a day, the PC can heal him or another by laying on of hands restoring 2 hit points per level. For 10 points, the paladin can heal 4 hit points per level once a day.

**Health (5):** The PC is immune to all forms of disease.

**High wisdom bonus (5):** If the PC has the Priest Spells option, he receives bonus spells based on his high wisdom identical to the way clerics do.

**Holy assistance (10):** Once a week, the PC can gate in 1 lantern archon per experience level as long as the archons are employed solely in the fight against evil. The gated lanterns remain for 1 turn plus 1 round per paladin's level. This ability does not work in Sigil.

**Holy defender (10):** When on the plane of his power (usually Mt. Celestia but not always), the PC becomes a near invincible defender. All magic resistance and saving throw bonuses are doubled and the paladin's AC is improved by 4.

**Lawful order (5):** The PC can dictate (as the 3rd-level priest spell in *S&M*) once a day for every four levels.

**Lower planar vanquisher (10):** The PC has steeled himself for taking the good fight where fiends live and breed. The paladin receives a +4 to all saves vs. any naturally occurring phenomena on any of the lower planes.

**Poison resistance (10):** The PC gains +2 to all saves vs. poison.

**Priest spells (10):** At 9th level, the PC can cast priest spells as per the *PHB*.



**Protection from evil (5):** The PC is protected from evil by a natural aura 10' in diameter which affects all evil creatures in the aura (-1 penalty to THAC0).

**Resist fiendish magics (10):** Paladin gains a 2%/level magic resistance against any spells employed by fiends. This resistance can be added to any other magic resistance the paladin possesses.

**Resist charm (10/15):** +2 bonus to saves vs. charm-like spells and effects. For 15 points, the paladin's saving throw bonus vs. charm magic is +4 if the charm is cast by any evil being from the lower planes.

**Saving throw bonus (10):** +2 bonus to all saving throws.

**Turn undead (10):** At 3rd level, the paladin can turn undead as a cleric two levels below his own level.

## Ranger

Standard ranger abilities: Attract followers, empathy with animals, hide in shadow, move silently, priest spells, special enemy, tracking, two-weapon style.

If the DM allows, ranger spell restrictions listed in the *PLAYER'S OPTION: Spells & Magic* rules may be taken for extra CPs.

**1d12 for hit points (10):** PC rolls d12 for hit points.

**Animal master (15):** At 5th level, the PC has learned how to control the natural fauna around him. Once a week, the ranger may cast *animal growth*, *anti-animal shell*, *conjure animals*, or *hold animal*. At 9th level, the ranger can enact each of these abilities once a week.

**Attract followers (10):** At 10th level, the PC attracts followers as per *PHB* or *S&P* (the list of followers should be modified to include planar beings).

**Bow bonus (5):** +1 attack bonus with any bow.

**Climbing (10):** Ranger can climb trees, cliffs, and other natural formations (except the Spire). Climbing score is equal to ranger's Dexterity/Balance score plus the hide in shadows percentage for a ranger of his level (see table in *PHB* or *S&P*).

**Detect noise (10):** Similar to the thief ability but the ranger uses his Wisdom/Intuition score plus the hide in shadows percentage to determine his chance of success.

**Empathy with animals (10):** Ranger can approach and befriend an animal as described in the *PHB* or *S&P*.

**Find and remove wilderness traps (10):** Ability functions similar to the thief ability but ranger's chance of success is equal to move silently percentage.

**High wisdom bonus (5):** If the ranger has the Priest Spells option, the ranger receives bonus spells based on his high wisdom identical to the way clerics do.

**Hide in shadows (5):** Wearing studded leather or lighter armor, ranger can hide in shadows as per *PHB* or *S&P*.

**Move silently (5):** Wearing studded leather or lighter armor, ranger can move silently as per *PHB* or *S&P*.

**Pass without trace (10):** Ranger can pass without trace as the druid ability.

**Planar defender (10):** Ranger gains a +2 bonus to hit, to damage, and initiative as well as a +1 bonus to AC when fighting on his home plane against non-natives of the plane.

**Planar attunement (5):** Ranger can attune herself to the plane he is on and become vividly aware of naturally occurring phenomena of the plane such as the will-sapping entropy of the Gray Waste. This ability takes one complete turn of uninterrupted concentration per phenomena to be discerned.

**Plant master (15):** At 3rd level, the ranger has learned how to effectively manipulate surrounding flora and may, once a week, cast anti-plant shell, hold plant, plant growth, or wall of thorns. At 8th level, the ranger can enact each ability once a week.

**Polymorph self (5/10):** At 5th level, ranger can polymorph self once a day into any natural animal native to his plane of origin. For 10 points, ranger can polymorph into any creature he desires within the spell's limitations.

**Priest spells (10):** At 8th level, ranger can cast priest spells precisely as described in the *PHB* or *S&P*.

**Savage ranger (10):** The union of planar energies and the ranger's relationship with nature have combined to make him a savage fighter. Once a day, the ranger can cast *Tenser's transformation* on himself with the following differences: ranger uses his own THAC0 and may fight with any weapon which he chooses (proficiency rules still apply).

**Sneak attack (10):** A ranger who successfully, hides in shadows and moves silently can backstab an opponent as the thief ability. A backstab is +4 to hit and causes damage as per a thief of the same level.

**Speak with animals (5/10):** Once a day, the PC can speak with animals as the spell. For 10-points, the ranger can

employ this ability once a day for every three experience levels possessed.

**Special enemy (10):** The PC gains a +4 to THAC0 and -4 to reaction modifiers when dealing with his special enemy. This ability is fully described in the *PHB* and *S&P*, but the ranger may now select planar beings as enemies including fiends.

**Tracking ability (5):** The PC receives tracking proficiency which automatically improves by +1 for every three levels.

**Two-weapon style (5):** The PC can fight with two weapons and suffer no penalties as per the *PHB* or *S&P*.

## Rogue class

### Standard rogue thieving skills

Both types of rogue have access to any standard rogue thieving skill listed below provided that each skill is paid for with CPs. The base values of each rogue skill are detailed in *S&P*. Racial modifiers for the standard races are also detailed in *S&P*. Racial modifiers for the uniquely planar races are found under their specific entry in the appropriate PLANESCAPE source. Modifiers based on Dexterity and the specific type of armor worn are found in *S&P*. These skills can be improved upon as a rogue advances in level but these improvements vary according to the type of rogue. Bards begin with 20 discretionary points to distribute among their base thieving skill values at 1st level. At every level thereafter, the bard receives 15 points to distribute among these skills. At 1st level, thieves begin with 60 discretionary points that can be spent on these skills. At every level thereafter, the thief gains 30 more points to spend on thieving skills. Complete descriptions of these skills are found in *S&P*: Bribe (5), climb walls (5), detect illusion (10), detect magic (10), detect noise (5), escape bonds (10), find/remove traps (10), hide in shadows (5), move silently (5), open locks (10), pick pockets (10), read languages (5), tunneling (10).

### Thief

**Standard abilities:** Attract followers, backstab, climb walls, detect noise, find/remove traps, hide in shadows, move silently, open locks, pick pockets, read language, scroll use, thieves cant.

**Attract followers (5/10):** The 5-point option allows the PC to attract followers at 9th level as per the *PHB*. For 10 points, thief can attract followers whenever he establishes a stronghold, regardless of level.

**Audible glamer (5):** A thief often needs to cause a diversion when he has to slip past some annoying hardheads or other law-enforcing berks. The PC can cast an *audible glamer* once a day.

**Backstab (10):** The PC can attack an opponent with a vicious backstab as detailed in the *S&P*.

**Backstab bonus (5):** A thief who has chosen backstab now attacks with a +6 to all backstab attacks.

**Comprehend languages (5):** The planes house a tremendous number of races and a knight of the cross-trade has to be able to speak their languages to get what he wants from them (usually a profitable peel). Once a day, the PC can cast *tongues*.

**Dimension door (10):** Berks about to get nabbed by the law usually wish they'd have planned some form of escape. Some planar thieves, usually Sigilian, have learned a sure-fire way to escape. Once a week, the PC can employ a *dimension door*. At 9th level, the PC can enact this ability once a day.

**Defensive bonus (10/15):** An unarmed and unencumbered thief gains a +2 to his armor class. For 15 points, the thief receives a +3 bonus to AC.

**Know faction (5):** In Sigil and elsewhere, lots of cutters try to hide who they are and who they serve. This thief has made it his business to know who he is dealing with before he deals with them. The thief can *know faction* once a day as the *Indep* spell in the *Factol's Manifesto*.

**Magic thief (10):** At 7th level, the thief can steal enchantment once a day.

**Portal lock (5):** If on the run, some thieves need to keep annoying berks like Harmonium from following them through portals. Once a day, the thief can attempt temporarily to shut down a portal by casting *surelock* (PLANESCAPE campaign setting).

**Sense portal (10):** Always looking for a possible means to escape should the need arise, the thief can cast *warp sense* (PLANESCAPE campaign setting) once a day.

**Shadow thief (10):** At 7th level, thief can cast *Lorloveim's shadowy transformation* on himself twice a day.

**Silence (5):** Once a day, the thief can render himself silent as the 2nd-level priest spell *silence 15' radius*, except only the thief is affected.

**Scroll use (5/10):** At 10th level, the thief can use magical spell scrolls as per *S&P*. For 10-points, the thief can read scrolls at any level.

**Thieves' cant (5):** Thief uses slang terms when referring to illegal activities thus letting them converse about such dealings in the open without others knowing what is being talked about.

## Bard

**Standard bard abilities:** Alter moods, attract followers, climb walls, counter effects, detect noise, history, magical item use, pick pockets, rally friends, read languages, wizard spells.

If the DM allows, bard spell restrictions and options listed in *PLAYER'S OPTION: Spells & Magic* may be selected.

**Attract followers (5/10):** The 5-point option allows the PC to attract followers at 9th level as per the *PHB*. For 10 points, PC can attract followers whenever the PC establishes a stronghold, regardless of the PC's level.

**Alter moods (5):** The PC can influence reactions as described in the *PHB*.

**Animal friendship (10):** Once a day, the bard can cast the equivalent of an *animal friendship* spell by singing a song.

**Charm person (10):** Once a day, the PC can cast a *charm person* by singing the spell. At 9th level, the PC can cast *charm monster* instead of *charm person* once a day.

**Charm resistance (10):** The PC gains +2 to all saves vs. charm/enchantment spells and effects.

**Counter effects (10):** The PC can counter the effects of songs and magic used as magical attacks (including spells cast by song mages) by performing a counter song as described in *S&P*.

**History (10):** Bard knows a "little bit of everything as found in the *PHB*.

**Instrumental spell casting (10):** The PC has learned how to enhance his spells by casting them through a musical instrument with which he is proficient. (CPs must be spent for this proficiency also). All spells cast through the instrument are treated as if two levels higher with regard to effect, range, etc., and need no material components. Casting spells in this manner increases casting time by 1 per level of the spell.

**Magical item use (10):** Bard can use magic items usable only by wizards but with a chance of failure as per the *PHB*.

**Priestly magic (5):** The bard gains minor access to one sphere of priestly magic. The wizard spells option must also be taken. Additional spheres may be purchased as many times as desired.

**Rally friends (5):** Music, stories and poetry performed by the bard can be inspirational as in the *PHB*.

**Song of combat (10):** Once a day, the bard can play a song of combat which has the same effect as unearthly choir as if he were a trio of priests. At 6th level, the bard can sing as per the quartet; at 9th level, the bard functions as if a quintet; at 12th level, the bard sings as an ensemble of six priests; and at 16th level, the bard sings as if he were an entire choir of eleven priests.

**Song of discordance (10):** Once a day, a non-lawful bard can play a song of discordance on his instrument which has the same effect as chaotic combat except that all warriors within 10' of the bard are affected.

**Song of harmony (10):** Once a day, a non-chaotic bard can play a song of harmony on his instrument which has the same effect as defensive harmony.

**Sound resistance (5):** +2 bonus to saves vs. sound-based magical assaults.

**Spell bonus (10):** Bard gains an extra spell per spell level if the wizard spells option is taken.

**Wizard spells (10):** The bard can cast spells at 2nd level as per the *PHB* and *S&P*.

## Priest class

All priest spheres and their costs are detailed in *S&P*. If the DM allows, priest restrictions and options listed in *S&P* may be also selected to further customize priest PCs.

## Optional restrictions

Both clerics and druids can gain bonus points to spend on abilities appropriate to their sub-class by accepting the following voluntary restrictions on normal priest abilities.

**Armor restriction (5+):** The PC is limited in choice of armor. For 5 CPs, the priest is restricted to chain mail or lighter armor; for 10 points, the priest is limited to studded leather or lighter armor; and for 15 points, the priest may not wear armor at all.

**Limited magical item Use (5+):** Any priest with this penalty refuses to use certain categories of magical items. The priest gains 5 CPs for every category selected: potions, oils, and scrolls; rings, rods, staves, wands, and miscellaneous items; weapons and armor.

**Reduced hit points (10/20):** The PC with the 10-point limitation uses d6 for hit points. For 20 points, the PC uses d4 for hit points.

## Cleric

**Standard abilities:** Sphere access (Major - All, Astral, Charm, Combat,

Creation, Divination, Elemental, Guardian, Healing, Necromantic, Protection, Summoning, Sun, Weather), turn undead.

**Access to spheres:** Clerics can purchase major or minor access to the priest spheres of magic. All clerics are generally limited to only those spheres of their powers portfolio.

**Anchor of stability (5):** The very land of the planes, being mutable, can slide into another plane when dominated by the overwhelming influence of the alignment of those present. The PC's strong devotion to his power acts as an anchor for that ground and thus prevents its movement. No planar land slips within 10' of the cleric unless that land is shifting to the plane of the cleric's power. (In this case, the land slips normally).

**Casting reduction (5):** Clerics casting time is reduced by 1 (to a minimum of 1)

**Detect good/evil (10):** Non-evil clerics with this ability can see emanations of evil (non-good clerics detect good) from creatures and objects within a path 10' wide by 60' long. This power takes one round to scan a direction and the cleric cannot engage in any other behavior.

**Detect undead (10):** Clerics with this ability can detect undead within a path 10' wide by 60' long as long as the undead are not hidden behind stone or other dense material. This power takes one round to scan a direction and the cleric cannot engage in any other behavior.

**Expert healer (5/10):** The PC can cast a bonus *cure light wounds* spell once per day. With the 10-point option, the cleric can cast a bonus *cure light wounds* once a day for every three levels of experience.

**Faithful fanatic (10):** All spells cast by cleric function as if the PC were one level higher as a reward of his devotion to his power.

**Followers (5/10):** The 5-point option allows the cleric to attract followers at 9th level as per the *PHB*. For 10 points, he can attract followers whenever the cleric establishes a stronghold, regardless of the his level.

**Hit point bonus (10/15):** The PC rolls d10 for hit points. For 15 points, the PC rolls d12.

**Know alignment (10):** Once a day, the cleric can cast *know alignment*.

**Nearer my power to thee (10):** An extremely strong link between the cleric and his power exists lessening by one the levels a cleric will drop when not on the plane of his power.

**Path of the proxy (5):** Once a day, the cleric can call upon faith or draw upon holy might.

**Plane truth (15):** The cleric is granted the purest vision from his deity. Priest can cast *true seeing* (priest version) once a week. At 7th level, the priest can use this ability once per day.

**Resist energy drain (5):** The PC gains +1 to all saves vs. the energy drain spell and level-draining attacks of undead. This ability has no effect where no save is allowed or when used in conjunction with the negative energy protection spell.

**Resist temptation (10):** The cleric's zeal and devotion to his power lessens the chance that others can sway or influence the PC. PC gains a +2 to all saves which might influence the PC's mind such as charm/enchantment spells and psionics.

**Spell duration increase (10):** The duration of all non-instantaneous spells cast by the PC increases by 1 round for every 2 of the cleric's experience levels.

**Sphere bonus (6+):** The cleric can purchase either major or minor access to one sphere of priest spells that normally lies outside his powers portfolio. The cost is twice the standard cost listed.

**Sphere focus (10):** Any spells in one sphere of the cleric's choice are cast as if the PC were two levels higher. This may be combined with the Faithful Fanatic option.

**Turn undead (10):** Cleric is granted powers over undead as per PHB or S&P.

**Warrior-priests (10):** Clerics with this option use the warrior Strength and Constitution bonuses for exceptional scores.

**Weapon allowance (5):** A cleric with this option can use a favored, edged weapon of his deity. PC must also pay for proficiency for the weapon.

**Wizardly priests (15):** Cleric gains access to one school of wizard spells and can cast them as if they were clerical spells. This includes the more stylized wizard schools such as elemental magic or even wild magic.

**Wondrous healer (15):** All *cure wounds* cast by the cleric heal to their maximum potential.

## Druid

**Standard abilities:** Communicate, fire/electrical resistance, identify, immunity to charm, pass without trace, shapechange, sphere access (Major - All, Animal, Elemental, Healing, Plant, Weather; Minor - Divination)

**Access to spheres:** The standard druid selection of spells costs 60 CPs or the druid can purchase access to the spheres just like clerics do.

**Alignment change (10):** Once a day, the druid can temporarily neutralize one being by changing its alignment to the least extreme alignment - true neutral. On a failed save vs. spells, the being so affected has its alignment changed to true neutral for the next 2d6 hours and acts accordingly. This change can severely complicate the lives of 'extremists' such as paladins and fiends, which is precisely what the druid wishes to accomplish.

**Alter beasts (10):** Once a day at 7th level, the druid can *polymorph other* another being into a woodland creature.

**Analyze balance (5):** The druid can analyze balance at will.

**Animal friendship (5):** Once a day, the druid can cast *animal friendship*.

**Cold resistance (5):** +2 to all saves vs. cold or ice-based attacks.

**Communicate (10):** The druid can learn one language per level of one group of creatures from a related group of racial tongues. A druid could learn the languages of woodland and sylvan races or the languages of the neutral planar beings such as rilmani, modrons, eladrin, slaadi and yugoloth.

**Elemental sphere bonus (5/20):** Elemental spells cast by the druid are treated as if the PC were one level higher. For 20 points, the druid's own body also serves as an all-purpose elemental power key enabling all elemental spells cast by the druid to reach their fullest potential anywhere in the planes.

**Fire/electrical resistance (5):** The PC gains +2 to all saves vs. fire and electrical attacks.

**Hide in shadows (5):** Druid can hide in shadows as per the ranger ability with the same chance of success as a ranger (see ranger).

**Hit point bonus (10/15):** Druid rolls d10 for hit points. For 15 points, the druid rolls d12 for hit points.

**Identify (5/10):** At 3rd level, the druid can accurately identify plants, animals, and clean water from his native plane. The 10-point option allows the druid to accurately identify plants, animals and clean water from other planes but because of the druid's unfamiliarity with flora and fauna from other planes, he may fail at an identification attempt. Chance of success equals 40% + 5%/level.

**Immunity to charm (5/10):** At 7th level, druid is immune to *charm* spells

cast by woodland creatures from his own plane and the plane of his deity as per the *PHB*. The 10-point option gives a druid this immunity at 1st level.

**Immunity to disease (10):** With this option, the druid is immune to all natural diseases.

**Keeper of the balance (10):** When fighting against creatures of extreme alignments (LG, CG, LE, & CE), the druid gains a +2 bonus to hit, damage, and initiative as well as receiving a +2 to all saves from spell attacks by those beings.

**Move silently (5):** Druid can move silently as per the ranger ability with the same chance of success as a ranger (see ranger).

**Outlandish defender (10):** On the Outlands, the druid becomes an awesome defender receiving a +4 bonus to armor class and doubling all magic resistance and saving throw bonuses.

**Pass without trace (5):** At 3rd level, a druid moving at his normal movement rate can *pass without trace* at will as per the spell.

**Planar native (10):** This powerful option allows a PC to attune his body to any outer plane he is on, providing him with special benefits. The PC's neutral alignment is masked and for purposes of divination appears to be the alignment of the plane he is on. The PC also does not drop in level if his power is on another plane. The PC gains a +1 to all saves vs. natural phenomena of the plane he is on.

**Portal affinity (5):** Druid can cast *warp sense* (campaign setting boxed set) once a day.

**Purify water (5):** Druid can cast *purify food and drink* once a day.

**Secret language (5):** Druid knows a secret language that only druids and rilmani know.

**Sense plane slippage (5):** While on any of the Outer Planes, the druid becomes instantly aware of any large-scale plane slippage from one plane to another as it occurs (large-scale being about the size of a gate-town). The druid learns where the slipping begins and where the land is headed. Additionally, the druid instantly becomes aware of when he steps on any land that has slipped if the slippage occurred within the past 100 years (druid also learns where the slipped land originated).

**Shapechange (10/15):** At 7th level, druid can *shapechange* into a natural animal as described in *PHB* or *S&P*. For 15 points, the druid can shapechange starting at 5th level.



**Spire sense (5):** On the Outlands, the druid is instantly aware of when he crosses any of the nine rings surrounding the spire that restrict magic use.

### Wizard class

Both mages and specialist wizards have similar characteristics attributable to both sub-classes. The below listed options are available to all wizards in addition to other options particular to each sub-class. If your DM approves, additional options for wizards found in S&M may also be purchased.

### Wizard options

**Armored wizard (5/10/15):** As a 5-point ability, the wizard may wear padded armor. For 10 points, the wizard may wear leather, studded leather, hide, or brigantine armor. For 15 points, the wizard may wear any armor desired. Wizards are not allowed to use shields.

**Automatic spells (5):** When a wizard with this option gains access to a new level of spells, the wizard automatically acquires a spell for that level. Specialist wizards may only select spells belonging to their chosen school.

**Bonus spells (10):** Wizard may memorize 1 additional spell per spell level. Bonus spells memorized by specialists must belong to the wizard's specialty school.

**Casting reduction (5):** Wizard's casting times are reduced by 1 (to a minimum of 1).

**Combat bonus (10):** Wizard fights with a priests THAC0.

**Detect magic (10):** This ability allows the wizard to detect magic once a day for every two levels of the wizard.

**Dispel magic (10):** Wizard can cast *dispel magic* once a day for every five levels possessed.

**Extend duration (10):** The duration of all non-instantaneous spells increases by 1 round for every 2 experience levels of the generalist mage. If taken by a specialist, this option extends a non-instantaneous spell's duration by 1 round/level but the spell must belong to the wizard's specialty school.

**Greater hit die (10/15/20):** For 10 points, the wizard rolls d6 for hit points. For 15 points, the wizard rolls d8 for hit points. With the 20-point option, the wizard rolls d10 for hit points.

**Immunity (10+):** A wizard with this power gains complete immunity to one particular spell, at a cost of 10 CPs plus 1 CP per spell level. The wizard ignores the effects of the spell and cannot be directly



damaged or harmed by the spell. The wizard may gain immunity to a group of related spells by spending CPs to become immune to the highest level spell in that group, so a wizard who wanted to become immune to all charms (*charm person*, *charm monster* etc.) would spend 18 CPs for immunity to *mass charm*.

**Range boost (5):** The reach of all ranged spells (other than 0, self, or touch) from one school selected by the wizard is increased by 25%. Specialty wizards must apply this option to their chosen school.

**Read magic (5):** Wizard can *read magic* once a day for every two levels possessed.

### Optional restrictions

Both mages and specialists may select from the following limitations to gain CPs to spend on other abilities. With their DMs approval, players may opt to select other wizard limitations in S&P.

**Learning penalty (5+):** Wizard suffers a -15% penalty when trying to learn spells in all schools of magic except one school which the wizard exempts from this penalty. Specialists must exempt their chosen school.

**Limited magical item use (5+):** The PC with this penalty refuses to use certain categories of magical items. The wizard gains 5 CPs for every category selected: potions, oils, and scrolls; rings, rods, staves, wands, and miscellaneous items; all weapons and armor.

**More opposition schools (5+):** The PC with this restriction may choose to take additional opposing schools, gaining 5 points for each school in opposition to his specialty. Only standard specialty schools as described in the *PHB* can be selected as additional oppositional schools. (This option is not available to mages).

**Reduced hit points (10):** Wizard uses d3 for hit points rather than d4.

**Weapon restriction (3/5):** For 3 points, the wizard may never have a weapon proficiency. For 5 points, the wizard can never wield a weapon even to save his life. This last restriction is not limited to weapons wholly created by the wizard's spells such as *ice knife*.

### Mage

**Standard abilities:** Access to all schools.

**Access to all schools:** It costs 40 points for a mage to have access to all eight standard schools of magic.

### Planar proficiency summary

Proficiency	cost	Initial Rating	Ability	Reference
<b>General</b>				
Chaos Shaping	4	8	Wisdom/Intuition	PWH
Planar Direction Sense	3	7	Wisdom/Intuition	PWH
Planar Sense	3	6	Wisdom/Intuition	PWH
Planar Survival	4	5	Intelligence/Knowledge	PWH
Plane Knowledge	4	5	Intelligence/Knowledge	FM
Portal Feel	5	3/1	Intelligence/Reason	PWH
<b>Wizard/Priest</b>				
Planology	4	7	Intelligence/Reason	PWH
Spell Recovery	5	3	Intelligence/Knowledge	PWH

**Ethos focus (10):** The mage's spells are more effective against creatures of a specific ethos, who suffer a -2 to saving throws vs. the mage's spells. Only creatures whose alignment falls into one of the following groups are affected: lawful, chaotic, or neutral good/evil.

**Planar safeguard (10):** The mage has developed a magical resistance (2%/level) against spells cast by all beings originating from one plane of existence as chosen by the player. This resistance can be added to any magic resistance the PC already possesses.

**Planar sympathy (10):** The wizard is attuned to those outer planes with the same ethos as his own (either law, chaos, or non-lawful/non-chaotic neutrality). All spells cast by the wizard are treated as if two levels higher when cast on an outer plane of the same ethos.

**Priestly wizard (10/15):** For 10 points, mage gains minor access to one sphere of priest spells and can cast them as if they were wizard spells. For 15 points, the mage gains major access to that sphere.

**Resistance to *sleep* and *charm* (5):** +1 bonus to all saving throws vs. *sleep* and *charm*.

**Stay enchantment (5):** Weapons used by the mage do not suffer a magical plus loss when brought to other planes as the wizard is able to sustain the weapon's magical enchantment. A weapon not in the wizard's grasp is unaffected.

**Warrior wizard (10):** The mage enjoys the benefits of a high constitution score the same as warriors.

### Specialist wizard

**Standard abilities:** Specialty school and accompanying schools (no point cost), automatic spells, bonus spells, intense magic, learning bonus, research bonus, saving throw bonus.

Specialized wizards as listed in the *PHB* have the following penalty (which is not mandatory) when selecting options and limitations: learning penalty.

**Extra bonus spell (10):** If the Bonus Spell option was taken, the specialist now receives a second bonus spell per spell level provided that the spell belongs to his chosen school.

**Focused magic (10):** Most beings in the planes have some form of magic resistance which makes it difficult for wizards to use offensive spells. The wizard has enhanced his spellcasting to attempt to overcome that magic resistance. Once a day, any being targeted by a spell cast from the specialist's chosen school is first treated as if affected by lower resistance for that spell only.

**Intense magic (5):** If a specialist wizard casts a spell from his chosen school, the targets of that spell suffer a -1 saving throw penalty. This option may be purchased several times with a cumulative effect.

**Learning bonus (5):** +15% bonus when attempting to learn new spells belonging to the wizard's specialty school.

**Magic resistance (10):** Specialist gains 10% magic resistance against magic from his specialty school which may be added to any other magic resistance.

**No components (10):** The ability to designate one specialty-school spell per character level as a spell that does not require material components.

**Planar strength (10):** On his home-plane, spells of his chosen school cast by the specialist have their effects doubled.

**Research bonus (5):** When attempting to research and create a new spell belonging to his specialized school, the spell is treated as one level lower than its actual level.

**Saving throw bonus (5):** +1 bonus on saving throws vs. spells cast at wizard from school of specialization. This option may be purchased several times with a cumulative effect.

**Specialty bonus (10):** All spells in the wizard's chosen school cast by the specialist are treated as if the wizard were two levels higher for purposes of damage, duration, etc.

**Specialty sense (5):** The specialist is very much in tune with his specialty school and instinctively knows how the physical conditions on any plane will affect spells from his chosen school. This knowledge comes to a wizard within 1d3 turns upon arrival on a plane.

## 5. Character kits

Theoretically, any kit currently existing in any campaign setting may be taken by a PLANESCAPE PC. Players should keep in mind that some PC kits have been specifically designed for play solely on a specific campaign world (such as the Athasian advanced being or the Mystaran inheritor). It is understandable therefore that their presence on the planes might be difficult to justify. Players should seek their DMs approval before using any kits. The *PWH* lists seven new kits exclusively designed for the Planescape campaign: Planewalker Warrior, Planewalker Wizard, Planewalker Priest, Planewalker Rogue, Abyssal Warrior, Floating Sorcerer, and Hinterland Bandit.

## 6. Nonweapon proficiencies

At this stage of PC development, players spend points on nonweapon proficiencies and traits. Standard non-weapon proficiencies by point cost are listed in *S&P* and *S&M*. PLANESCAPE warriors, rogues, priests and wizards receive the same number of CPs as the standard AD&D classes given in *S&P*.

Eight uniquely PLANESCAPE non-weapon proficiencies have been published to date. Their CP cost, initial rating, and reference source appear in the table above.

## 7. Weapon proficiency and mastery

All classes must consult chapter 7 of *S&P* for more information on acquiring weapon proficiencies and other weapon skills. Planar warriors, rogues, priests, and wizards follow the same weapons rules as their Prime world counterparts.

## 8. Magic and new schools of magic

Wizards spending a significant amount of time in the planes soon discover that nearly every spell and school of magic in existence can be found in the planes. New spells for wizards and priests can be found in nearly every PLANESCAPE reference released so far.

Some forms of magic found on specific prime worlds simply do not or can-

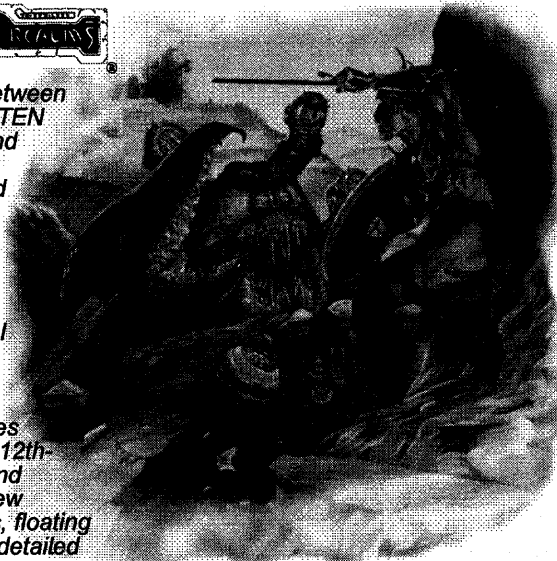
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not exist in the planes. Spellcasting PCs from the BIRTHRIGHT® campaign will not be able to cast any realm spells on the planes (or on any other prime material world for that matter) as they are effectively cut off from their domains and ley lines. There is no magic in existence that will connect a PC with his ley lines once they are separated by the planes. There is also no way to create ley lines in the planes. Blooded PCs, however, may enact any of their innate abilities without difficulty wherever they are (unless prohibited by the plane's magical properties). Similarly, afflicted PCs from the RED STEEL® campaign can use their cursed abilities as they wish, however, individuals affected by the Red Curse will soon suffer the excruciating loss of their legacies if they stay away from the crimson lands of the Savage Coast for too long. DMs have the final say on whether magic and spells unique to some prime campaign settings will be allowed in their Planescape campaign.

### 9. Psionics

Two sets of optional rules exist that cover the creation of psionics using the SW method. One is found in the "Sage Advice" column in DRAGON Magazine #231 while the second is in the DARK SUN Player's Option article in the DRAGON Magazine Annual #1. The options from these two articles are not compatible and thus cannot be "mixed and matched." Psionist proficiencies described in S&P have been assigned CP values in the DARK SUN Player's Option article.

For specifics on importing spells and magic to PLANESCAPE that are unique to a particular prime world (such as a BIRTHRIGHT PC's blooded abilities), consult the guidelines provided in the PWH. DMs have the final say on whether such magic will be allowed in their PLANESCAPE campaign.

*Ed Bonny reports that game dungeons took on a whole new meaning when he began to patrol the subterranean maze of stations and dark tunnels called the NYC subway system. He writes, "I was very much attracted to the PLANESCAPE setting, not only for letting players adventure on the planes but also for the cosmopolitan attitude and poseur scene that so mirrors the NYC nightlife."*



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by Monte Cook

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illustrated by Michael Sutfin

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**D**eep in the void that is the Astral Plane, beyond the outer githyanki fortress-cities, deeper than the psurlon strongholds, and more distant than the secret berbalang covens, there lie the dead gods. These massive beings are often called “husks,” because that is really all they are: mere shells of their former selves.

When one refers to a dead god of the Astral, what’s really meant is the god’s corpse—or as near as a power can come to having a corpse. When a god dies—as rare event as that is—its power fades away. All that is left of it is the idea of its existence. Each power has a focus, like war, nature, famine, or motherhood. This focus or idea becomes the remainder of its essence, which then appears on the Astral Plane, a place where all thoughts, emotions, and ideas eventually end up.

On the Astral, the power’s essence takes the form of a large mass of rock—or a rock-like substance. The mass (or, as it’s sometimes called, the “rocky island”) vaguely resembles the most commonly perceived appearance of the power. Powers can take many shapes and have no true bodies as such, but almost all have an appearance that their worshippers can relate to and depict in art. This is the appearance that the rocky island takes. The features are usually so indistinct, however, that only extremely close examination, including entering the memory aura (see below), can identify the power.

The following information is useful in creating continuing adventures after playing through *Dead Gods*, a mammoth PLANESCAPE® adventure out this month. *Dead Gods* isn’t necessary to use the information in this article, but the two complement each other well.

### Traveling to the Astral Plane

Adventurers who wish to travel to the Astral Plane to explore the dead gods have a number of options. The first and most obvious is the *astral spell*. Both wizards and priests can cast this spell, which allows an entire group of characters to travel into the Astral Plane. DMs are encouraged to read through that spell carefully to be aware of the requirements and restrictions that it places upon the travelers and what they can bring with them.

One interesting note about the *astral spell* is the phenomenon of the silver cord. When the spell is cast, those affected by it gain astral bodies that leave their normal, physical bodies. The silver cord is a magical link that ties the two bodies together. It is visible only on the Astral Plane, and even there it is difficult to see, as it extends away like a wispy tether from the astral-traveler and fades from view after only 10-20 feet.

But the *astral spell* is a high-level spell, probably not accessible to most adventurers unless they have a powerful wizard or priest as an ally. An alternative mode of transportation accessible to anyone is a planar portal. These magical doorways lead from plane to plane and can be found leading to the Astral Plane. The portal's advantage over the *astral spell* is not just its ease of use but also that there are no restrictions as to what sorts of equipment the travelers can take with them. The drawback is that portals are difficult to find, and the key that activates them must then also be found (see the PLANESCAPE campaign setting, *Planewalker's Handbook*, or "A Handful of Keys" in *DRAGON Magazine Annual #1* for more information about portals).

Lastly, a number of magical items, including the *cubic gate*, the *amulet of the planes*, and a *staff of the magi*, can potentially bring a group of PCs to the Astral Plane.

## Anubis

Before a blood's going to talk about poking around the corpses of dead gods, he's got to think about the dangers. One of the greatest potential dangers is the Guardian of the Dead Gods, a being that was once a power itself. Its name was Anubis.

Anubis was a power belonging to the Egyptian pantheon. Then *he* was a power devoted to escorting the spirits of dead mortals to their final rest. Now *it* watches over dead powers. Why the change? Good question.

Fact is, no one knows the dark of the tale, or at least not all of it. One version says that another power named Osirus took over Anubis' portfolio as the warden of the dead, and that Anubis began to die. As he faded into the Astral Plane, something—either the living gods afraid of what happens when they die, or the already dead powers, aware of his intrusion on some level and needing assistance-empowered him and charged him with the protection of the fallen gods. Another tale says that Anubis took the

duty upon himself willingly, after spending much time in the Astral and seeing the desecration of the corpses.

No matter what the reason, however, Anubis has become something wholly different. No longer a power but certainly not a mortal, the Guardian of the Dead Gods is a mysterious being unique in the multiverse. Chant is, it sits upon a huge throne among the god-isles and records the events that occur on or to the dead gods.

Now, as Guardian of the Dead Gods, Anubis watches over its charges and keeps them from being harmed, exploited or desecrated. 'Course, it's possible that its duty is much more than that. Perhaps it's something to do with the nature of divine power and its eternal rest on the Astral Plane. More than likely, such things are far beyond the grasp of mortal minds. For example, the githyanki build fortresses on the dead god corpses, and most of the time the Guardian doesn't seem to care. At other times, even touching a particular corpse at a particular time draws its ire.

In any event, the presence of the Guardian of the Dead Gods is not one that an explorer can overlook. There's always a chance that a basher's activities conflict with the Guardian's mysterious motives. What the Guardian allows and what disturbs it isn't always clear. If an explorer does run afoul of the Guardian, most likely its through its proxy, Betita Khab (see sidebar). Otherwise, it means a direct confrontation with the former power—a situation so dangerous that a basher's only hope is fast talking and luck. Needless to say, the Guardian cannot be harmed by mortal attacks and can destroy with a thought.

If such dire circumstances occur, assume that Anubis can destroy one character each round (generous DMs will allow a PC a saving throw vs. death at -6). Canny bashers'll try to escape, in which case the Guardian will most likely (80% of the time) allow the offenders to go. Its duty is to defend and guard, not to chase intruders down. Should it follow, the Guardian of the Dead Gods can travel anywhere in the Astral in the space of one round. It never leaves the Astral Plane.

Luckily, the Guardian ignores mortals most (95%) of the time, unless they attempt to do something particularly heinous, such as completely destroying the body of a dead god or something equally foolish—in which case Anubis's intervention is almost guaranteed.

### Betita Khab

#### Proxy of the Guardian of the Dead Gods

Anubis has no more specialty priests. It is thought that those few still worshipping him draw their power from Anubis's old pantheon or some how from the dead gods themselves. In any event, they are clerics, not specialty priests. The Guardian of the Dead Gods also does not have an avatar. It is what it is—but its still far beyond any power measurable by mortals.

The only real vestige of Anubis's former divine status is its proxy. Betita Khab served Anubis while it was still part of the Egyptian Pantheon, and he serves it in its new role as well. Betita monitors the god-isles and those that live on or around them. All he observes he reports to his master. Occasionally, he is sent on a specific mission to observe or even to intervene. When someone commits an act on a dead god that the Guardian judges as improper, Betita is often sent to deal with the offender.

Betita is known to the githyanki, and he has their respect. Despite their differences in alignment, they will not harm or cross him.

**Betita Khab, human male, M14:** AC 5 (Dexterity and ring); MV 12; hp 31; THAC0 16 (13 with staff); #AT 1; Dmg 1d6+3 (staff of striking); MR 30%; SZ M (6'3" tall); ML Fearless (20); AL LG.

**Notes:** Betita's magic resistance is a gift from Anubis.

S 14, D 17, C 13, I 18, W 16, Ch 15.

**Personality:** Noble and just but severe

**Special Equipment:** *Staff of striking* (22 charges), *ring of protection +2*, *ring of chameleon power*, *gem of insight*, *robe of eyes*

**Spells** (5/5/5/4/4/2/1): *alarm*, *color spray*, *comprehend languages*, *magic missile*, *shield*; *blur*, *detect evil*, *ESP*, *know alignment*, *strength*; *dispel magic*, *fireball*, *hold person*, *nondetection*, *suggestion*; *emotion*, *fire shield*, *polymorph self* *wall of fire*; *feeblemind*, *dismissal*, *telekinesis*, *wall of force*; *chain lightning*, *true seeing*; *spell turning*.

## Conditions on a God Isle

Most folks call the corpses of dead gods god isles. Though "space" is a difficult concept to cope with in the Astral Plane, most of the god isles are fairly close together, and sometimes an explorer can just see one or two while

standing on a third. Most of the time, however, they're not quite that close together.

These rocky husks are generally 1d100 × 50 feet long and about a quarter that distance wide. Further, each god isle has an area of influence of about one-tenth of the length surrounding it. Within this area, the unique conditions of the individual god, as opposed to those of the Astral Plane, hold sway.

Some conditions within this area can be very strange, yet others can be tantalizingly familiar. Unlike most areas in the Astral Plane, many (40%) of the god isles have local gravity. Gravity is usually focused at the dead god's center, so a basher can walk around all sides of the isle as if it were a tiny planet all to itself. Rarely (10%), though, the gravity works on only one side of the god, with a body "falling off" if he goes over the edge.

Another aspect distinguishing the god isles from the rest of the Astral is that a few (5%) have a field around them in which time passes normally. Some (10%) have other unique conditions:

1d100	Result
01-30	Extremely hot (50%) or Extremely cold (50%)
31-40	Surface obscured by cloud cover
41-45	Surrounded by clouds of poisonous gas
46-55	Terrestrial-like storms (rain, snow, etc.) move over the surface
56-60	<i>Reverse gravity</i> field forces objects away from the surface
61-70	One school of magic is useless
71-73	All magic is useless
74-75	Psionics are useless
76-77	Magical items lose all power (30% chance of permanent loss)
78-80	Time flows twice as quickly (50%) or time flows twice as slowly (50%)
81-83	One material (wood, metal, cloth, etc.) is 100 times as heavy as normal
84-85	Certain actions DM's choice, based on the nature of the god) are impossible or result in a 6d6 electrical attack (no save)
86-87	Newcomers are immediately <i>teleported</i> to a specific area
88-89	Characters of a specific alignment are <i>teleported</i> to another spot on Astral

90-91	Surrounded by impenetrable, permanent <i>darkness</i>
92-93	One school of magic is twice as potent as usual with respect to range, duration, area of effect, and damage
94-95	Random monsters are generated from the dead god's flesh
96-97	Roll again twice ignoring results above 95
98-99	Roll again three times ignoring results above 95
00	DM's Option

## Exploring a Dead God

Aside from the guardian, there are other hazards to exploring the dead gods. Still there are those who do it-for there are surprisingly large rewards to be found.

Since the husks are the bodies of fallen powers, energy, matter, and even living things on or around them are of a sort unlike those found anywhere else in the multiverse. Some are valuable; others are downright deadly.

When determining what can be found when a dead god is explored, use the following table. The DM should make 1d4 rolls for any particular god isle.

### Dead God Encounter Table

1d100	Result
01-65	Nothing
66-75	Githyanki party (2d8 individuals)
76-80	Githyanki fortress (10d10 × 5 individuals)
81-89	Planar explorers/adventurers (1d12 individuals)
90-93	Other Astral creature (DM's option—see <i>Guide to the Astral Plane</i> or choose)
94-95	Mysterious energy field
96-97	Mysterious mineral
98	Mysterious plant
99	Mysterious liquid
00	Godquake

### Mysterious Energy Fields

Many dead gods radiate mental or physical energies unknown anywhere else. These energies often play over the god-isle in waves or flashes. Other times, they exist as steady, limited-radius fields.

One such energy field that most dead gods exhibit is that of the memory aura. These are residual memories that were possessed by the power. Some are inconsequential and meaningless, while others reveal a great deal of informa-

tion. As these events vary from power to power, the DM is left to determine the exact affects of these auras. Most simply bestow some of the god's memories to anyone coming near, but others take on a more tangible effects—even so much as conjuring up physical representations of people, monsters, places, and events from the deity's past.

Energy fields vary in size. Some (10%) surround the entire corpse to a distance of 10d10 × 5', while others (80%) exist in a 10d10' radius somewhere on the body. The remainder pass over the body as waves of energy, moving at a rate of 1d100' per round.

The duration of the fields can also vary. A few are only microseconds in duration (10%), while others (85%) last for 6d12 hours, with the remaining fields being permanent.

Energy fields are distinguished primarily by effect. They affect anyone within them in these ways:

1d100	Result
01-30	No effect
31-55	Memory aura (see above)
56-60	Inflicts 3d6 hp electrical damage (save vs. spell for half damage)
61-63	Inorganic materials must save successfully or be disintegrated
64-66	Inflicts a random type of insanity (save vs. spell to avoid)
67-68	Causes confusion for 1d10 rounds
69-70	Acts as a heat metal spell for as long as metal remains within the field
71-72	Restores any memories ever lost (through spells, magical attacks, encounters with the River Styx, etc.)
73-74	Permanently alters the color of everything within (black to white, red to green, blue to orange, yellow to purple and vice versa)
75-76	Dispels all magic within as a 20th level caster
77-78	Heals all wounds completely (works once)
79-80	Drains all memory (save vs. spell to avoid)
81-82	Reverses alignment for 1d4days
83-84	Forces beings to re-live their most harrowing moment, paralyzing them with fear for 1d4 hours
85	Permanently <i>febleminds</i>

- anyone failing a saving throw vs. spell
- 86 Permanently drains away all emotions
- 87 Permanently adds one point of Strength, Constitution, or Dexterity (works once)
- 88-89 Temporarily adds one point of Strength, Constitution, or Dexterity (lasts 2d6 days)
- 90 Permanently adds one point of Intelligence or Wisdom (works once)
- 91-92 Temporarily adds one point of Intelligence or Wisdom (lasts 2d6 days)
- 93 Acts as a *death* spell, but anyone not slain is filled with power enough to make a wish
- 94 Permanently drains away all psionic powers
- 95 Bestows a psionic ability (treat as a wild talent)
- 96-98 Roll twice again, ignoring results over 95
- 99 Roll three times again, ignoring results over 95
- 00 DM Option



### Mysterious Minerals

The substance that composes the body of a dead god is usually described as "rocky," but it isn't truly stone. Instead, it is a unique substance that possesses qualities similar to common terrestrial minerals. This substance, in itself, is an interesting curiosity worth a fair bit of jink (1d6 gp per pound) in a Sigilian trade market.

Of much greater interest, however, are the rarer minerals that sometimes exist within the corpses of powers. Rich deposits of diamonds, emeralds, silver, gold and other valuable minerals aren't uncommon. Further, an explorer occasionally comes upon a small quantity of some wholly unique stone or metal. These usually have some special property that makes them valuable.

Unlike some of the mysterious energies, liquids or plants, most of the minerals found on dead gods pose little threat to an explorer. On the other hand, extracting them is a lengthy process and is more likely to attract the attention of nearby monsters, and even the Guardian itself.

**Note:** The mysterious minerals are always found in tiny quantities—usually only a few pounds of ore at a time. The

DM should be very careful in how available he or she makes these substances.

1d100	Result	
01-50	Normal stone or metal ore	
51-70	Precious stones or metals (use the Gem Table in Appendix 1 of the <i>Dungeon Master® Guide</i> if gems (50%) or, if metals (50%), determine which type: copper (30%)/silver (30%)/gold (30%)/platinum (10%); assume that there exists 10d100 gp worth of the metal, no matter which type)	91
71-80	Mineral is twice as durable as normal (and thus twice as hard to extract) and worth three times as much	92
81-85	A metal that can be used to easily forge weapons or armor of +1 enchantment (worth 10 gp per pound)	93
86-90	A metal that can be used to forge weapons or armor of -1 enchantment, but which are virtually weightless (treat as no armor for spell casting or thief abilities); worth 10 gp per pound	94
		95
		96-97
		98
		99
		00

- 98-99 Roll three times again, ignoring results over 95  
00 DM Option

### Mysterious Plants

Thriving amid the strange energies and nourished by the rare soils, a few dead gods have unusual plants growing on their bodies. The growths on god isles range from green, leafy plants (including trees and shrubs), flowering vegetation, and even various types of fungi. They can also include completely unique plants, never seen anywhere else in the multiverse.

When a plant is found that has effects produced by ingesting, imbibing or in any way consuming it, enough is found to produce 1d10 doses or uses.

1d100	Result
01-40	Normal plant
41-50	Normal plant with one innocuous unusual quality (odd color, glows brightly, strange odor, hums musically, etc.)
51-60	Has the affect of a random potion if eaten
61-70	Poisonous (save vs. poison or die if eaten), but if boiled with water makes a random potion
71-72	Produces a mind-controlling odor that forces anyone within 15' who fails a saving throw vs. spell to insist on remaining on the dead god permanently
73-74	Can be spun into fibers that can be woven into cloth which acts as virtually weightless leather armor (treat as wearing no armor in regard to spellcasting and thief's abilities)
75-76	Causes euphoria if eaten or smoked like tobacco (save vs. poison or become addicted—addicts die a slow rotting death over the course of 3d4 months unless a <i>cure disease</i> spell is cast upon them)
77-78	Can move and attack as a choke creeper
79-80	Can move and attack as a violet fungus
81-82	Poisonous to touch
83-84	Secretes a fluid that can be used to make ink for any protection scroll
85-86	Secretes a fluid that can be used to make an ink which

	is visible only to elves (30%), humans (10%), dwarves (10%), halflings (5%), gnomes (5%), fiends-including tieflings (5%), bariaur (5%), githzerai (5%), or other (25%)
87-88	Produces an odor that drives away fiends 25% of the time
89-90	Can be powdered and mixed with a normal poison to enable it to affect fiends
91-92	Possesses intelligence and great wisdom, is able to speak telepathically, and has a Neutral alignment
93-94	Restores all memorized spells if eaten
95	Can be powdered and mixed with godsblood (see below) to double the number of doses available
96-98	Roll twice, ignoring results over 95
99	Roll three times, ignoring results over 95
00	DM Option

### Mysterious Liquids

Bubbling up from the heart of a god isle, the purest waters and the vilest biles lie in pools on some dead gods. Many of these liquids are dangerous, but a few have beneficial effects.

Planewalkers frequently come to the god isles specifically hunting for a substance called *godsblood*. This rare, valuable syrup is the very essence of divine life and can be used to heal any wound, cure any disease, and even restore life. Any character so much as touching this substance is healed up to his maximum number of hit points, is free of disease, poison, curses, insanities, etc. Even scars disappear, and lost tissue (like severed limbs) grows back in 1d6 turns. Dead characters are restored to life. Only one dose of this extraordinary liquid is ever found at one time—and only a canny blood can think of how to transport it without touching (and therefore consuming) it.

Most other mysterious liquids are found in amounts consisting of 1d12 doses, when applicable.

1d100	Result
01-60	Water (Stagnant 70%/Fresh 30%)
61-65	Milk (Sour 80%/Fresh 20%)
66-70	Blood/bile/etc.

71-78	Poison (save vs. poison or die if drunk)
79-83	Disease-ridden (save vs. poison or become infected)
84-89	Acid (inflicts 1d6 hp damage per round if touched)
90	Sentient liquid (treat as a minor water elemental)
91	Equal to a random potion
92	Water that never vaporizes no matter what the temperature
93	Water that never freezes no matter what the temperature
94	Thick syrupy liquid that dries and hardens into a fire-proof coating
95	Molten mineral (use the mysterious mineral table, above)
96-97	Godsblood (see above)
98-99	Roll twice, ignoring results above 97
00	DM Option

### Godquake

A "godquake" is a period when the dead god stirs. All of them experience these shudders from time to time, although they are rare. Treat this effect as a normal earthquake, with aftershocks occurring for 1d4 days afterward. After a godquake, however, there is a 20% chance for an encounter with an energy field or mysterious mineral, and a 10% chance for an encounter with a mysterious liquid, as these things are often brought up or produced by the stirring.

### Adventures

The dead gods of the Astral Plane suggest their own adventures. Player characters, when hearing of the valuable resources to be found there, will often travel there on their own with no further motivation. Beside general exploration, however, there are other scenarios that the DM can incorporate using the fallen powers.

### Sacrilegious Sabotage

The Athar is a faction dedicated to the opposition of the powers and those that worship them. They have a citadel in the Astral Plane, among and overlooking the god isles, for they believe the dead powers to be proof that there is nothing "divine" about the known "divinities."

Most of the Athar know to leave the dead gods alone, however, for they



have a healthy respect for the power of the Guardian. A few, however, are willing to pay handsomely to daredevils and thrillseekers willing to commit minor acts of "vandalism" upon the fallen bodies of the powers. These acts include marring the outer surfaces, chipping away substantial portions, and even painting anti-power slogans upon the bodies. 'Course, those barmy enough to carry out such acts risk the wrath of the Guardian, his proxy, and those who still might revere the fallen gods.

Interested adventurers should speak with Dimal Huves (Pl/male human/F6/Athar/CN), a minor official in the Athar's Athar Citadel.

### The Astral Advisor

Among the githyanki there are individuals known as hr'a'cknir that are able to perceive and identify the strange energies found among the dead gods. An aged planar explorer named Faris Essil (Pr/female half-elf/F6, W5/Free League/NC) is in need of a hr'a'cknir, and she's willing to pay some younger adventurers to find one.

Faris has come upon a particular energy field on the body of a dead god that seems to knit wounds and stop bleeding. However, those who spend much time within the field sometimes run screaming out of it, their minds snapped like twigs. She knows that only a hr'a'cknir can truly identify what's going on and why the field is sometimes dangerous.

The PCs, should they accept this mission, must explore the god isles for a githyanki settlement that has an experienced hr'a'cknir willing to help them. Since the githyanki are very insular and unfriendly (not to mention evil), this is a task for a group of good negotiators as well as those who can protect themselves against githyanki psionics, magic, and other attacks.

The energy field in question is 20' in diameter and is layered so that the outer four feet produce a healing effect (healing 1d8 hp to anyone within), but the inner 12' have a negative effect on any minds within, causing them to go hopelessly insane (save vs. spells to avoid).

### Home on the Strange

A barmy old basher named Barvac Poite (Pl/male tiefling/F8/Bleak Cabal/N) has decided that he wants to live on a dead god. He's looking for able-bodied planewalkers willing to explore the



god-isles to find a safe spot and then watch over things while his home is built.

Not only must the PCs contend with the normal hazards of exploring the dead gods but they must also deal with the githyanki again. This time, though, the Astral warriors are on the offensive—they don't twig to the idea of some outsider tiefling calling kip in their territory. Raids by the gith warriors are numerous, as are some magical traps that the githyanki have set to ward away trespassers.

### The Last Pilgrimage

Endryt Fallow (Pr/male human/C10—no spells—/LG), the last worshipper of a power named Graessomar, has come to the Astral Plane to pay his last respects to his fallen deity. He needs help in finding the dead god and protection on his journey. He's never been off the Prime Material Plane and is woefully ignorant of the ways of the Astral.

Worse, once Graessomar is found, Endryt discovers that his power has been overrun by horrible parasites that feed on the corpses of gods. These creatures, called Viggs, are numerous and nasty—and Endryt wants them destroyed. He'll offer his escorts a handsome payment

and his undying gratitude if they'll help him rid his deity of these beasts.

Unfortunately, the viggs are surprisingly intelligent and crafty. They soon organize themselves and form a strong resistance to the exterminating characters. The creatures use their incredible burrowing capabilities to cause the ground under characters to collapse, hoping to trap or kill them. The viggs enjoy swarming over fallen characters.

Viggs (123): AC 6; MV 18, Br 6; HD 1+2; hp 8 each; THACO 19; #AT 1; Dmg 1d4; SA burrowing under foes; SW pure water inflicts 1d8 hp damage; SZ S (1'-2' diameter); ML Steady (12); Int Low (5-7); AL NE; XP 65.

**Notes:** When the viggs burrow under a foe, there is a 1 in 4 chance that the ground under the victim collapses inflicting 1d6 hp falling damage.



*Monte Cook is neither dead nor a god, and working for TSR is bringing him closer to one of those states.*

# MODRON MAGIC



## The Sorcery of Structure

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by Monte Cook

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illustrated by R.K. Post

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**T**arsheva Longreach, a renowned planewalker, once said that as strange and alien as the forces of chaos seemed to her, the forces of order seemed equally strange-if not stranger. Upon close examination of some of the most visible embodiments of order, a body would probably agree. See, the creatures in question are the modrons.

The modrons, known to some graybeards as modrontificus rigidilus and to others as those annoying geometric bashers, are inhabitants of Mechanus, at the center of the Planes of Law. Some primes refer to the plane as Nirvana, although it's pretty difficult to imagine why.

Modrons are creatures of blind order, each taking on a different geometric shape that signifies its place within the rigid hierarchy. A few modrons go against this hierarchy, and these outcasts are called rogues. Rules for creating rogue modron PCs can be found in the *Planewalker's Handbook*.

Most of the modrons' goals are insular and nigh indecipherable to non-modrons. For example, beyond the reasoning of anyone else, the modrons believe that it is important for them occasionally to march around the Outer Planes. Apparently they are marching about these planes, called the Great Ring by many, to gather information-but no one knows for sure. Like clockwork, the modrons go on this grand walkabout at set intervals. 'Course, chant is that they've suddenly started a new Great March out of the standard pattern. It's simply not the right time for them to be marching. Now, modrons violating standard procedure is a little like a Lower Planar fiend giving out flowers and candy, so folks are more than a little confused (more information can be found in *The Great Modron March*, an adventure anthology available now).

One thing that outsiders can understand (at least to a point) is the advancement of modron magic-a special type of sorcery, the secrets to which only they are privy. In the heart of the plane of ultimate law, the modrons of ancient times discovered a kind of magic that they call Truphsik. This highly focused sort of

enchantment allows them to create spells and devices unique to them. (A body's likely to encounter a modron with magical items, but he might not even realize that the modron's got them, since they seem "built in" -*lenses of detection, eyes of minute seeing, slippers of spider climbing, gauntlets of ogre power, armor of blending, bracers of defense*, etc. Modrons also use more obvious items like wands, rings, weapons, and similar devices.)

So now, since the modrons have begun their march, a canny blood might start to expect seeing them in his own kip. Those that do can learn a little something about the new kinds of magic they might be carrying from the following few pages. Remember, any bit of additional knowledge on the planes is a little bit more of an edge a body's got to keep himself alive.

### Modron Magical Items

Within some of the workshops and laboratories of Mechanus, a body'll find the most interesting things. Clockwork tools and gear-driven machines the likes of which no one's seen anywhere else. Unlike some such devices created by some mad prime inventor or even a few ingenious gnomes, these items work with such precision that there's never any chance of mechanical failure-if a body treats them right.

Examples of modron devices include gear-driven machines that clean other objects (clothes, floors, etc.), open and close doors, print books, and more-not to mention, of course, incredibly accurate clocks. Below are a few examples of more powerful items, useful to planewalking adventurers.

These items are created by modrons called septons. Until now, magical item creation wasn't among their known duties-which just goes to show that even straightforward cutters like the modrons still have a few mysteries to them.

Almost all modron magical items are activated by a specific command word. This word may be the true name of the device in question. (Want to know for sure? Ask a graybeard, berk!)





### Clockwork Sling

This device can be used only by modrons. Most folks agree that it looks like a tiny catapult mounted on the top of the modron, with a small bowl-like reservoir for additional missiles below it. When used, it's affixed to the modron's body, preferably near the top. Like a miniature catapult, it lobes stones or other small objects through the air with great force. It even loads itself up to five times before five more stones or bullets must be placed into its reservoir.

In battle, the modron can use the clockwork sling in addition to other attacks or actions (although if in close combat with a foe, firing into a melee presents the same sorts of problems as always—see the Combat section of the *DUNGEON MASTER®* Guide).

The clockwork sling functions as a magical weapon although there is no bonus to the attack roll (for determining what creatures can be struck, treat it as a +1 weapon). The damage it inflicts is identical to that of a normal sling, with a +2 bonus to the die roll.

**XP Value:** 900 **XP Value:** 3,000

### Clockwork Spinsword

Despite its name, this weapon isn't really much of a sword. Instead, a *spinsword* is really a three-and-a-half-foot

shaft with a set of metal gears on the end, each connected to a two-foot-long blade. There are four blades in all.

When activated, the gears begin to spin rapidly and powerfully. This, in turn, makes the blades whirl in a deadly blur. The *spinsword* has no magical bonus, but it inflicts 2d6 hp damage against small and medium sized creatures, and 3d4 hp damage against large opponents. For determining what creatures can be struck by the weapon, treat it as a +2 enchanted sword.

The weapon can cut through 2" of wood per round, and even ½" of stone—although each round of cutting through stone presents a cumulative 5% chance of destroying the *spinsword*. If a canny blood stops cutting, waits a round, and then starts again, the chance for blade destruction goes back down to 5%. Non-magical shields and armor struck by the *clockwork spinsword* must make a saving throw vs. crushing blow or be destroyed.

Anyone wishing to use the *spinsword* must devote a proficiency slot toward its use, because it is so unlike any other weapon. Since it is so crude in its use, it is impossible to specialize in the use of the *spinsword*.

One drawback is that the *spinsword* makes a great deal of noise while activated. This loud, grinding sound may

draw unwanted attention toward the wielder.

**XP Value:** 1,500 **XP Value:** 4,500

### Crystal of Clear Focus

This clear magical gem is actually meant for creatures other than modrons. The modrons that created it did so in order to provide others with an insight into the modron (i.e., "correct") way of thinking. Such an act of benevolence is uncommon among the modrons, but a body can assume that some of them believe that getting others to see their way of thinking is ultimately logical and helpful to modron goals.

Anyone gazing into this crystal for a full round, taking part in no other action, falls into a short meditative trance during that time. The very next round (and only the next round), the character is 20% more likely to succeed in a desired action. Thus, thief skills have a 20% increase, and attack rolls gain a +4 modifier. Likewise, saving throws, ability checks, and any other action gains the bonus. Only success or failure is modified by the meditation. For example, attack rolls gain a bonus, but damage rolls do not.

The crystal can be used three times each day.

**XP Value:** 800 **XP Value:** 2,500

## Delay Fire Crossbow

These devices are small, one-use weapons. Delay fire crossbows were created for use in a modron retreat. They can be readied and placed into the ground, firing on their own and providing cover for the user's escape. Once set, the crossbow launches its quarrels either one or two rounds later, depending on the desire of the user. Each crossbow fires three bolts at a time (and then can't be used again because the magic consumes the device and it fails apart). The bolts each attack a random target within range and within a 45° firing arc with a THACO of 10. Characters aware of the crossbows and doing nothing but attempting to avoid the attack gain a -4 bonus to AC that round of course, then the bashers've broken off pursuit and the crossbows've still done their job even if they missed.

Delay fire crossbows are extraordinarily effective when used in large numbers, half set to fire in one round, the rest firing in the next.

**XP Value:** 500 **XP Value:** 1,500

## Flying Harness

This contraption is incomprehensible when a body sees it the first time. A canny basher can study it for a while, however, and eventually tumble to its use (DMs may wish to require one or more Intelligence checks). Once the canvas wings are unfolded, any medium sized creature can be strapped into this device (he must have help from at least one other individual). Upon command, the omithoptic machine begins to flap its wings and fly like a bird. It moves at speed 18 and has a maneuverability class of C.

The flying harness is particularly fragile in the air. If it sustains 1-10 hp in combat, the character must land immediately. (A modron, an alchemist, or an inventor is needed to repair the damage.) More than 10 hp damage destroys the harness and sends it and the character within crashing to the ground. Strangely, when on the ground, the harness can take a good deal more punishment (twice as much in fact). Any creature of size M can use this device, modron or not.

**XP Value:** 750 **XP Value:** 2,500

## Lens of Protection

Most cutters've noticed that modrons often have special lenses over their eyes. While some of these simply aid the bashers in their normal vision, some give extended capabilities. (As noted above, many modrons are equipped with *lenses of deflection* or *eyes of minute seeing*.)

The *lens of protection* provides anyone looking through it complete protection from gaze attacks and sight-based dangers. This includes the blinding effects of a light spell, and even a blindness spell. It also protects against spell effects such as *eyebite* or even horrible sights that might cause the viewer to go insane. In fact, the modrons developed the lens so that they could safely view chaotic events without harming their psyches-modrons are always looking for ways to avert the horrible afflictions that cause some of their number to go rogue.

The problem with the lens is that rarely does anyone have more than one. This leaves most creatures with one eye left exposed-although one-eyed creatures, like monodrones and nonatons, are perfectly safe. Two-eyed creatures have only a 50% protection from the above stated affects and spells. If the 50% protection fails, then the effect should be handled normally (with saving throws, if applicable).

**XP Value:** 2,000 **XP Value:** 6,000

## Limb Extensions

These odd devices don't look like much, but they really work. The modron straps the contraptions to his wrist or ankles (assuming such terms apply). Ten times each day, they can be commanded to telescope outward with small hands or feet on the end, effectively extending the limb(s) as needed. Each can extend up to 30 feet. Once the desired extension is reached, they remain that length until fully retracted.

The arm extensions have hands on the end that the modron controls. They are fairly dextrous and strong able to manipulate small objects and even wield weapons (use the same value as the modron's). To use them, the modron's real hands must be free. The leg extensions allow a modron to walk through deep liquids or step over hazardous substances.

Non-modrons can use these items as well, but at half their normal Strength or Dexterity scores.

**XP Value:** 2,200 **XP Value:** 7,000

## Magnetic Clamp

This device allows modrons to attach things like bags, sheaths, quivers, etc. to themselves easily and cleanly. It's simply a magical stone that is attracted to metal with a Strength of 9, with a sturdy metal clamp that can hold most anything that could fit in a cutter's hand.

Non-modrons can use such a device as an aid in climbing a metallic wall or in

retrieving dropped metal objects if the clamp is attached to a length of rope.

**XP Value:** 275 **XP Value:** 1,000

## Mirrorball

Some folks like these things more for how impressive they look than for their actual usefulness. The modrons, however, focus entirely on the device's function.

A *mirrorball* is a 4-inch silver sphere that floats and bobs around its owner. The surface of the sphere is highly reflective. The magic that powers the device keeps the *mirrorball* maneuvering so that the owner can see what's behind him within a 180° arc. Even though the mirrored surface is curved, no significant distortion is presented, so as long as a cutter glances into the sphere occasionally, he has virtually 360° vision. The constant bobbing of the *mirrorball* comes from the device's attempt at always showing a complete view of what's behind the owner without blocking any forward visibility.

Chant has it that one in ten of these items has an additional magical function. These special *mirrorballs* reflect spells from their surface like a *ring of spell turning*. This effect can apparently be triggered anywhere from 1-10 times each day, depending on the individual device.

### Normal Version

**XP Value:** 500 **XP Value:** 1,500

### Spell-Turning Version

**XP Value:** 1,200 **XP Value:** 4,000

## Truebridge

When not activated, this modron device looks like a square plate of refined steel, about 18" to a side, and about an inch thick. The plate weighs approximately 12 lbs. When activated, more steel plates, apparently imbedded in the original, begin to extend out, and then plates extend out from them, so that eventually, the whole thing is 3' wide and anywhere from 5' to 30' long (depending on the command given by the user).

The weight of the device does not change, but it retains a great deal of strength-the entire truebridge, no matter what the size, has the durability of a one-inch thick steel plate. It can support up to 1,000 lbs. or more safely. Modrons in the past have used these magical items to create small bridges, erect low barricades or defensive walls, or as ladders to scale vertical surfaces, because the truebridge can be commanded to form small handholds on its side.

**XP Value:** 1,000 **XP Value:** 3,000

## Winch of Giant Strength

This is a tiny set of powerful gears with a rope and wheel (to wind the rope around) connected. The rope is thin but very strong. Once put in place, the winch cannot be moved again by any force unless the proper command word is given. With another command word, the winch automatically begins pulling in the rope with the strength of a hill giant. This is useful not only for hoisting heavy objects into the air also, but for opening locked or stuck doors (in effect, pulling them off their hinges), and other matters. Modrons not known for their great strength utilize this device to perform feats otherwise beyond them.

**XP Value:** 1,300 **XP Value:** 4,000

## Modron Spells

Modron magical skills aren't limited simply to creating enchanted items. The modrons have developed new spells that they can use to make the most of their learned knowledge. While there is no known school of magic that focuses on the modrons' Truphysik, the spells that they've developed with their insight into the craft are unique and useful (if, perhaps, a little odd).

### Set the Path

2nd-level wizard spell

Range: Caster

Components: V, S, M

Duration: 3 rounds

Casting Time: 2

Area of Effect: Caster

Saving Throw: None

Much of the modron way of thinking involves the clarity of order. Set forth a good plan, don't deviate from it, and everything will work out. The modrons' foes often use this sort of thinking against them, since they're not good at reacting to unforeseen circumstances.

Nevertheless, this spell allows a modron to set forth a course of action and then follow through with focus and skill. When cast, the wizard states what his actions will be in the next three rounds. Once the magic is set into motion, he cannot deviate from this plan no matter what happens, and no matter what he wishes. For example, the caster might say that on the first round, he opens the portcullis blocking entrance to the next room and goes in. The second round, he attacks the guard inside the room. On the third round, he leaps over the pit in the middle of the room and reaches the far wall, where the object of his desire rests.

The benefit given by the spell is that all actions committed to at the casting of the spell gain a bonus of +3 (or +15 percent) to any applicable rolls. In the example, if the door is assumed to be barred, the caster gains a +15 percent to his bend bars/lift gates roll. Then on the second round, he gains a +3 to attack and damage rolls as he strikes the guardian. On the third round he gains a +3 to his Dexterity as he makes an ability score check to leap over the pit.

Of course, the above plan is based on many assumptions. The only thing that can cause a deviation from the declared plan is a failure to perform a stated action that then prevents the following actions from being attempted. If the bend bars/lift gates roll fails, the character is stuck outside the room, and must try again. If successful, the spell takes him into the room to attack the guard but then wears off before he reaches the pit (and since the spell is over, he's no longer obligated to leap over it). If his blow against the guard missed in the second round, however, he still has to attempt to jump over the pit, because the guard being alive doesn't preclude this. It might mean that the guard attempts to stop the caster or continues to attack him from behind, but the caster can't do anything about that.

Further, if (after casting the spell) the above caster discovered that the portcullis was already raised, or there was no guard, he still must spend the round miming the action he had set out to do. The absence of the opportunity to take a stated action is not the same as a failure. If circumstances or the action of another force the caster deviate from his stated course, he still makes all possible attempts to do what he planned in the order that he planned it-even if the action is impossible or nonsensical. Casters cannot put contingencies in the plan ("if I kill the guard, then I jump over the pit") and must specify the order in which actions will be taken.

The material component for this spell is a small, perfectly straight iron rod that is three inches long.

### True Arrow of Law

3rd-level wizard spell

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: Special

Saving Throw: Special

This spell creates a weapon extraordinarily useful to the modrons, particularly as they make their Great March through so many other, potentially hostile planes. Upon casting the spell, the wizard creates one or more arrows of pure white energy. Such arrows can be placed into any kind of bow, including a crossbow.

The arrow must be used within the time span of the spell's duration, or the arrow disappears and the spell is wasted. It must be fired from a bow or crossbow to be used (throwing it simply doesn't work). When fired, it has a range commensurate with the weapon that launched it, and it always strikes the potential target. The effects of the arrow depend on the targets ethical alignment.

If the character is Chaotic, the orderly energies of the arrow inflict great pain, inflicting 1d8+2 hp and the forcing the target to make a saving throw vs. paralysis or be stunned for 1d3 rounds, unable to act.

If the target is of Lawful alignment, the arrow's magic doesn't harm him but sustains him, healing 1 d6 hp damage (if the character is hurt) and raising morale by a +2 bonus for the next 1d10+5 rounds.

Neutral targets struck by the arrow fall under the sway of the forces of law for a short time. In effect, such characters are charmed (as a charm person or *charm monster* spell) to think of any Lawful being as a friend for 3d10 rounds.

High level wizards can create more than one *arrow of law* with this spell. For every five levels of the caster, he can create one arrow, rounding down. Therefore, casters of levels 5 to 9 create one, 10 to 14 create two, and so on. The additional arrow(s) can be created at any time during the spell's duration, but none last beyond the end of that time limit.

The material component for the spell is a normal arrow-although only one is needed, even if more than one *arrow of law* is created.

### Correlate Data

4th-level wizard spell

Range: Caster

Components: V, S

Duration: Instantaneous

Casting Time: 4

Area of Effect: Caster

Saving Throw: None

As the modrons go about their Great March, they are presented with a great

deal of information. A body's got to presume that they're on the walkabout to gather as much of the chant as they can, so they've got to be able to both observe and bring together vast amounts of information as they pass through an area. This spell aids them in this goal.

When cast, *correlate data* allows the wizard to bring together every detail that he has experienced in the last 24 hours—every sight, every sound, every bit of chant that he's heard . . . everything. Not only is this information then stored away in his memory so that he can recall any of it with perfect clarity but also he can gain insights about what he has experienced.

When the spell is finished, the wizard should make an Intelligence check. If successful, he learns something from what he has perceived. The actual revelation is up to the DM. The DM should feel free to provide the caster with whatever he wishes, but the amount by which the wizard made the Intelligence check by should indicate the amount of information (roughly).

For example, if the caster has just spent the last 24 hours locked within a prison cell in a mighty fortress, watching the guards come and go, he might learn that the cell that he is in has a structural weak spot on the floor (perhaps he observed that his captors avoided this spot when they brought him his meals). Just the right amount of pressure in just the right spot might be what he needs to escape.

Or, if traveling through a wild woodland, the caster might observe that there are just a few too many birds and other small animals than there should be in this forest. The exact percentage of increased animal life indicates that a black dragon must have recently moved into the area (probably making its lair near the river the caster saw a few hours ago, which was almost certainly the type which would create an underwater cave system upstream about two or three miles), making some of the area's large predators its own prey.

Basically, the information can be as detailed as the DM wants and can assume huge leaps in logic (and even knowledge that the caster doesn't know or doesn't remember learning, like what sorts of rivers create underwater caves). Alternatively, the DM can limit the information to just what the caster directly observed.

## Harmony

5th-level wizard spell  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: 5,000 cu. ft.  
Saving Throw: Negates

This spell utilizes the harmonious aspect of the force of law. Essentially, everything within the spell's radius becomes harmonious, calm, and peaceful for the duration. Strong winds die down, earthquakes are calmed, and even intelligent creatures cease all violent actions.

All beings of greater than animal Intelligence are allowed saving throws vs. spell (modified by Wisdom) to resist the spell's effects, although the DM may wish to adjudicate based on the beings' intentions. Only the truly aggressive, angry, or driven of creatures may wish to resist the spell, depending on the situation. A creature leaving the area of effect retains its calm demeanor for 1 d4 rounds.

Calmed creatures will not take violent action unless threatened. They also make only slow, simple movements—most (75 percent) actually sit or lie down on the ground peacefully. During the duration of the spell, all affected are pleasurably relaxed. If any targets are calmed for the entire duration, they're fully rested and even have a 50 percent chance each to heal 1 hp (if hurt).

Only the spell's relatively small area of effect is calmed. Earthquakes and harsh weather still occur outside the area, but their effects cannot be felt within the spell's domain—trees blown over and falling into the area of effect fall harmlessly to one side, and tumbling boulders sent in by an avalanche come to a gentle stop.

The material components for the spell are two tiny, silver gears that fit perfectly together.

## Modrons in Other Settings

In terms of worlds other than the PLANESCAPE settings, the modrons are extra-planar entities that come from the plane of Mechanus. Though Prime Material settings like the **FORGOTTEN REALMS**® or **GREYHAWK**® settings won't be affected much by the modrons marching around the Outer Planes, they can still make interesting encounters for PCs of any world.

Gates, rituals, and other devices to bring fiends into a Prime Material

campaign can just as easily bring modrons to a prime world. While not as destructive or murderous as fiends, modrons are cold and utterly heartless. If someone gets in their way, they won't hesitate to eliminate them. Modrons might come to a prime world like Athas, Krynn or Aebrynis to establish an observation post (information is important to the modrons), obtain a magical item or artifact on Toril or Oerth, or eliminate some chaotic stronghold on Mystara. Most of the time, however, the modrons' motivations are completely incomprehensible to humans and demi-humans—so who knows why they might come?

In the adventure anthology *The Great Modron March*, Prime Plane PCs can be incorporated in many ways. Any character who's accidentally blundered through a portal and found himself in Sigil can be used in the first adventure of that product, and since all of the scenarios in the book are more or less linked a DM can then use the product to take some Prime Material characters on a wild ride through the planes.

Alternatively, a powerful wizard could send the PCs to the planes to find the modrons for some reason—maybe even to get hold of some of the secrets of the magic discussed in this article. 'Course, when the PCs show up and find themselves following the modrons around the planes on their Great March, that just makes things all the more interesting.

Of course, extra-planar adventures aside, the magical items and spells in this article can be used in any campaign without ever mentioning anything about the modrons. Perhaps they're the province of a group of lawful wizards who gained the knowledge from a rogue modron long ago, or it was somehow passed on to them by the modrons in some ancient pact. Ultimately, the idea of law-based magic, as opposed to chaos magic, should fit into virtually any fantasy setting.



*Sages have discovered that there is actually a modron below the status of the modrone, that being the montedrone. This creature writes role-playing games for TSR.*

# DESTRIERS of the PLANES



## Magical Steeds for Knights of All Alignments

by Steve Berman

illustrated by Roger Raupp

*WHEN THE WORLD WAS RULED BY ANIMALS*, the fastest stallion that ever galloped coupled with the strongest mare in the land. The pair soon drew the notice of the Powers of the Outer Planes, for the Powers knew that the pair's foal would be greater than any other steed that had lived. Each of the Powers wanted it, hoping to breed the foal and have its descendants bound to the essence of its Plane.

The stallion remained vigilant over his pregnant mate, so ambassadors were sent, one from each of the Outer Planes, to offer a great gift and convince the sire to give up the foal at its birth.

The ambassador from Mount Celestia brought a bushel of the finest grain from bountiful fields. Elysium offered the foal's weight in gold. The Arborean had composed epic verse to celebrate the birth, while the ambassador from Mechanus displayed a masterful statue of the two horses. A visitor from Limbo lifted a wondrous elixir in a glass, as the representative of the Gray Waste sought to bribe the pair with rotten meats clutched in its claws. From the Abyss came the promise to slay all the stallion's rivals. Baator sneered at the others, calling their offerings petty and unworthy. It promised the foal great station and power. Only the ambassador from the Outlands had nothing to offer; it remained apart from the others and watched.

Now the stallion was proud, and he ignored the mare's desire to accept the offerings from the Upper Planes in return for their foal. He told all the ambassadors to return with even greater offerings that he might then decide among them.

This declaration angered the ambassadors. The evil Powers conspired to take the foal, and the good Powers worried how they might protect the animals and still earn the foal. The Powers of the Outlands saw the upcoming conflict and found it unacceptable, so they used their abilities to ensure balance by splitting the unborn foal's spirit nine ways, allotting to each Power a foal of its own and leaving the original foal to its parents. Thus, all the ambassadors were satisfied and returned to their native Plane. The arrogant stallion received nothing, and the mare was content to keep her offspring.



Thus were the equars of the nine Outer Planes created from a single Prime Plane foal. While other horse-like denizens of the Outer Planes (such as the nightmare) roam the multiverse, the equar is the steed that most often finds itself a part of the deeds of mortals. Not only a knight or paladin but also any character in your campaign might win one of these mounts as his or her own.



	Lesser Equar	Greater Equar
<b>CLIMATE/TERRAIN:</b>	Any	Any
<b>FREQUENCY:</b>	Very rare (rare)	Very rare (rare)
<b>ORGANIZATION:</b>	Solitary (herds)	Solitary (herds)
<b>ACTIVITY CYCLE:</b>	Diurnal (good-aligned) Nocturnal (evil-aligned) Any (neutral-aligned)	Any (all alignments)
<b>DIET:</b>	See below	See below
<b>INTELLIGENCE:</b>	Very to High (11-13)	Exceptional (15-16)
<b>TREASURE:</b>	Nil	Nil
<b>ALIGNMENT</b>	See below	See below

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<b>NO. APPEARING</b>	1 (3-8)	1
<b>ARMOR CLASS</b>	3	1
<b>MOVEMENT:</b>	18	24
<b>HIT DICE:</b>	6	9
<b>THACO:</b>	15	12
<b>NO. OF ATTACKS:</b>	2	2
<b>DAMAGE/ATTACK:</b>	2-12/2-12	3-12/3-12
<b>SPECIAL ATTACKS:</b>	See below	See below
<b>SPECIAL DEFENSES:</b>	See below	See below
<b>MAGIC RESISTANCE:</b>	Nil	20%
<b>SIZE:</b>	L	L
<b>MORALE:</b>	Champion (15-16)	Fearless (20)

The equar is a horse-like species native to the Outer Planes. Nine different breeds of equar have been recorded, and from time to time they are summoned to the Prime Material Plane to act as steeds and helpers to powerful individuals. An equar's appearance and demeanor vary from type to type. Each is strongly aligned to the same ethos as its native plane. An equar can speak the Common tongue, its alignment language, and by means of the spell that summons it forth, the same racial language as the caster.

The spell to summon these creatures creates a pact between a rider (who need not be the caster) and the equar. Each promises to look after the welfare of the other. The equar agrees to aid the rider, who in turn pledges to provide the unique food the equar craves while upon the plane.

A lesser and greater equar are actually the same creature; the term designates how fully the creature exists on the Prime Material Plane. A lesser equar still has some of its essence upon its home plane, while the greater equar has been wholly conjured. Thus, any equar encountered upon its home plane is a greater equar.

Riding an equar has its dangers. Should the steed be dispelled through magic or circumstance, it immediately gallops to its home plane—with the unfortunate rider still in the saddle. Also, a rider who has proved to be the ideal of the alignment of the equar might unwittingly convince the creature that he deserves to be taken back to the equar's home plane. A *protection from evil/good* spell or equivalent effect prevents the equar from carrying the rider off-plane.

**Combat:** Equars can act as warhorses. All can be fierce in battle, attacking with their front hooves. Creatures of opposing alignment are always attacked first.

Equars have keen senses and are never surprised. They are immune to petrification, disease, and poison. Equars cannot be affected by *charm* or *beguile* spells or their variants. They are harmed only by magical weapons of +1 or greater enchantment.

An equar can gallop back to its home plane at will, but it might well take any rider with it, as mentioned above.

Each equar has an innate weakness as detailed in each individual's description. The special vulnerability may not be known by its summoner; after all, such beasts rarely mention their weaknesses to anyone, even a well-known and respected individual. Some arcane tomes that contain the spell to summon the beasts might offer a hint. The more obvious weaknesses though, such as those of the troth-spyre and charnalbalk, soon become apparent to a rider.

The spell-like abilities possessed by lesser equars operate at 9th-level ability; greater equars make use of their talents at 12th-level ability.

**Habitat/Society:** Equars tend to travel the wide open areas on their native plane. They roam in small herds of no more than ten, lead by the strongest stallion. Lawful equars mate for life. A foal is born only once every 20 years and requires six months of parental care as it learns to gallop and use its special abilities. An equar has a life span of about 100 years.

More powerful denizens of the Planes often seek out an equar to use as a steed. Not always is the creature willing to accept the rider. Often, in the case of the Lower Planes, a fiend captures and subdues an equar. Bards of many Planes tell of incidents in which a summoned equar was thus accidentally released from such service and then pursued to the Prime Material Plane by the infernal denizen.

**Ecology:** On their native plane, equars graze on the natural plant life, though the evil equars also hunt for meat. Like the horses they resemble, an equar consumes a great deal to keep up its stamina. Only on the Prime Material Plane are the creatures eating habits extreme and they require such special diets as gold or poison to maintain their magical link to their home plane.

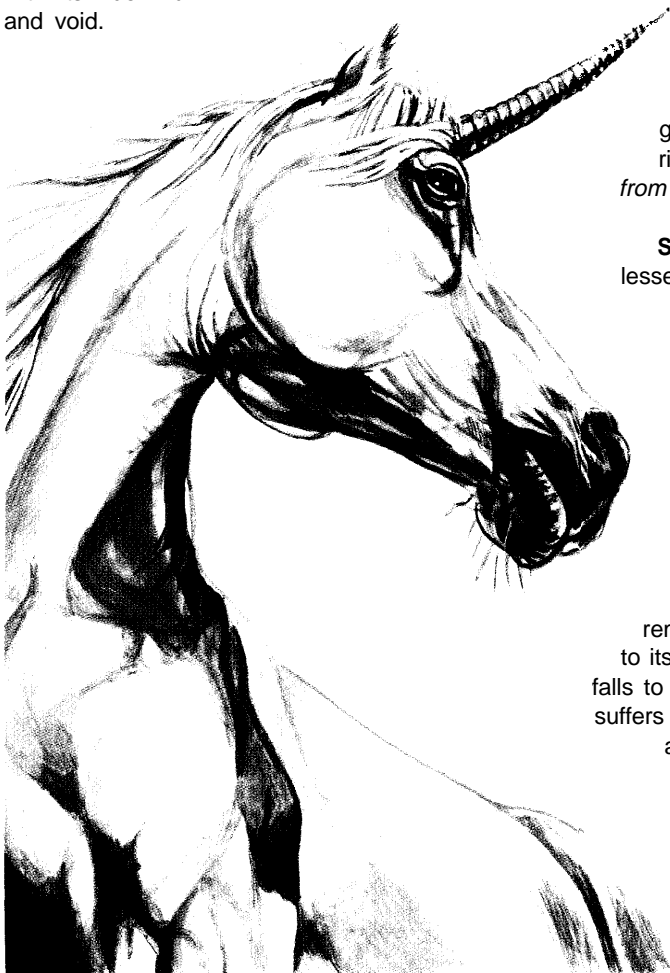


## Trothspyre

### Lawful Good

The noble trothspyre is summoned from the verdant plains of Mount Celestia. Some sages have marked the resemblance between the trothspyre and the unicorn. Indeed, when seen from a distance, the two might be confused; but a trothspyre is markedly different from a unicorn, with crystalline hooves and a twisted horn rising from its brow. Some sages have commented that the horn is actually a symbol for the word "truth" in an archaic language. Evil creatures tend to avert their eyes, if possible, from the sight of the horn.

**Diet:** The trothspyre eats only the most fine and rare of grains, which must have been *blessed* by a lawful good priest; each such meal costs at least 50 gp. The creature will starve itself rather than eat mundane grains. The trothspyre must also spend at least four hours drinking in the sunlight every day to be sated. The trothspyre goes no more than two days without such a light-drinking before it views the pact with its rider null and void.



**Special Abilities:** Instead of trampling with its hooves, a trothspyre can impale an enemy upon its sharp horn, inflicting 1-10 hp damage (2-12 for a greater trothspyre). Any form of undead and any chaotic evil creature suffers double damage from the trothspyre's horn attack.

A trothspyre can cast *know alignment* at will by touching an individual with its horn.

In addition to all common equar abilities, the trothspyre has the following spell-like powers:

**Lesser:** A trothspyre can cast *detect lie* and *protection from evil* twice per day and can seal wounds with a touch of its horn. This action heals only 1 hp of damage, but the wound stops bleeding, even if the victim has been affected by a *sword of wounding* or similar effect.

**Greater:** Trothspyres can employ a *detect lie* spell on any creature within 20 feet unless the falsehood is hidden by an *undetectable lie* spell or similar effect. A touch of the creature's horn seals wounds (as described above),

and  
once per  
day the  
creature can  
cast *cure serious wounds*. A  
greater trothspyre's  
rider gains *protection from evil* while upon the  
equar's back.

**Special Weakness:** A  
lesser trothspyre cannot  
exist on the Prime  
Material Plane after  
sundown. It slowly  
fades away,  
returning to its  
rider's location  
(as long as the  
rider remains on  
the same plane)  
at daybreak. The  
greater trothspyre  
remains on the plane,  
to its chagrin, but its AC  
falls to 5, and the creature  
suffers a -1 penalty on all  
attack rolls until the  
next daybreak.

## The Paladin's Trothspyre

Of the equars, only the lawful good trothspyre provides a suitable mount for the paladin. If the DM feels that the paladin has earned a special mount, he might allow a quest for a lesser or a greater trothspyre.

A paladin blessed with a lesser trothspyre warhorse receives a +1 bonus to Charisma while mounted atop the equar, and their combined aura is equivalent to a double-strength *protection from evil* spell. Attacks made by evil creatures against the paladin or his trothspyre suffer -4 penalties to attack rolls, and any saving throws caused by such attacks are made with +4 bonus.

In addition to the above powers, any paladin astride a greater trothspyre radiates a 30' radius aura of bravery, affording himself and his nearby allies a +4 bonus to *fear*, *hopelessness*, *antipathy*, and *phantasmal killer* spells.

The pact between paladin and trothspyre is unbreakable for as long as the paladin remains a paragon of virtue. Should the paladin fall from grace, the trothspyre remains with its rider for as long as the paladin endeavors to redeem himself. If the paladin abandons his true calling, the trothspyre returns to its home plane in disgust.

A paladin who has remained honorable and faithful to his calling can coax his trothspyre steed into foregoing its usual diet in favor of a lesser meal if fine grains are unavailable, with the understanding that the equar will dine well when the opportunity presents itself. A trothspyre can live for months in this famished state but suffers a -1 penalty on attack rolls and saving throws (-2 for a greater equar) until fed well.

At any time, a paladin may heal his trothspyre's hit points at the loss of his own. Similarly, a trothspyre may sacrifice any portion of its own hit points to heal its injured rider. The two must be in direct contact for this exchange to occur, and the one bestowing the hit points can never drop below 1 hp as a result of the transfer. Neither the trothspyre nor the paladin can heal others in this fashion; the exchange is limited to rider and mount

## Gildmane

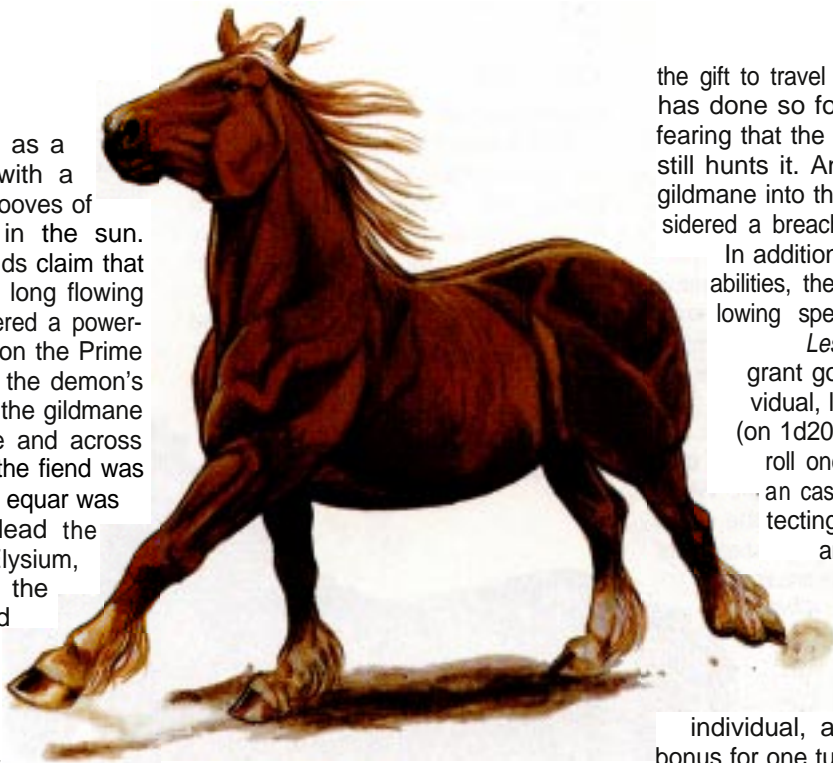
### Neutral Good

A gildmane appears as a stout chestnut horse with a shimmering mane and hooves of pure gold that shine in the sun. The equar lacks a tail. Legends claim that the first gildmane had a long flowing tail, but the creature angered a powerful fiend, causing havoc on the Prime Material Plane as it fled the demon's wrath. The fiend chased the gildmane through the Astral Plane and across the spheres. In its fury, the fiend was heedless of the track the equar was taking. Thus the equar led the fiend into the midst of Elysium, where it was slain by the denizens of that good Plane. Its final act was to grab hold of the gildmane's long tail and tear it off. The equar rode on, and ever since then the gildmane has had no tail.

**Diet:** The gildmane's peculiar diet demands worked gold (coins, jewelry, etc.), the purer the better. It consumes 200 gp value of the metal each day. Should it feast upon less for more than three days, the gildmane becomes surly and considers itself released from the pact, returning to Elysium.

**Special Abilities:** By touching a hoof to any suspect gold, the gildmane reveals the purity of the object: whether it is indeed gold or simply gold-painted iron or a lesser metal enchanted with the *fool's gold* spell. A rider who knowingly supplies false gold to the equar voids the pact.

A gildmane can surround itself with a golden glow that provides light as



per the *light* spell, and it offers a +1 on all saves for anyone within that 20' radius against any form of curse or hex. Cursed magical items within this aura stand revealed for what they are and may be abandoned by their owners without fear of return, as if the proper spells (*remove curse*, *dispel magic*, etc.) or conditions necessary to lift the curse had been cast or met. This curse-breaking aura may be summoned but once per day and lasts for no more than one hour.

At any time, a gildmane can speak with an astral traveler by gently laying a hoof upon the creature's body. Though the gildmane is said to have

the gift to travel the Astral Plane, none has done so for centuries, perhaps fearing that the fiend that stole its tail still hunts it. Any attempt to take a gildmane into the Astral Plane is considered a breach of the pact.

In addition to all common equar abilities, the gildmane has the following spell-like powers:

**Lesser:** The gildmane can grant good fortune to an individual, lending a bonus of +1 (on 1d20) or +5% on a single roll once per day. The equar can cast *glitterdust shield* (protecting both itself and rider), and *astral window*, each once per day.

**Greater:** The gildmane can grant exceedingly good fortune to an individual, allowing either a +1 bonus for one turn to all rolls or a single +3 bonus to any single attempt, once per day. The equar can cast *glitterdust*, *shield*, and *astral window* all twice per day.

**Special Weakness:** Gildmanes attract the attention of evil creatures. Any and all monsters of Low intelligence (7) or lower must make a saving throw vs. spell every day while a gildmane is within one mile. Failure means that the evil creature is drawn to attack the equar and its rider when within range.

## Favonian

### Chaotic Good

Known to travel the open fields of Arborea, favonians are unafraid of the worst weather conditions. These equars consider the downpours of major storms as nothing more troubling than a spring shower. They are pale horses, bluish-white or dappled gray.

**Diet:** A favonian's diet upon the Prime Material Plane is one of rain water and ancient sagas. Of all the equars, the favonian most enjoys the songs and antics of bards and entertainers, seeking out such company when the opportunity arises. Rain water can be collected in barrels or found in puddles after a sudden downpour. Far more difficult to find are the epic poems and songs that the equar demands be read or sung in its presence; usually such passages must be found in old libraries or copied from



the epitaphs of barrows. Failure to provide the favonian's food and drink for three consecutive days convinces the equar that the pact is broken, and it departs.

**Special Abilities:** A rider never falls off a favonian unless the equar wishes it; even at the most grueling pace or windy conditions, a favonian's rider is safe from being ousted from the saddle. Favonians also leave no tracks on any surface.

The senses of a favonian are not hampered by heavy rain, fog, or mist of mundane or magical origin. When in such weather conditions, the equar can conjure 1-3 *phantom steeds*, as per the spell. These phantasms appear identical to the favonian and may be ridden as normal horses. They also act as a mirror image spell, distracting enemies' attacks from the real favonian.

In addition to all common equar abilities, they have the following spell-like powers:

*Lesser:* Favonians can cast *alter normal winds* (described in the *Wizard's Spell Compendium [WSC]*), *gust of wind*, and *obscurement* each once a day.

*Greater:* Favonians can cast *alter normal winds*, (*WSC*), *cloudburst* (*WSC*), *gust of wind*, and *obscurement* all thrice per day. The equar can perform a flying gallop thrice per day (MC B), lasting one turn, during which the equar moves at normal movement rate through the air, as per the *fly* spell.

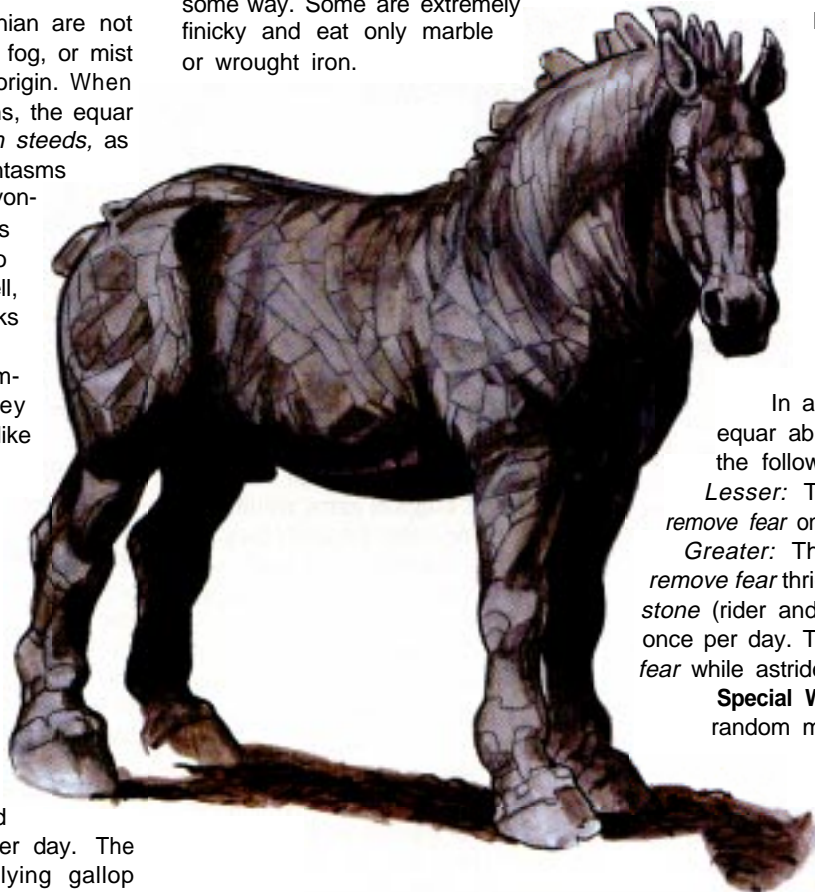
**Special Weakness:** Because of their admiration (some say even love) for bards, these equars never attack an entertainer, even one of sinister disposition. In dealing with such persons, they'd rather disperse the crowd and deprive the rogue of his or her audience—and thus his or her livelihood. A favonian will come to an entertainer's rescue, even when such action deviates from the desires of its rider. A favonian's rider who attacks a bard or other entertainer learns that the favonian considers this action a breaking of the pact. The favonian sternly admonishes the offender before departing the plane.

## Lithichthil

### Lawful Neutral

The stalwart lithichthil rides through the open areas of Mechanus. At first glance, the lithichthil appears to be a living stone statue, but its flesh simply has an odd, sculpted look to it that resembles stone.

**Diet:** A lithichthil eats only worked materials—stone, wood, metal, clay, etc.—that have been enchanted in some way. Some are extremely finicky and eat only marble or wrought iron.



**Special Abilities:** Once per day, the lithichthil can increase any one attribute of its rider by 1-4 points (but not to exceed the racial maximum). The equar must be within 100 feet of the rider and often chooses itself which characteristic to augment; for example, a lithichthil who feels that its rider could treat it with more respect might choose to augment the rider's Charisma, even if the rider would prefer an augmented Strength or Dexterity. The effect lasts five rounds for a lesser lithichthil, one turn for a greater.

This equar can also detect enchantment at will, as per the *detect magic* spell, noting if an individual has been affected by any sort of spell from the School of Enchantment.

In addition to all common equar abilities, the lithichthil has the following spell-like powers:

*Lesser:* The equar can cast *remove fear* once per day.

*Greater:* The lithichthil can cast *remove fear* thrice a day and *meld into stone* (rider and equar both affected) once per day. The rider is immune to *fear* while astride the lithichthil.

**Special Weakness:** Exposure to random magic is detrimental to this equar. It suffers a -2 penalty on all saving throws against wild

## New Magical Item

### The Saddles of Ahl Mitac

The conjurer Ahl Mitac was known throughout the world not so much for his tremendous magical prowess but for his many beloved daughters. When suitors began to visit the conjurer's estate, Ahl Mitac decided to create a wondrous dowry for each child—a gift that not only would be valued for its worth but also could bring back swiftly any daughter who found her husband unkind. After many days of toil with local craftsman and countless nights spent consulting Planar charts, Ahl Mitac cast a *dweomer* upon several of the most finely-wrought saddles.

Legend marks their number at seven, but some bards sing that there are as many as 13 enchanted saddles. (Some sages point out that the number changes frequently, depending on the length of the song the bard wishes to sing.)

Whenever any woman sits atop a *saddle of Ahl Mitac* (even if the saddle does not rest on a mount), an equar of the same alignment is instantly summoned as her steed. A pact can then be arranged between the rider and the equar. If at the time of the summoning a normal horse had been wearing the saddle, the equar interplanarily changes places with the animal.

**XP Value:** 1,000 **GP Value:** 5,000

magic (and the greater lithichil's magic resistance does not apply to such dweomers), and any magical item that has random effects or powers (such as a *bag of beans* or a *wand of wonder*) will not function normally within 100 feet of an lithichil; instead, the item will permanently drain itself of all magic to induce a wild surge (see *Tome of Magic*, page 7) within 100 feet of the equar, quite possibly affecting the item's wielder along with the lithichil, who—in addition to suffering the effects of the surge—also suffers 1-20 hp damage instantly.

## Menthric

### True Neutral

The menthric, native to The Outlands, appears as a normal horse and can have a variety of colors, from piebald to roan. But when seen out of the corner of the eye or with a *true seeing* spell or similar effect, the Menthric has the form of a plain-faced human dressed in non-descript clothing and shoulder-length hair. A perceptive person might notice that the menthric casts a human's shadow rather than a horse's. This equar is often called upon when some event upsets the balance of power in the Prime Material Plane (for instance, during times of war, famine, and plague).

**Diet:** A menthric must feed on enchanted script: magical scrolls, wizards' spell books, and the like. Unfortunately, it is still vulnerable to any protective wards placed on the writing (such as *explosive runes*, *sepia snake sigil*, and the like), activated when the equar begins to eat. A menthric requires no less than four pages of magical script per day. If the equar must go for three days without this food, the pact is broken.

**Special Abilities:** A menthric has a talent for discerning weaknesses and strengths. If able to observe a creature for a full round, the equar can deduce whether the creature has any vulnerabilities or immunities. If the creature should have more than one special weakness or defense, the menthric can discover them with further scrutiny, learning one such trait per round. For instance, atop a hillcrest, a menthric and rider spy a horrid figure stumbling along the river bank. The menthric watches and notes that the creature favors its side, a sign of weakness. By waiting another round, the equar magically perceives that the wound

was caused by fire and that flames are especially harmful to the monster. The forewarned rider readies a torch as they rush down to engage the troll.

A menthric can cast *analyze balance* and *detect magic* at will.

In addition to all common equar abilities, the menthric has the following spell-like powers:

**Lesser:** The menthric can cast *hold portal*, *knock*, *mending*, and *shatter* once per day.

**Greater:** The menthric can cast *hold portal*, *knock*, *mending*, and *shatter* twice per day. Once per day, the equar can summon a unique magical shield to protect both itself and rider. This effect takes the form of the opposing energy/force that the attacker is using and thus only works against spells or magical effects. The menthric (and its rider) suffers only half damage from the attack, one-quarter if a saving throw is successful. Thus, if a red dragon breathed on a protected menthric employing its magical shield ability, most of the flames would be blocked by a suddenly appearing ring of ice and frost. The equar galloping through a blade barrier would be encircled by flying bucklers. This arcane shield lasts for one turn.

**Special Weakness:** A menthric is a creature of balance, prone neither to chaotic behavior (rash decisions) or lawful deliberation. It uses its own instinctive nature as a guide. However, spells that induce such state tend to wear at the creature's ties to the Prime Material Plane. Thus any true chaotic or lawful magic—including Priest spells of the spheres Law and Chaos, and those wizard spells that either induce a disordered state such as *chaos*, *Otto's*



*irresistible dance*, *polymorph other* or *unluck*) or rigid state (such as *domination* or *hold monster*) have a 5% chance per level of the spell of driving the equar back to its home plane. This risk occurs only if the menthric fails any magic resistance and saving throw rolls. Unfortunately, the rider of a banished menthric is also sent with the equar.

## Potherrounce

### Chaotic Neutral

The potherrounce is a creature of true chaos, native to the wilds of Limbo. Though always a horse in basic form, it has no true appearance; every time one looks at a potherrounce, one sees something different. Thus, the first glance might show a zebra, while the next a draft horse with a mane of flower petals, and the next glance a dappled mare with



three tails. This effect can be quite disconcerting, and superstitious folk intensely dislike and distrust this equar and any who associate with it.

**Diet:** Being borne from the forces of chaos, the potherrounce hungers for food similar in nature. Upon the Prime Material Plane, the only meals it eats are mixed magical potions (unmixed vials are unappealing to the equar; see **Table 111** in the *DUNGEON MASTER® Guide* for the effects of mixing potions). Since the potherrounce demands fresh concoctions, the resulting mix can be quite volatile, and explosions have sometimes resulted in the demise of the rider. Still, the potherrounce laps up the strange brew. Failure to provide a drink of at least three different potions blended together once a week convinces the equar that the pact is broken

**Special Abilities:** Because of its natural environs, the potherrounce's magic resistance is effectively doubled against wild magic and surges. Also, a potherrounce's senses are constantly *patternweaving* (see the *Tome of Magic [ToM]*). Thus the equar is unaffected by such spells as *blur*, *chaos*, *confuse languages*, *confusion*, *fool's speech*, the reverse of *tongues*, and the like.

In addition to all common equar abilities, the potherrounce has the following spell-like powers:

**Lesser:** A potherrounce can cast blink, affecting both it and rider, three times per day. The rider is continually protected as by a *chaos shield* (*ToM*) while mounted on the equar.

**Greater:** The potherrounce can cast *miscast magic* (*ToM*) once per day. The rider gains more protection from wild magic, sharing the equar's enhanced magic resistance against such dweomers. The potherrounce can urn ethereal with its rider for up to one hour each day.

Because of the shifting appearance of the potherrounce, anyone with a full day's exposure to the creature must make a saving throw vs. spell or lose 1 point of Wisdom.

Should such an attribute fall to 0 through time spent in the equar's presence, the individual goes permanently insane (until a *restoration* or *limited wish* spell is applied). Lost Wisdom is regained at the rate

of 1 point per week spent away from the potherrounce.

**Special Weakness:** Any missile weapon blessed by a lawfully aligned priest inflicts double damage to a potherrounce. The equar attempts to retreat from such attacks if at all possible, even if its rider demands otherwise. *Hold* spells and other forms of paralysis inflict 1-3 hp damage per round on the potherrounce in addition to their usual effects, as the equar cannot freely shift its appearance under such effects.

## Banecourser

### Lawful Evil

For villains, the banecourser is a grand mount. At first glance it appears to be nothing more than a fine black steed. Close inspection reveals its vile nature. Then one might see the odd streaks of rust and verdigris along its coat. When the equar opens its mouth, a serpentine tongue slips out for snake-like flicker. This equar dwells on the awful moors of Baator, but it is more than eager to appear on the Prime Material Plane and work with evil riders. Moonlight never illuminates a banecourser, and observation of this uncanny effect is one of the means to uncover the true nature of beast.

**Diet:** The banecourser must feed on deadly poisons. Many a rider has perished from accidental exposure to the venom gathered for the equar. The equar requires an average of 50 gp of such poisons per day, or else the pact is broken.

**Special Abilities:** The banecourser can *detect poison* by smell. With its



flickering tongue, the creature can actually drain poison from any creature. This venom-theft can be performed upon a beast that has poison glands or sacs, thereby robbing it of such an attack. It can even remove the venom from a poison victim's system, perhaps inadvertently saving a life in the process. To employ this special attack, the equar must first successfully strike the target. Thereafter, it draws out the poison over the course of a number of rounds equal to the Hit Dice of a venomous creature or 2-7 rounds for a poisoned individual (who might well die before the poison is all removed). Each round the banecourser spends draining the poison, the target suffers 1 hp damage from the sharp tongue's lapping.

Banecourser have 60' infravision but are irritated by daylight, suffering a -2 penalty on all rolls under such light, including the effects of a *light* spell or similarly bright illumination. This rider shares both the infravision and the sensitivity to light, unless wearing a helm, hat, or other apparatus to shield the eyes from direct light.

Interestingly, all creatures encountering the rider while he or she is in physical contact with the banecourser are affected as by a *friends* spell, with no saving throw allowed.

In addition to all common equar abilities, the banecourser has the following spell-like powers:

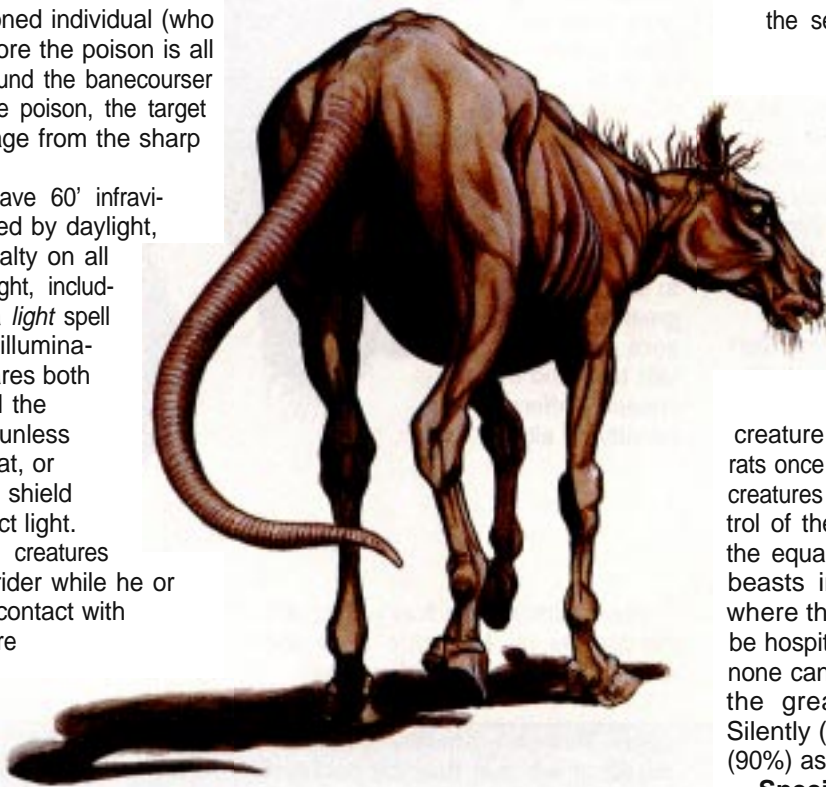
*Lesser:* The banecourser allows the rider's words to act as a *suggestion* spell once per day.

*Greater:* The equar can cast *suggestion* and *undetected lie* upon one of the rider's statements once per day, with listeners suffering a -2 to saves to detect the lie. The rider is afforded *protection from good* while astride the banecourser.

**Special Weakness:** Banecourser were cursed long ago by the goddess of the moon, as punishment for the equars' taking part in the destruction of her high temple. Ever since, the banecourser has been unable to cross a line of silver (the metal sacred to the goddess). Though silver inflicts no harm to the equar, it irritates the

equar; if the banecourser becomes trapped by a circle of silver, it departs the plane, the pact broken.

Due to the equar's diet, a *slow poison* spell cast upon a banecourser acts as a *slow* spell, while a *neutralize poison* inflicts 4d6 hp damage. A *peripart of proof against poison*, if bound to a banecourser, forces the creature back to Baator for a period no less than one year.



## Rosinante

### Neutral Evil

Though bards praise the melodious name of this equar, truly nothing about this creature hailing from The Gray Waste is the least bit lovely. A rosinante has the appearance of sickly, hairless horse with long rat's tail. The eyes are unnaturally large and without pupils, looking like dead-white orbs. The rosinante's teeth are crooked and small.

**Diet:** This equar dines only upon rotten meat and tainted water, and it insists on being hand-fed.

**Special Abilities:** Instead of its hooves, a rosinante can attack a foe with its prehensile tail. This attack can take the form of whipping that inflicts 1-4 hp damage (2-5 for a greater rosinante), or it can grasp a single-

handed melee weapon. The lesser rosinante may wield weapons of S size, while a greater rosinante may employ M-sized weapons.

This equar can *detect good* at will through a magical sense of smell. The equar is also immune to the effects of a *stinking cloud*. They can see as well at night as they do at day.

In addition to all common equar abilities, the rosinante has the following spell-like powers:

*Lesser:* The rosinante can summon a swarm of verminous rats (as per the second-level Wizard spell *summon swarm*) up to twice a day. When necessary, the rosinante can Move Silently (60%) and Hide in Shadows (70%), even when ridden.

*Greater:* While riderless, this equar can *shapeshift* into a giant rat once per day and slip through small openings no less than one foot wide. The

creature may also summon 1-3 giant rats once per day to aid its cause. Such creatures are under the complete control of the rosinante with no need for the equar to concentrate to keep the beasts in line. Note that the area where the rats are summoned must be hospitable to such rodents, or else none can be called. When necessary, the greater rosinante can Move Silently (80%) and Hide in Shadows (90%) as a thief, even while ridden.

**Special Weakness:** Restorative magic cast upon the rosinante actually harms the creature. Thus a *cure light wounds* inflicts 1-8 hp damage, a *cure disease* inflicts a disease, and so forth. A rosinante can be healed only by eating victuals affected by *putrefy food and drink* spell, regaining 1-8 hp per helping.

## Charnalbalk

### Chaotic Evil

Straight from the Abyss, the charnalbalk appears as an emaciated coal black horse with iron hooves. Its mane is tangled and unkempt. When a foal matures, the evil powers of the Abyss forge a terrifying iron mask and bolt it on the creature's head; smoldering eyes glow from slits in the helm. The jaws of the beast stretch wide and are lined with sharp teeth and a pair of boar-like tusks.

**Diet:** The charnalbalk demands blood and warm flesh to dine upon, but such a meal must be from the same racial stock as the rider; sages suggest that this equar secretly harbors ill will toward any who dare ride it and thus chooses such as its diet. One victim slaughtered per day keeps the charnalbalk content. One such meal every three days keeps the pact of the spell, though the beast may at an inconvenient time attack a member of that race (other than the rider) to snack upon in the meantime.

**Special Abilities:** Instead of fighting with its hooves, a charnalbalk can bite an enemy with its daggerlike teeth, inflicting 2-8 hp damage (3-12 for a greater charnalbalk). If the beast scores a natural roll of "20," it succeeds in tearing loose a hunk of flesh, thereby causing further 2-8 (3-12) hp damage; whether the wound is healed through natural or magical means, the strike always leaves a nasty scar.

Charnalbalks have 120' infravision and can cause the spell-like effects *fear* and *weakness* (the reverse of strength) for one hour in any creature below 3rd level or 3 HD that meet its gaze. A successful saving throw negates this effect.

In addition to all common equar abilities, they have the following spell-like powers:

**Lesser:** The equar can cast *invisibility to undead* (affecting both itself and its rider) and *heat metal* each once per day.

**Greater:** The equar can cast *invisibility to undead* (affecting both itself and its rider) and *heat metal* each thrice per day. It can also cast *animate dead* once per day, but only corpses killed by the charnalbalk can be animated.

**Special Weakness:** A lesser charnalbalk cannot exist on the Prime Material Plane after sunrise. It slowly fades away at dawn, returning to its rider's location at dusk. The greater charnalbalk remains on the plane, to its great annoyance, but its AC falls to 5, and the creature suffers a -1 penalty on all d20 rolls.



*Steve Berman keeps busy writing articles for DRAGON Magazine while also continuing work on his fantasy novel.*

## New Spells

### Summon Lesser Equar

(Conjuration/Summoning)

Level: 5

Range: 50 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 day/level of caster

Area of Effect: Summons 1 equar

Saving Throw: None

This caster of this spell summons an equar from one of the Outer Planes. Before the creature agrees to assist the caster and take a rider, a pact must first be struck. The wording is not as important as the understanding (though some tomes suggest otherwise). In return for caring and feeding the equar, the beast agrees to serve the caster in a single endeavor for a period not longer than the spell's duration. A rider must also be designated, though this need not be the

caster. There are conditions in which an equar will feel that the pact has been broken. If it is improperly fed, betrayed to an opposite alignment, or attacked by the rider or caster, it will swiftly return to its home plane. The next time the conjurer attempts to summon an equar, he may well have to make amends for the spell to work.

A conjurer can call upon only an equar of the same alignment. No evil mage can ever summon one of the good equars, for instance. However, an equar will accept a rider with an alignment close to its own, but the mount might prove demanding and critical of any action it deems offensive. For example, a trothspyre might consent to bear a neutral good or lawful neutral rider, but the steed will extol the ways of virtue and ensure that its rider commits no evil.

The material component is an offering of food to the taste of the

summoned equar. Only those that have first mastered the incantations for *mount* and *monster summoning I* can learn this spell.

### Summon Greater Equar

(Conjuration/Summoning)

Level: 7

Range: 50 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 day/level of caster

Area of Effect: Summons 1 equar

Saving Throw: None

This spell is similar to *summon lesser equar*, and the conjurer must have knowledge of that spell before learning this one. This version creates a more powerful call to the equar. The beast is more firmly bound to the Prime Material and thus has the statistics of a greater equar. In all other ways, this spell resembles the above.