

PLANESCAPE FACTION AFFILIATIONS

Factions of the Planes

Race and class don't make a whole person on the planes. A body's got to have a philosophy, a vision of the multiverse and what it all means. Sure, a fellow can get along without it, but how's he ever going to make sense of the whole thing and find his own "center of the multiverse"? How's he going to know his friends from his enemies in places where what he stands for can mean everything? A body's got to have a place to stand in order to see the majesty of the whole thing. On the streets of Sigil, and beyond, philosophies are more than just ideas. They're groups – factions with leaders, goals, powers, and attitudes. Every faction has its own way of seeing the multiverse and has its own powers to match. Some of them get along, others don't, and some could care less about the rest of the multiverse.

Factions don't care what species or career a character has, the only thing that matters is his moral conviction, and even then it sometimes doesn't matter. Factions provide a basher with a way to understand the planes. Factions are actually organizations, with benefits and restrictions. Every faction has a leader, known as the *factol*, whose position is purely dependent upon dedication to the philosophy. Some factions are more organized than others, and at least one – the Indeps – isn't really a faction at all. Those who change from one faction to another are generally hated by old companions and mistrusted by new ones. Once a faction is chosen, the cutter is pretty much stuck with it, so he should choose carefully.

General Faction Benefits

In addition to the specific affiliation benefits described in each entry, all factions have certain common benefits, the rewards of belonging to a group. The most obvious of these benefits are the fellowship and sanctuary of the faction headquarters. This is more than just a meeting hall, although it serves for that, too. Most faction headquarters provide services for the needs of the followers as well. A body can expect to get information, employment, healing, companionship, spare beds, and occasional hot meals from fellow faction members. A headquarters ain't an inn, though, so don't expect to set up shop there. It can also cost – and it can cost a lot – but at least the service is reliable.

There are also some things that won't happen at faction headquarters. They're not a charity, so handouts are practically unheard of. They're also not in the business of loaning money or gear, especially not to adventurers. Finally, factions don't send out rescue parties. Get in trouble out on the planes and a berk's on his own – unless, of course, he's got something the faction really wants.

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WE CAN EXCUSE THE FACT
THAT YOU SLAUGHTERED TWO
YUGOTHIS BEFORE YOU
REALIZED WHERE YOU
WERE, OUTSIDER, BUT YOU
PRONOUNCED THE NAME OF
OUR FAIR CITY "SIGIL," NOT
"SIGIL," AND THERE CAN BE
NO EXCUSE FOR THAT!

— HER HONOR
RASHINA TOLLIN
OF THE GUVNERS

ATHAR

(DEFIERS, +HE LOST)

Faction Philosophy: According to these folks, the great and feared powers are liars! Those who claim to be the “gods” of the planes are just mortals like us. Yeah, they’re unbelievably powerful, but they’re not gods. After all, they can die, they’ve got to keep their followers happy, and they often feud among themselves like children. Thor, Zeus, and the others – they’re all impostors.

Sure, there might be a true god, or maybe even more than one, but such power is beyond all understanding. Such beings cannot be seen, spoken to, or understood by mortals. What’s the proof? Look at the spells and granted powers of priests. Where do these abilities really come from? Why, it must be from the unknowable, from the true god that is behind everything, and the powers are nothing but channels for its will. Foolish mortals believe the powers are the source of all majesty, and why would the powers do anything to correct that mistake?

Ysgard, Mechanus, Baator, and the like are all lies, too. These planes aren’t the abodes of supreme beings, just lands shaped by the wills of the powers. Anyone could do it with enough expertise. All the sweat and worry of petitioners ain’t just for oneness with their plane – it’s for a greater reward, if there’s any at all. Proxies are merely magical or bio-magical transformations, the result of natural planar magic.

‘Course, the Athar ain’t stupid. “Let the powers call themselves gods,” they say. “It ain’t worth the laugh, because there’s no point upsetting the powers.” With all that might, an angry power’d be a dangerous enemy. All the Athar want is to part the veil, discover the secret behind everything, and look on the face of the unknowable.

Primary Plane of Influence: The Astral, where the Athar point to the bodies of the dying powers as proof of their beliefs. The Athar headquarters in Sigil is the Shattered Temple, a place once dedicated to the now dead and forgotten god Aoskar.

Factol: Terrance (Human, male)

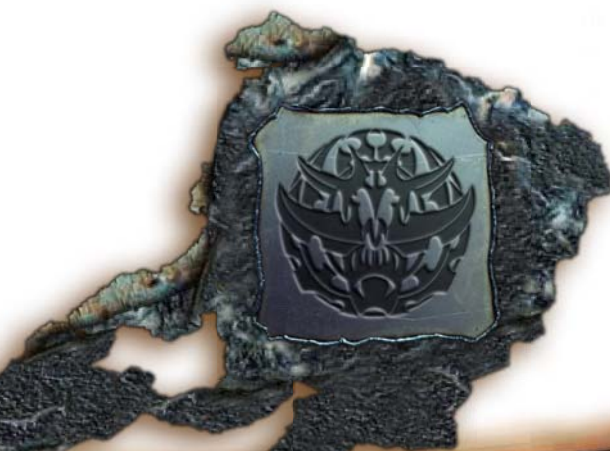
Allies and Enemies: The philosophy of the Athar is similar to thBelievers of the Source. They are frequently allies, but not always.

Eligibility: The Athar are one of the few factions with class restrictions. Clerics of specific deities are never members of this faction, since it’s impossible to maintain faith in a “charlatan” deity. General clerics (believers in the greater power) can be members, though. Members can be of any race or alignment.



HEY, YΘU BERK! IF +HE GΘDS
REALLY WERE ALIVE AND
CARED, DΘ YΘU +HINK
YΘU'D BE HERE?

- FAC+ΘL TERRANCE
ΘF +HE A+HAR



ATHAR

<u>Modifier</u>	<u>Criterion</u>
Eligibility:	Cannot worship a specific deity
+1/2	PC's Effective Character Level
+1	Recruited someone into the Athar (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Knowledge (religion) skill
+1	Destroyed 3 items imbued with the magic of a fraudulent god in front of the Bois Verdurous tree
+1	Destroyed a religious structure (maximum 1/year)
+2	Each successful mission undertaken for the Athar
+2	Visited a dead god on the Astral Plane
+2	Took a level in the Athar PrC "Defiant" (Planar Handbook pg 43)
+2	Took a level in the Athar PrC "Athar" (Dragon Mag. #287 pg 45)
+6	Slew the proxy or avatar of a deity
-1	Fails to mock a deity upon meeting a new acquaintance worshipper of that deity
-1	Each use of a religious or magic item created by or in the name of a god
-2	Untrained in Knowledge (religion) skill
-6	Shows reverence to a deity
-10	Disobeys an Athar higher-up

<u>Affiliation Score</u>	<u>Title: Benefits & Duties</u>
3 or lower	Namer: No benefits
4 - 10	Athaon Factotum: gain Divine Resistance level 1, gain Skill Mastery, & gain Housing
11 - 20	Athaon Overseer: gain Divine Resistance level 2, gain Attack +1, & gain Banishment
21 - 29	Factor: gain Divine Resistance level 3, gain Divine Bane, & gain Obscurement
30 (must be voted in)	Factol: gain Divine Resistance level 4, gain Gift of the Bois Verdurous, & gain Borrow

Skill Mastery: As an Athaon Factotum, the Athar gains Knowledge (religion) as a class skill. If this is already a class skill, the Athar gains a +2 bonus to the skill.

Divine Resistance: As an Athaon Factotum, the Athar gains a +1 bonus to saving throws against 1st lvl divine spells. This bonus counts towards 2nd lvl divine spells at Athaon Overseer level, 3rd lvl divine spells at Factor level, and 4th lvl divine spells at Factol level.

Housing: As an Athaon Factotum, the Athar's lodging is free if staying at the Feathernest Inn in Sigil's Market ward. Athar Namers will also provide him with shelter in their private homes & ruined sanctuary safe houses rent free for up to 1 month a year.

Attack bonus: As an Athaon Overseer, the Athar gains a +1 to attack rolls against creatures who draw power from a deity (whether clerics of a deity, outsiders who serve a deity, or proxies of a deity).

Banishment: As an Athaon Overseer, the Athar can partner with 4 or more equal or higher ranking Athars, link hands while encircling their target, & cast the Banishment spell (CL 13) 1x/week. The spell only works on petitioners, servant creatures, or proxies of a power and sends them back to the god's domain on his home plane.

Divine Bane: As a Factor, the Athar deals an extra 1d6 damage with weapons or damaging spells against creatures who draw power from a deity (whether clerics of a deity, outsiders who serve a deity, or proxies of a deity).

Obscurement: As a Factor, the Athar can cast the Nondetection spell as a spell-like ability on himself 1x/week (CL = Athar's ECL). This ability only protects against spells cast by petitioners, servant creatures, or proxies of a deity.

Gift of the Bois Verdurous: As a Factol, the Athar can pluck 1 blossom or fruit from the Bois Verdurous tree in the Shattered Temple (Factol's Manifesto pg 15). Once taken, the Factol chooses a 0 lvl spell (CL = Factol's ECL) which is imbued within the blossom or fruit. As long as he carries the item with him he may cast that spell at will as a spell-like ability.

Borrow: As a Factol, the Athar can borrow one item of up to 30,000 gp value from the respectable supply of magical itemsnry harbored in The Shattered Temple 1x/month for 2d4 days. If the item is not returned on time, the Athar loses this privilege 1 month per late day.

BELIEVERS OF THE SOURCE (GODSMEN)

Faction Philosophy: To these characters, all things are godly. All things can ascend to greater glory – if not in this life, then in the next. Patience, that's all it takes. See, here's the chant: Everything – primes, planars, petitioners, proxies, the whole lot – is being tested. Survive, succeed, and ascend – that's the goal of all beings. Fail and get reincarnated to try again. It's pretty simple and straightforward.

'Course, it ain't that easy either. First off, nobody really knows what the tests are. Is a body supposed to be good, evil, or what? Godsmen are trying to figure that out. Second, a fellow just might go in reverse - mess up and come back as a prime or something worse in the next life. It could even be that those who do really badly return as fiends. Finally, there's one last step nobody even understands. Getting to be a power ain't the end of the cycle. There's something beyond that, something that powers, themselves, eventually ascend to. Cross that threshold to the ultimate form and get released from the multiverse forever.

Now, there's a fixed number of beings out there, and sooner or later we're going to run out, when everybody's ascended. A lot of the worlds on the so-called "infinite" Prime Material Plane are already pretty thinly populated. When a prime ascends to the next level, then there's one less prime in all the multiverse - unless, of course, a planar somewhere fails and falls back a rank. But sooner or later, everybody's going to attain the ultimate, goal, the final ascension, and when that happens the multiverse ends closes up shop, fades right out of existence.

So you see, the Godsmen calculate that's the whole purpose of the multiverse. The Prime Material, the Inner, and the Outer Planes - they exist to test and purge. It's just a matter of figuring what's being tested and how. When that happens, the Godsmen can hasten the end of the universe and get on with some new existence.

Primary Plane of Influence: The Ethereal. The demi-planes of the Ethereal, formed by powerful wizards and the like, are evidence to the Godsmen that their philosophy is correct. In Sigil, the Godsmen maintain their headquarters at the Great Foundry, the symbolic forge of the planes.

Factol: Ambar Vergrove (Half-Elf, male)

Allies and Enemies: Since a central belief of both the Godsmen and Athar philosophies is that there's some greater thing that the powers, those two factions often find themselves allied.

Likewise, the belief in the ultimate end of the multiverse sits well with the Doomguard, although any alliance between the two groups is always temporary. Both the Bleak Cabal and the Dustmen take exception with Godsmen philosophy, and they're considered foes of the Godsmen's cause.

Eligibility: The Godsmen are open to all races, classes, and alignments.



WE ARE ALL ONE - GODS,
MORTALS, EVEN FIENDS COME
FROM THE SAME SOURCE. WHO
KNOWS? MAYBE NEXT TIME
YOU'LL BE A LARVA.

- FACTOL AMBAR
OF THE GODSMEN



BELIEVERS OF THE SOURCE

Modifier Criterion

Eligibility:	No restrictions
+1/2	PC's Effective Character Level
+1	Recruited someone into the Godsmen (maximum 1/month)
+1 per skill	Every 5 ranks (5, 10, 15, ect) in a Craft (any) skill
+1 per skill	Has skill points in a cross-class skill
+1	Visited a demiplane
+2	Each successful mission undertaken for the Godsmen
+2	Took a level in the Believer of the Source PrC "Godsman" (Dragon Mag. #287 WE)
+2	Worked in a forge at the Great Foundry 1 day a week for 1 year
+3	Has died and been reincarnated
-1	Worships a deity
-2	Untrained in a Craft skill
-10	Has died & been brought back to life by other means than reincarnation
-10	Disobeys a Godsman higher-up

Affiliation Score Title: Benefits & Duties

3 or lower	Namer: No benefits
4 - 10	Factotum: +2 Diplomacy, gain Skill Mastery, & gain Discount
11 - 20	Gifted: +4 Diplomacy, gain Retain Level 50%, & gain Source Token
21 - 29	Factor: +6 Diplomacy, +6 Perform, & gain Greater Glory
30 (must be voted in)	Factol: +8 Diplomacy, +8 Perform, & gain Retain Level 75%

Skill bonus: As a Factotum, the Godsman gains a +2 circumstance bonus to Diplomacy checks made to influence planar beings with his silver-tongue. This bonus improves to +4 at Gifted level, +6 at Factor level, & +8 at Factol level. As a Factor, the Godsman gains a +6 circumstance bonus to a Perform skill so he may play melodies that are so inspiring to listeners, they provoke debates about Godsmen beliefs after the performance. This bonus improves to +8 at Factol level.

Skill Mastery: As a Factotum, the Godsman gains any one Craft skill as a class skill. If he already has his preferred Craft skill as a class skill, the Godsman gains a +2 bonus to that skill.

Discount: As a Factotum, the Godsman receives a 50% discount when purchasing metal tools & equipment from the Great Foundry.

Retain Level: As a Gifted, the Godsman loses 50% fewer experience points if reincarnated after dying. At Factol level, he loses 75% fewer experience points if reincarnated after dying.

Source Token: As a Gifted, the Godsman can requisition a translucent pebble called a Source Token 1x/year from the Great Foundry. This magical pebble with cloudy gray dark swirls at it's core can cast the Ethereal Jaunt spell (CL 13) at will when activated. The Source Token works only once and crumbles to dust when used.

Greater Glory: As a Factor, the Godsman can requisition a potion of Heroism 1x/month from Alchemist Godsmen in Sigil.

BLEAK CABAL

(BLEAKERS, THE CABAL, MADMEN)

Faction Philosophy: “There’s no meaning to it all,” say the members of this faction, “so just give it up, poor sod. Whoever said reality had to make sense?” To these folks, the multiverse ain’t even a cruel joke, because that would give it all meaning. Look at all those fools in their factions, running around, trying to discover the meaning of something that’s senseless. They’ll waste their lives at it. And they call the Bleak Cabal mad - hah!

Here’s the Bleaker credo: “The multiverse doesn’t make sense, and it ain’t supposed to.” That’s all there is to it, pure and simple. It ain’t “The multiverse is without meaning,” because that answer’s a meaning in itself.

Look, the primes, petitioners, proxies, even the powers don’t have The Answer. Nobody is here for some higher purpose. Things just are, and whatever meaning there is in the multiverse is what each being imagines into the void. The sad part to the Cabal is that so many others refuse to see this. Looking for the “truth,” these people don’t see it. Once a sod understands that it all means nothing, everything else starts to make sense. That’s why some folks go insane - from hunting for the snipe that ain’t there. ‘Course, some folks just can’t handle the truth. They’re the ones that howl and rage, gibber in the corners, and plead with the powers, as if that would help them. Well, too bad for them. Bleakers know the hard truth, and if other folks can’t deal with that, it’s no concern of theirs.

For someone to join the Cabal, he or she (or it) has got to do three things: quit looking for meanings, accept what happens, and look inward. There’s no meaning on the outside, so the question is, “Is there any meaning inside?”

Primary Plane of Influence: Pandemonium. This plane, the Howling Land, owes its existence to no one and no thing. Its passages rage with the screaming winds of madness, an apt home for the Bleak Cabal. In Sigil, the Cabal maintains its headquarters at the Gatehouse, the asylum before the Hive.

Factol: Lhar (Half-Orc, male)

Allies and Enemies: The Bleak Cabal isn’t a group most others view neutrally. The Doomguard, Dustmen, Revolutionary League, and Xaositects all view the Bleak Cabal sympathetically. The Fraternity of Order, the Harmonium, and the Mercykillers all have great difficulties with the Cabal’s nihilistic point of view, and so must be ranked among their enemies.

Eligibility: The Bleak Cabal is open to characters of any race, class, or alignment save lawful. By their nature, lawful charactes can’t accept the Cabal’s basic premise – that life exists without meaning – for without meaning there’s no order.



HEAR THE BARMIES HOWLING
IN THE MAZES? IF YOU’RE HERE
TO LEARN THE SECRETS OF THE
MULTIVERSE, YOU MIGHT AS
WELL SAVE YOURSELF SOME
TIME AND GO JOIN ‘EM.
‘CAUSE THAT’S ALL IT MEANS –
THAT AND NOTHING ELSE.

– FACTOL LHAR
OF THE BLEAK CABAL

BLEAK CABAL

Modifier	Criterion
Eligibility:	Cannot have Lawful alignment
+1/2	PC's Effective Character Level
+1	Convinced someone of the pointlessness of life (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Heal skill
+1	Gave valuables worth 5,000 gp or more to a complete stranger for free
+1	Self-exiled member of another faction
+2	Each successful mission undertaken for the Bleakers
+2	Visited Pandemonium
+2	Took a level in the Bleak Cabal PrC "Bleaker" (Dragon Mag. #287 WE)
+2	Volunteers at the Gatehouse 1 day a week for 1 year
-1	Attempts to accomplish a goal for personal gain
-2	Refuses to drop any surname if one exists
-2	Untrained in Heal skill
-10	Disobeys a Bleaker higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Mental Block +1, gain Sanity (Wisdom score x 5), gain Skill Mastery, & gain Short Lived
11 - 20	Madman: gain Mental Block +2, gain Sanity (Wisdom score x 4), gain Absorb Madness, & gain Tonic
21 - 29	Factor: gain Mental Block +3, gain Sanity (Wisdom score x 3), & gain First Aid
30 (must be voted in)	Factol: gain Mental Block +4, gain Sanity (Wisdom score x 2), & risk the Grim Retreat

Mental Block: As a Factotum, the Bleaker gains a +1 bonus vs Enchantment spells. This bonus improves to +2 at Madman level, +3 at Factor level, and +4 at Factol level.

Sanity: As a Factotum, the Bleaker gains a Sanity score which is a total of his Wisdom score multiplied by 5. At the beginning of each day, the Bleaker must roll a 1d100 Sanity check. If the check equals his Sanity score or lower, he is sane for 24 hours. If the check is higher than his Sanity score, he goes insane for 24 hours and must roll a 1d10 on the insanity chart below to determine his disorder. The Sanity score decreases to Wisdom score x 4 at Madman level, Wisdom score x 3 at Factor level, & Wisdom score x 2 at Factol level.

Skill Mastery: As a Factotum, the Bleaker gains Heal as a class skill. If this is already a class skill, the Bleaker gains a +2 bonus to the skill.

Short Lived: As a Factotum, the Bleaker begins living with madness & melancholia for so many years that eventually it deteriorates his body at a rapid pace. When determining the Bleaker's maximum age on the aging chart (PHB pg 109), the roll result is divided in half & then added to his venerable age.

Absorb Madness: As a Madman, the Bleaker can use a full round action 1x/week to place his hands on a creature under the affects of an Enchantment spell and attempt to absorb the effect. The Bleaker rolls his own saving throw vs the spell. If he succeeds, the spell is negated. If he fails, the creature continues to be affected by the spell.

Tonic: As a Madman, the Bleaker can requisition a potion of Remove Fear 1x/week from the Gatehouse.

First Aid: As a Factor, the Bleaker can requisition a potion of Cure Light Wounds 1x/week from the Gatehouse.

Grim Retreat: At Factol level, if the Bleaker rolls a 1 on his Sanity check he succumbs to the Grim Retreat. His Intelligence, Wisdom, and Charisma scores drop to 0 (-5 modifier) and he becomes comatose and unresponsive. The only treatment for the Grim Retreat is to be brought to the Gatehouse for reflection. Every 24 hours spent in a Gatehouse cell, the Bleaker may roll a Will save (DC = Bleaker's ECL) to recover from the Grim Retreat. On a roll of a natural 1, the Bleaker loses the will to live, and dies. Treat this as a retired PC and a new character may be created with no penalty to XP.

BLEAK CABAL INSANITY CHART

Insanity (roll 1d10)

1. **Introvert:** You are withdrawn and lose contact with the world. Your narrow focus gives you a +1 bonus to every skill check.
2. **Hubristic:** You regard yourself as superior to all things, even the gods. You gain a +1 bonus to all saving throws.
3. **Paranoid:** You are overly suspicious and always watching for signs of treachery. If one of your allies makes an attack and misses, you become highly alert as you suspect everyone is out to get you and gain a +4 bonus to AC until his next turn.
4. **Deranged:** Your unstable mind makes you unpredictable. You act first in every encounter & do not need to roll for initiative. You cannot ready or delay your action and you must perform at least a standard action in the first round.
5. **Frantic:** You are frenzied and fast paced throughout the day. Your speed increases by 5-ft & you gain a +2 on Initiative rolls.
6. **Feral Senses:** You believe you were raised by wild animals. All Wisdom based skills gain +2 bonus.
7. **Compulsive Liar:** You feel the urge to lie for no apparent reason. Gain a +4 to all Bluff checks.
8. **Multiple Personality:** You believe you are a person that you are familiar with (player's choice). Gain a +5 bonus to Bluff & Disguise checks while impersonating that person.
9. **Jaded:** You have an attitude problem and have rage issues. 2x/day, gain a +4 bonus to Strength & Constitution, +2 Will save, & take a -2 penalty to Armor Class for a number of rounds equal to 3 + (newly improved) Constitution modifier.
10. **Rabid Optimism:** You always think everything will work out for the best. Gain a +1 to every skill check made for the day.
11. **Greedy:** You are selfish and desire more than what is reasonable. You gain a +10 bonus on Sleight of Hand checks to pocket any item you loot if anyone is actively observing you.
12. **Neatness:** Your armor & clothing must be in perfect conformation & you constantly adjust it. Gain a +1 bonus to AC.
13. **Delusional:** You believe things about yourself that are not true. Roll 1d6 and accredit that result to your list of Ability Scores and add a +2 bonus to that score.
14. **Possessed:** You believe a demonic entity lives within you. Gain Spell Resistance 5 + your Hit Die (or +5 if you already have SR) and roll once on the Tiefling's 'Special Side Effects' chart & acquire the result.
15. **Kleptomania:** You take things that do not belong to you without realizing it. Gain a +5 to Sleight of Hand skill checks.
16. **Severely Phobic:** You gain a severe phobia. Make a DC 10 + ECL Will save or become Shaken for 1d4+1 rounds when you encounter the object of your phobia. Roll 1d10 to determine the type of phobia:

1. blood	3. fire	5. strangers	7. loud noises	9. chanting or holy things
2. pain	4. metal	6. conflict	8. bad people	10. magic spells
17. **Craven:** You become a coward. When casting, you may only cast defensively. When attacking, you must fight defensively.
18. **Enthralled:** You are drawn to and fascinated by death. When in a combat situation, you suffer a -1 penalty to AC.
19. **Hyperactive:** Your restlessness & constant chattering keeps you from focusing on a single task. During combat, each standard action must be different from the previous round and you may not take 10 or 20 on any skill checks.
20. **Amnesia:** You forget a portion of your identity. Temporarily lose your newest feat and gain no benefits from that feat.
21. **Fussy:** Nothing pleases you and you constantly complain. You take a -4 penalty on all diplomacy checks.
22. **Mute:** You can't emit sound from your throat. You can't speak and you cannot cast any spell with a verbal component.
23. **Rabid Pessimism:** You always think everything will work out for the worst. Take a -1 penalty to every skill check.
24. **Itchy:** You are preoccupied with scratching your skin. You take a -4 to all Spot checks due to your distraction.
25. **Forgetful:** You have a difficult time jogging your memory. Take a -4 penalty to all Knowledge skill checks.
26. **Sluggish:** You are slow to act and respond. Your speed decreases by 5-ft and you take a -2 on Initiative rolls.
27. **Hypochondriac:** You have an imaginary illness or ache. Take a -2 penalty to your highest ability score.
28. **Hallucinations:** You see things that do not exist. Enemies you attack have Concealment from you (20% miss chance).
29. **Racist:** The existence of other races disgusts you. Your presence causes the Initial Attitude of others to be "unfriendly".
30. **Fatalistic:** You become oppressed by negative, defeatist thinking & believe there's nothing you can do to save yourself from a horrible fate. You suffer a -1 penalty on all saving throws.

D⊕⊕M GUARD

(SINKERS)

Faction Philosophy: Ever hear of entropy, berk? Take a look around: Everything's going down the tubes, falling apart, stopping. People die, rocks erode, stars fade, planes melt away. That's entropy, the fate of the multiverse. A lot of folks think that's a terrible thing, but not the Doomguard. They're pretty sure nothing lasts forever, not even the planes. It's the way things are supposed to be, they guess, the goal of everything. Sooner or later, the last bits of the multiverse'll decay, and then there'll be nothing left - think of it as existence's ultimate release from toil and pain.

Now, the sods who try to fix things - stop the decay and put everything back together - they've got it all wrong. They're fighting the natural goal of the multiverse, trying to do something unnatural. That ain't right.

So look, the Doomguard's here to see that the multiverse gets its way. Things are supposed to crumble, and it's the Doomguard's job to keep the meddlers from messing it up too much. What right do mortals have to deny the natural existence of things? And somebody's got to watch the proxies and the powers, to make sure they don't meddle with the process. Can't have the powers restoring things or ending them too fast, you know.

Don't get this faction wrong. It's not like somebody builds a house and they tear it down. That building's part of the whole decay: The stonecutter chips the rock, the logger cuts the tree, and later the termites chew the beams until the whole case comes down on its own. There's a long view to this. The sod who can't see the grand scheme'll go barmy trying to tear down everything that gets built. So, everything's got a part in this. The primes slowly eat away their worlds, and planars do the same. Look at petitioners - entropy reaches perfection when they fade away. It'll all happen in time.

Primary Plane of Influence: The Doomguard maintains one great citadel on each negative quasipplane: Ash, Vacuum, Salt, and Dust. The Negative Energy Plane represents the Doomguard's idea of the ultimate fate of the multiverse, so the Doomguard's citadels are built as close to the plane as practicality allows. In Sigil, their headquarters is the city's main armory.

Factol: Pentar (Human, female)

Allies and Enemies: Both the Bleak Cabal and the Dustmen find the entropic visions of the Doomguard well suited to their own philosophies, although the Cabal sneers at the idea that entropy is the "goal" of the multiverse. The Godsmen agree with the idea that the multiverse is fated to end, but they can't accept the idea that destruction is the purpose in itself. The Fraternity of Order and the Harmonium reject the Doomguard's philosophy wholesale.

Eligibility: The Doomguard is open to all races and alignments. Clerics with access to the Healing or Creation domains can never belong to the Doomguard.



DOOMGUARD

EVERY+HING DECAYS.
WE'RE JUST HERE +⊕ HELP IT
AL⊕NG.

- FAC+⊕L PENT+AR
⊕F +HE D⊕⊕M GUARD



D O O M G U A R D

<u>Modifier</u>	<u>Criterion</u>
Eligibility:	Clerics cannot belong to the Healing or Creation domains
+1/2	PC's Effective Character Level
+1	Recruited someone into the Doomguard (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Disable Device skill
+1	Destroyed property worth 10,000 gp or more
+1	Own a bane weapon
+1 per item	Uses a worn-down piece of useful equipment that gives a penalty to skill checks, damage, or armor class.
+2	Each successful mission undertaken for the Doomguard
+2	Visited a Negative Quasielemental Plane
+2	Took a level in the Doomguard PrC "Doomlord" (Planar Handbook pg 46)
+2	Took a level in the Doomguard PrC "Sinker" (Dragon Mag. #287 pg 49)
-1 per use	Casts a spell or uses an item of curing/healing magic (no penalty if spell is cast by another caster)
-2	Untrained in Disable Device skill
-3 per skill	Has a rank in Heal or a Craft skill
-10	Prevented an entropic state in a plane
-10	Disobeys a Sinker higher-up

<u>Affiliation Score</u>	<u>Title: Benefits & Duties</u>
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, gain Swordsman, gain Discount, gain Sinker Sword, & Resist Healing
11 - 20	Entropy Champion: gain Damage +1/+2, Entopic Blow, Entropy Blade, Psychic Impression 1, Fatalism
21 - 29	Doomlord: gain Entropic Hit, gain Elemental Bane Blade, & gain Psychic Impression 2
30 (must be voted in)	Factol: +4/+6, gain Body Drain

Skill Mastery: As a Factotum, the Sinker gains Disable Device as a class skill. He gains a +2 bonus if this is already a class skill.

Swordsman: As a Factotum, the Doomguard becomes proficient with any 1 Simple or Martial sword (no spears, bows, staves, axes, maces, daggers, ect). Barbarians, Fighters, Paladins, & Rangers can select from Exotic swords.

Discount: As a Factotum, he receives a 20% discount when purchasing masterwork or magical gear from the Armory.

Sinker Sword: As a Factotum, the Doomguard is given a +1 sword (player's choice) with the mark of the Doomguard on it's hilt.

Resist Healing: As a Factotum, the Doomguard heals only half the amount of hit points healed from magic of the healing subschool.

Damage: As an Entropy Champion, the Doomguard gains a +1 bonus to damage rolls against objects & a +2 bonus to the Break DC. This benefit improves to a +4 damage & +6 DC bonus at Factol level.

Entropic Blow: As an Entropy Champion, he gains a +4 bonus to confirm a Critical Hit if using a weapon forged from the Armory.

Entropy Blade: As an Entropy Champion, his Sinker Sword gains an additional +1 enhancement bonus and becomes a +2 weapon.

Psychic Impression: As an Entropy Champion, the Sinker can sift through destroyed material or deceased organic material & learn what caused its destruction if it was destroyed less than 100 years ago. For every round the Sinker spends meditating, he can relive the disaster through sight only. At Doomlord level, the Sinker can learn what destroyed similar material that was destroyed up to 1000 years ago. For every round the Doomlord spends meditating, he can relive the disaster through sight, sound, & smell.

Fatalism: As an Entropy Champion, the Doomguard takes a -1 Armor Class penalty due to his destructive regard for his own life.

Entropic Hit: As a Factol, the Doomguard gains the Improved Critical feat if using his Entropy Blade.

Elemental Bane Blade: As a Doomlord, he can enhance his Entropy Blade with his choice of any 1 of the following abilities:

- | | |
|--|---|
| 1. Ash Blade: gains the Outsiders, air Bane property | 3. Salt Blade: gains the Outsiders, water Bane property |
| 2. Dust Blade: gains the Outsiders, earth Bane property | 4. Vacuum Blade: gains the Outsiders, fire Bane property |

Body Drain: As a Factol, the Sinker may cast the Touch of Fatigue spell as a spell-like ability once per day (CL = Sinker's ECL).

DUSTMEN

(THE DEAD)

Faction Philosophy: These guys say Life's a joke, a great trick. Nobody's alive; in fact, there's no such thing as Life. Sure, the petitioners are dead compared to the rest of us, but everybody else is dead, too - they just don't know it yet. So what's the chant? Simple: "All these worlds and all these universes are just shadows of another existence." This multiverse the Prime Material, the Inner, and the Outer Planes - is where beings wind up after they die.

Look, if things were truly alive, would there be such pain and misery in the multiverse? 'Course not! Life is supposed to be about celebration and positive feelings. Existence here is muted, dull, full of pain, and twisted with sorrow. What kind of celebration is that? This existence is a mockery of true life.

Fact is, everyone is dead - primes, planars, proxies, petitioners, all of them - it's just that some are more dead than others. Primes are just started on the path, planars are a little further along, and petitioners, well, they're almost to the end. Then there's the walking dead. They've attained purity in this world - purged themselves of all passions and sense. The goal's not to merge with the planes like the petitioners think; it's to purify the self, to become one of the true dead.

This is important: In order to appreciate Death in proper Dustman fashion, a sod has got to explore his so-called "life" to its fullest and understand his present state of existence with all its trials before moving up the ladder of Truth. The berk who gets restless and rushes things dies a fool, and he'll probably be forced to go through the whole thing all over again - that's a real waste of time! Here's the chant: Respect Death, and don't ever treat it like a servant.

Primary Plane of Influence: The Negative Energy Plane. Through great effort, the Dustmen maintain a citadel in the inhospitable darkness of that plane. In Sigil, their headquarters is the Mortuary, the place where the bodies of all who die in the city are sent.

Factol: Skull (Human, male)

Allies and Enemies: The Dustmen's views tend to provoke strong reactions. The Bleak Cabal favor their grim viewpoint, as do the Doomguard. The Fated find certain common ground in the deterministic views of most Dustmen, too. On the other side, the Dead's fatalistic rejection of life runs counter to the teachings of the Sign of One. Of all the factions, the Society of Sensation is the most opposed to Dustman teachings. Furthermore, most primes have a great deal of difficulty dealing with Dustmen, for a Dustman's views on life and death are too extreme.

Eligibility: All races, classes, and alignments are welcome to become members of the Dustmen. Clerics belonging to the Death domain are particularly common in this faction. Showing your emotions is frowned upon by the Dustmen.



WHY DESIRE LIFE . . .
WHEN ONE CAN EMBRACE
DEATH . . .
- FACTOL SKALL
OF THE DUSTMEN

DUSTMEN



DUSTMEN

Modifier	Criterion
Eligibility:	Cannot show emotions
+1/2	PC's Effective Character Level
+1	Recruited someone into the Dustmen (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Knowledge (religion) skill
+1	Volunteers at the Mortuary 1 day a week for 1 year
+1	Helped bury a good friend or family member at their funeral
+2	Each successful mission undertaken for the Dustmen
+2	Visited the Negative Energy Plane
+2	Took a level in the Dustmen PrC "Dustman" (Dragon Mag. #287 WE)
+2	Worships a deity with the Death domain
-1	Violated the Dead Truce by harming mindless Undead
-2	Has died & been brought back to life
-2	Untrained in Knowledge (religion) skill
-10	Disobeys a Dustman higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Initiate of the 5th Circle: gain Undeath +1, Skill Mastery, Imperceptible, Lesser Dead Truce, & Hesitant
11 - 20	Initiate of the 4th Circle: gain Undeath +2, gain Greater Dead Truce, & gain Inferior Undead Control
21 - 29	Initiate of the 1st Circle: gain Undeath +3, gain True Dead Truce, & gain Superior Undead Control
30 (must be voted in)	Factol: gain Undeath +4, & gain Insusceptible

Undeath: As an Initiate of the Fifth Circle, the Dustman gains a +1 bonus vs Necromancy spells. This bonus improves to +2 at Initiate of the Fourth Circle level, +3 at Initiate of the First Circle level, and +4 at Factol level.

Skill Mastery: As an Initiate of the Fifth Circle, the Dustman gains Knowledge (religion) as a class skill. If this is already a class skill, the Dustman gains a +2 bonus to the skill.

Imperceptible: As an Initiate of the Fifth Circle, the Dustman gains Knowledge (religion) as a class skill. If this is already a class skill, the Dustman gains a +2 bonus to the skill.

Lesser Dead Truce: As an Initiate of the Fifth Circle, mindless undead, those without an intelligence ability score, will not attack the Dustman thanks to the Dead Truce. They recognize him as one of their own and ignore him. If he attacks the undead, however, they will react appropriately. This protection only applies to the Dustman.

Hesitant: As an Initiate of the Fifth Circle, the Dustman has a 50% chance that a spell will fail to bring him back to life after he has died. If the spell fails, the caster may attempt the casting multiple times with the same 50% chance of failure each time. Material components are used up after each casting.

Greater Dead Truce: As an Initiate of the Fourth Circle, the Dustman can extend the benefits of the Lesser Dead Truce ability to a number of allies within 5 feet equal to his Charisma bonus. If he has no Charisma bonus, he extends it to 1 ally.

Inferior Undead Control: As an Initiate of the Fourth Circle, the Dustman may cast the Command Undead spell as a spell-like ability 1x/month (CL = Dustman's ECL). This ability only works on undead without an intelligence ability score.

True Dead Truce: As an Initiate of the First Circle, some intelligent undead will not attack the Dustman thanks to the Dead Truce. This works exactly like the Lesser Dead Truce ability, only it also affects undead with an intelligence ability score equal or lower than the Dustman's Charisma score. This protection only applies to the Dustman.

Superior Undead Control: As an Initiate of the First Circle, the Dustman may cast the Command Undead spell as a spell-like ability 1x/month (CL = Dustman's ECL & Will DC = 12 + Cha bonus) but as per the spell. He is not limited to only nonintelligent undead and this ability does not replace his Inferior Undead Control ability (he can still use that ability 1x/month).

Insusceptible: As a Factol, the Dustman is immune to the Ghosts Stench ability & the Mummies Despair ability from prolonged exposure within the Mortuary.

FATED

(TAKERS, +HE HEART+LESS)

Faction Philosophy: This faction says the multiverse belongs to those who can hold it. Each sod makes his own fate, and there's no one else to blame for it. Those who whine about their luck are just weaklings; if they were meant to succeed, they could have. Here's the way the multiverse works, according to the Takers: Everybody's got the potential to be great, but that don't mean it's going to happen. It takes work and sweat for things to come true, not just a lot of hoping. Those that work hard get what they, deserve. Nothing's free - not in this life or any other.

Proof? Look at the poor petitioners. Can they just sit back and wait for their rewards? No, the powers put them through the mill with all kinds of trials. A lot of them fail and die permanent little deaths, but those that have the strength and the will reach the reward. There's no point feeling sorry for the berks who didn't make good - it was their own fault for being weak. Some softhearted folks call this a cruel philosophy, saying that there's no compassion in it. Well, that's just, excuse for weakness. Sure there's compassion, but a body's still got to earn it. The best way to keep from being hurt is to be strong enough to fight back.

Most folks think there's nothing to the Fated but taking, but the Takers'll tell a berk it's more than that. There's lots of things a being has to earn, and he can't get all of them by force. A body's got to have some respect, too, and that's something that can't be got with force. There's happiness, too. A basher's got to go out and make happiness, and no amount of hitting people is going to get that. It takes kindness without weakness, compassion without cowardice.

"The next time somebody snivels about their lot in life," say the Takers, "just remember the powers gave 'em the wherewithal to get on with their life. It's not anybody else's fault if they ain't going to use it."

Primary Plane of Influence: The Fated's philosophy fits well with the rough-and-tumble attitudes of the powers found on Ysgard, so it's hardly a surprise that the faction is strong there. Their headquarters in Sigil is the Hall of Records, where the ownership of all things important is recorded.

Factol: Duke Rowan Darkwood (Human, male)

Allies and Enemies: Of all the philosophies, the Fated's is closest to the "leave-me-alone" attitude of the Free League, and the two often work cooperatively. The Mercykillers share some sentiments with the Fated, too - particularly attitudes about compassion and mercy - yet they don't accept the "might-makes-right" attitude of the Takers, so the two groups are only cool allies. The Harmonium views the Fated as wrong-headed and dangerous, and the two must be considered enemy factions.

Eligibility: Membership in the Fated is open to any race or class. However, lawful-good characters can't join the Fated.



FATED

G⊕ AHEAD AND +AKE IT; IT'S
ALL +HERE F⊕R +HE ASKING . . .
⊕R +HE DEMANDING.
- F+ACT⊕L DUKE DARKW⊕⊕D
⊕F +HE F+ATED





In accordance with the Sigil Municipal Code, by the authority of the of the Hall of Records and with Her Serenity's consent, the holder of this document is hereby recognized as

H.C.R. Doc. #

(NAME)

and confirmed as a citizen in good standing of the City of Doors with all the corresponding rights, privileges and responsibilities thereof.

(GENDER & SPECIES)

(PHYSICAL DESCRIPTION)

(OCCUPATION)

(FACTION)

(PLACE OF RESIDENCE)

(PLACE OF BIRTH)

(DATE OF BIRTH)

Witnessed here, this _____ day of the _____ of the state of _____ in this _____ year FHR.

(SIGNATURE OF CITIZEN)

(HALL OF CENSUS RECORDS STEWARD)



FATED

Modifier	Criterion
Eligibility:	Cannot have Lawful Good alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Fated (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Knowledge (planes) skill
+1	Took something of great value & importance meant for someone else
+1	Challenged & bested someone of equal HD or higher at a physical & mental opposed skill check (maximum 1/year)
+2	Each successful mission undertaken for the Fated
+2	Visited Ysgard
+2	Took a level in the Fated PrC "Fatemaker" (Planar Handbook pg 49)
+2	Took a level in the Fated PrC "Taker" (Dragon Mag. #287 pg 51)
+2	Owens land & property of any value
-1	Accepted a service without earning it
-1	Accepted an item without earning it
-2	Untrained in Knowledge (planes) skill
-4	Gave anything away for free
-10	Disobeys a Taker higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: +2 Sleight of Hand, gain Skill Mastery, & gain Haggle
11 - 20	Earners: +4 Sleight of Hand, gain Plane Mastery, & gain Skilled
21 - 29	Factor: +6 Sleight of Hand, +6 Diplomacy, & gain Salesman
30 (must be voted in)	Factol: +8 Sleight of Hand, gain Reveal, & gain Best Effort

Skill bonus: As a Factotum, the Taker gains a +2 circumstance bonus to Sleight of Hand checks made to obtain objects from undeserving beings. This bonus improves to +4 at Earner level, +6 at Factor level, & +8 at Factol level. As a Factor, the Taker gains a +6 circumstance bonus to Diplomacy checks made when dealing with Outsiders.

Skill Mastery: As a Factotum, the Fated gains Appraise, Bluff, Diplomacy, Disable Device, Disguise, Forgery, Gather Information, Hide, Intimidate, Knowledge (any), Listen, Move Silently, Open Locks, Profession (any), Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, & Use Magic Device as class skills.

Haggle: As a Factotum, the Taker can receive an automatic 10% discount anytime he buys items or service from an NPC.

Plane Mastery: As an Earner, the Taker gains a +5 circumstance bonus to Survival & Knowledge (planes) checks made on Ysgard & any 1 plane of his choice. After making his choice, this bonus only applies when the Taker is on this specific plane or on Ysgard.

Skilled: As an Earner, the Taker gains a bonus of 5 extra skill points that he can place in any 5 skills (only 1 point per skill).

Salesman: As a Factor, the Taker can sell his wares to any merchant for 90% of the actual value if the merchant can afford it.

Reveal: As a Factol, the Taker may cast the Detect Magic spell as a spell-like ability at will (CL = Cipher's ECL).

Best Effort: As a Factol, the Taker may treat a single skill check 1x/day as though he possessed a number of ranks equal to 1/2 his ECL.

FRATERNITY ⊕ F ⊕ ORDER

(GUVNERS)

Faction Philosophy: These folks are sure that everything's got laws. Mankind's got laws. Sigil's got laws. Even the Lower Planes got their laws. Now, once a body's got the laws down, he does pretty well, right? He knows how to use them to his advantage, and how to break them without getting caught. If everything's got laws, then there are laws for the whole birdcage - the planes and all that. And if everything's got laws, then those laws can be learned. See where this is going? Learn the laws of the planes and learn how to break 'em, how to use 'em to best advantage. Get to be a real blood, a pro, and a basher'd have real power.

Think of the things a body could do with the laws of the multiverse under his thumb. He could manipulate the very heart of things! It'd make magic seem like a lousy put-up, make a fellow who knew the dark of things a real high-up man. He could find the loopholes of the multiverse, the little spots not covered by any rules, where he could do what he wanted. He'd be tougher than the powers themselves!

'Course, it ain't that easy. The multiverse keeps its laws dark, where a body's not likely to find them. More than a few cutters have got themselves put in the deadbook trying to learn it all. Then there's the powers - it ain't likely they want any sod getting the secrets of more power than them. So let all the other berks run around, looking for the meaning of the multiverse. It doesn't matter what it all means, because that won't tell a body how it all works. Knowing the operation of things - that's what's important. Who cares what it means when a blood can make it do what he wants? So how's a fellow to find out? Knowledge - knowledge is power. It takes study, it takes searching. Sometimes a body's got to go out into the planes and look for the answers. Sometimes it takes science, study, and research. There are millions of laws to make this thing go, and the more a body knows, the more he can do.

Primary Plane of Influence: The cog-wheeled plane of Mechanus, where everything aspires to perfect order, is the stronghold of the Guvners. In Sigil, their headquarters is the City Courts.

Factol: Hashkar (Dwarf, male)

Allies and Enemies: With their knowledge of laws, Guvners are considered useful by many. They're strong allies of the Mercykillers, who uphold laws, and they're close to the Harmonium. At the other extreme, the Xaositects and the Revolutionary League are both opposed to the Guvners. The Doomguard, while not an enemy, remains suspicious that the Guvners are trying to prolong the life of the multiverse.

Eligibility: The Fraternity of Order is open to all classes and races, but because of its highly structured view of life, all members must be lawful in alignment.



THE PLANES ARE G⊕VERNED BY
LAWS. LAWS CAN BE LEARNED.
LEARN +HE LAWS AND Y⊕U
RULE +HE M⊕LTIVERSE. THA+
IS ⊕UR G⊕AL.

- FAC+⊕L HASHKAR
⊕F +HE GUVNERS

FRATERNITY
OF ORDER



FRATERNITY OF ORDER

Modifier	Criterion
Eligibility:	Must be Lawful alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Guvners (maximum 1/month)
+1 per skill	Every 5 ranks (5, 10, 15, ect) in Profession (bookkeeper, lawyer, or scribe) skill
+1	Learn of a law on a plane that is new to the Guvners & report it to a higher-up (maximum 1 law per plane)
+1	Own a library of nonmagical books worth 5,000 gp
+1	Has a 12 Intelligence ability score or better
+2	Each successful mission undertaken for the Guvners
+2	Visited Mechanus
+2	Took a level in the Fraternity of Order PrC "Guvner" (Dragon Mag. #287 WE)
-2	Not trained in at least one of the following Profession skills (bookkeeper, lawyer, & scribe)
-5	Broke a man-made law without doing so via a loophole in the rule
-5	Convicted of breaking a man-made law
-10	Disobeys a Guvner higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Aide: No benefits
4 - 10	Administrator: +2 Decipher Script, gain Skill Mastery, & gain Manipulate Probability
11 - 20	Supervisor: gain Change Probability, gain Linguist, & gain Loophole
21 - 29	Bureau Chief: +4 Decipher Script, gain Shrink Item
30 (must be voted in)	Factol: +6 Decipher Script, & gain Alter Probability

Skill bonus: As an Administrator, the Guvner gains a +2 circumstance bonus to Decipher Script checks made to uncover new information. This bonus improves to +4 at Bureau Chief level, & +6 at Factol level.

Skill Mastery: As an Administrator, the Guvner gains Profession (bookkeeper, lawyer, or scribe) as a class skill. If this is already a class skill, the Guvner gains a +2 bonus to the skill.

Manipulate Probability: As an Administrator, the Guvner can give himself a +1 bonus to a single attack, damage, or saving throw roll 1x/day. The +1 must be given before the roll is made.

Change Probability: As a Supervisor, the Guvner can give an enemy a -1 penalty to a single attack, damage, or saving throw roll 1x/day. The -1 must be given before the roll is made.

Linguist: As a Supervisor, the Guvner may cast the Comprehend Languages spell as a spell-like ability 1x/week (CL = Guvner's ECL).

Loophole: As a Supervisor, the Guvner learns a loophole in the laws of the multiverse. He gains a single 1st level spell (his choice) as a spell-like ability usable 1x/week (CL = Guvner's ECL). The save DCs are Intelligence based. Each time this spell is used, there is a 10% chance after it is cast that the loophole closes and the Guvner loses that spell forever. If a spell is lost, the Guvner can choose a new spell from the list again with a 10% chance of the loophole closing forever.

Shrink Item: As a Bureau Chief, the Guvner may cast the Shrink Item spell as a spell-like ability 1x/month (CL = Guvner's ECL, Duration = 24 hours, & Will DC = 13 + Int bonus).

Alter Probability: As a Factol, the Guvner can reroll a failed skill check in the same round 3x/day. Only 1 reroll can be made a round.

FREE LEAGUE

(INDEPS)

Faction Philosophy: This ain't no faction and nobody tells them what to do. The idea that any berk knows the truth and everybody else's wrong - well, that's a chance a body shouldn't take. Who's right - the Guvners? The Mercykillers? The Chaosmen? Since when does a smart gambler play all his jink on a single throw?

The short and long of it's simple: There's nobody who's got a sure key to the truth, so it pays to keep the options open. Maybe the multiverse is like the Lost say, but it could be the way the Godsmen tell it. Side with one view and find out it's wrong and, well, a fellow comes up a loser. There's no wisdom in that!

Still, a body's got to belong to something, if he wants to stay alive. The Free League's kind of an informal group of like-thinkers. They share news, pass around jobs, and watch each other's backs. Hey, in a place like the planes, a body can't be too careful.

There ain't nobody tells an Indep what to do. They hire on with whom they please, insult whom they dare, and drink with the rest. Every creature's free to find his own path, his own meaning to the multiverse, and what works for one probably isn't the answer for another. Pure fact is, there's a lot of truths out there.

Some figure Indeps to be cowards, afraid to play a stake on the truth, but Indeps see themselves as free thinkers, refusing to be shackled to some blind ideology. Truth is, there are some that don't want to make the choice, for fear of offending one power or another. Then again, there's plenty of folks seeking to make their own truth - maybe even start themselves a new faction.

Primary Plane of Influence: The Indeps have a lot of power on the Outlands, the heart of the Great Ring. It's no surprise that in Sigil their headquarters is found in the Grand Bazaar, where everyone looks after himself.

Factol: none

Allies and Enemies: Because Indeps have kept themselves free of a single philosophy, most other factions view the Free League with a cynical neutrality. Indeps are just about anything in others' eyes: useful mercenaries, potential recruits, or dangerous spies. Rival factions'll use the Indeps in their various plans, but few would ever trust them. Only the Harmonium, with its rigid beliefs, takes a strong stand against the Indeps.

Eligibility: Anyone who wants to can call himself an Indep. Race, class, and alignment make no difference to this group.



SOD OFF! I DON'T NEED
YOUR MUMBΘ-JUMBΘ.
- KARRIS, AN INDEP

FREE
LEAGUE

FREE LEAGUE

Modifier	Criterion
Eligibility:	No restrictions
+1	PC's Effective Character Level (Indeps rise in status faster due to not having a Factol)
+1	Rescue someone from servitude/membership that doesn't want to belong
+1 per skill	Every 5 ranks (5, 10, 15, ect) in a Profession (any) skill
+1	Defeat a known thug (maximum 1/month)
+1	Escaped captivity
+2	Each successful mission undertaken for the Indeps
+2	Visited the Outlands
+2	Took a level in the Free League PrC "Indep" (Dragon Mag. #287 WE)
+2	Worships a deity with the Liberation domain
-2	Ex-member of a faction
-2	Placed yourself in the contractual service of another
-2	Untrained in a Profession skill
-10	Attempted to talk someone out of doing something they wanted to do

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, gain Discount, & +4 Gather Information
11 - 20	Freeman: gain Free Will +1, gain Sense Faction, & gain Higher Value
21 - 29	Independent: gain Free Will +2, gain Good Samaritan, & gain Dodge +4
30	Sovereign: gain Free Will +3, & gain Untouchable

Skill Mastery: As a Factotum, the Indep gains any one profession skill as a class skill. If he already has his preferred profession as a class skill, the Indep gains a +2 bonus to that skill.

Free Will: As a Freeman, the Indep gains a +1 bonus vs Enchantment spells. This bonus improves to +2 at Independent level, and +3 at Sovereign level.

Discount: As a Factotum, the Indep receives a 20% discount when purchasing from Indep merchants in the Grand Bazaar. Indep merchants anywhere else will give an Indep customer a 10% discount.

Skill bonus: As a Factotum, the Indep gains a +4 circumstance bonus to Gather Information checks made within the Grand Bazaar.

Sense Faction: As a Freeman, the Indep can determine the faction of a creature within 30 feet 1x/day. If target saves on a Will save, you cannot determine his faction (Will save DC = 10 + 1/2 Indeps ECL + Indeps Wisdom modifier).

Higher Value: As a Freeman, the Indep can sell his wares to Indep merchants within the Grand Bazaar for 90% of their actual value.

Good Samaritan: As an Independent, if the Free Leaguer is in a public scuffle in Sigil & makes his faction known, he has a 50% chance that 4-6 Indeps (totalling EL 8) will pass by and assist him until his conflict is over.

Dodge: As an Independent, the Indep can avoid the blows of a Hardhead with a +4 bonus to his Dodge AC against Harmonium Guards.

Untouchable: As a Sovereign, the Indep can walk the streets of Sigil without worry. Harmonium Guards believe he is untouchable and will not attack unless there are 6 or more guards in the area.

HARMONIUM (HARDHEADS)

Faction Philosophy: The secret of the multiverse? That's simple, and every cutter in the Harmonium knows what it is: "The Harmonium is always right." Look, the goal of every enlightened being in the multiverse is to live in perfect harmony with all others. Look around: Peace or war - those are the only true states of the multiverse. If a being and its neighbors got the same views, then there's peace between them. When they don't agree, that's what causes war; one body figures it can use fists to convince the other. Now, there's some powers who say otherwise, but the Harmonium believes that peace is a better end than war. For one, all of a body's work won't get destroyed during times of peace. Families don't get killed, kings can actually spend time ruling the people, scholars can study, and petitioners can raise their crops. Everybody, even the fiends on the Lower Planes, can prosper.

On the other hand, the Harmonium says there's only one way to have peace: their way. War or peace - squabble among each other or join the Harmonium - those are the only choices. The Harmonium believes that the ultimate goal of the multiverse is universal harmony, and it's ready to spread that belief to all those other sods out on the planes. If it takes thumping heads to spread the truth, well, the Harmonium's ready to thump heads. Sure, there may not be peace right away, but every time the Harmonium gets rid of an enemy, the multiverse is that much closer to the universal harmony it was meant to have.

And what happens once the Harmonium succeeds? (And it will succeed, that's certain - just ask them.) That part's simple. When everyone is in agreement with the Harmonium, a new golden age will begin. That's why the Harmonium works so hard to get folks to conform - it's all for their own good.

Primary Plane of Influence: The Harmonium is strongest on the plane of Arcadia, where the ideal of harmonious good is seen in all things. Within the city of Sigil, the Harmonium claims the City Barracks as its headquarters.

Factol: Sarin (Human, male)

Allies and Enemies: Because of their fierce devotion to order (albeit their order), the Harmonium often works closely with the Guvners and the Mercykillers. Indeed, within Sigil the trio forms the wheels of justice: The Harmonium makes the arrest, the Guvners conduct the trial, and the Mercykillers carry out the sentence. With their unbending attitudes, the Harmonium also has many enemies. Indeps, the Revolutionary League, and Xaositects all have little patience with the rigid views of the Harmonium.

Eligibility: All races and classes are welcome to join the Harmonium, but the applicant must be of lawful alignment.



D⊕ I+ ⊕UR WAY ⊕R N⊕ WAY.
UNDERSTAND THAT, BERK?
- FAC+⊕L SARIN
⊕F THE HARM⊕NIUM

HARMONIUM

HARMONIUM

<u>Modifier</u>	<u>Criterion</u>
Eligibility:	Must be Lawful alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Harmonium (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Intimidate skill
+1	Captured a law breaker and turned them over to the proper authorities
+1	Resolved a major dispute between at least two creatures
+2	Each successful mission undertaken for the Harmonium
+2	Visited Arcadia
+2	Took a level in the Harmonium PrC "Hardhead" (Dragon Magazine #287 WE)
+2	Took a level in the Harmonium PrC "Harmonium Peacekeeper" (Dragon Mag. #315 pg 47)
+2	Worships a deity with the Law domain
-2	Did not attempt to resolve a dispute that you witnessed
-2	Untrained in Intimidate skill
-5	Initiated a disturbance of peace within a community that was not done with good intentions
-5	Borrows a Planar Mancatcher and fails to return it on its due date
-10	Disobeys a Hardhead higher-up

<u>Affiliation Score</u>	<u>Title: Benefits & Duties</u>
3 or lower	Namer: No benefits
4 - 10	Notary: gain Rigid Duty +1, gain Skill Mastery, & gain Beguile
11 - 20	Measure: gain Rigid Duty +2, gain Attack +1, & gain Mancatcher
21 - 29	Mover: gain Rigid Duty +3, gain Dictate, & gain Planar Mancatcher
30 (must be voted in)	Factol: gain Rigid Duty +4, gain Fearless, & gain Monument

Rigid Duty: As a Notary, the Harmonium gains a +1 bonus vs spells of the [Fear, Mind-Affecting] sub-school due to their extreme dedication. This bonus improves to +2 at Measure level, +3 at Mover level, and +4 at Factol level.

Skill Mastery: As a Notary, the Harmonium gains Intimidate as a class skill. If this is already a class skill, he gains a +2 bonus to the skill.

Beguile: As a Notary, the Harmonium may cast the Charm Person spell as a spell-like ability 1x/week (CL = Harmonium's ECL & Will DC = 11 + Cha bonus).

Attack bonus: As a Measure, the Harmonium gains a +1 to attack rolls with a specified weapon of his choice against creatures who are disrupting the harmony of life. This bonus works only with the specified weapon & weapons of its type.

Mancatcher: As a Measure, the Harmonium gains the Exotic Weapon Proficiency (mancatcher) feat and is issued a Mancatcher (Complete Warrior pg 154) which is his to own. This feat cannot be substituted for a different exotic weapon.

Dictate: As a Mover, he may cast the Command spell as a spell-like ability 1x/week (CL = Harmonium's ECL & Will DC = 11 + Cha bonus).

Planar Mancatcher: As a Mover, the Harmonium can file a request at the City Barracks to be issued a Planar Mancatcher (In the Cage: Guide to Sigil pg 19) for 1 week (1x/month) while in Sigil. This item is on loan only and will result in a -5 affiliation modifier if not returned on its due date. It functions the same as a Mancatcher but with the following enchantment:

Planar Mancatcher

Any creature caught in a grapple by this +1 mancatcher is affected as if a Dimensional Anchor spell were cast upon him (no save). Moderate abjuration; CL 11th, Price 28,000 gp

Fearless: As a Factol, the Harmonium is immune to any effect that would cause him to become panicked or shaken.

Monument: As a Factol, the Harmonium Guards admire the Factol's dedication to bringing harmony to the planes so much that they build a giant statue in his honor. This 20-ft tall monument sits in the center of the City Barracks courtyard for the duration of the Factol's reign. The Factol gains a +4 circumstance bonus on Diplomacy & Intimidate checks when dealing with people who know of his name.

MERCYKILLERS

(RED DEATH)

Faction Philosophy: As far as this faction's concerned, justice is everything, and there ain't no sod who can give it the laugh. Those cutters that try'll have the Mercykillers on their tail, so the smart thing is just don't try. It's the whole reason laws exist - to see that justice is carried out. Justice purges the evil in folks and makes them better, fit to belong in the multiverse. Once everybody's been cleansed, then the multiverse reaches perfection, and perfection's the goal of the multiverse.

Justice is absolute and perfect, but it's got to be correctly applied. A body's got to know the knights of the post, the criminals from the innocent, so he doesn't make a mistake. Mercy's an excuse created by the weak and criminal. They think they can rob or kill and then escape their crimes by pleading for mercy. The Mercykillers are not so weak. Every crime must be punished according to the law. There are no such things as "extenuating circumstances."

That being the case, some smart cutters figure they'll hang the Mercykillers by their own yardarm and accuse them of some of their own crimes. Well, the Red Death'll just smile and say it answers to a higher law. Charged with protecting justice, they can do things others can't - all in the name of justice. How else could they survive their own ideals?

'Course now, other folks don't agree with Red Death logic. To them, the Mercykillers ain't above the laws or even right in what they do. The Mercykillers don't like such folk's attitudes, but they can't hang a being for its opinions - at least not in most places. See, the Mercykillers say they don't make the laws, they only enforce them. All in all, they're no better than the rest, but no worse than a few.

Primary Plane of Influence: The Mercykillers are most powerful on the plane of Acheron. Within Sigil their headquarters is the Prison.

Factol: Alisohn Nilesia (Tiefling, female)

Allies and Enemies: The Harmonium, the Guvners, and the Mercykillers form a natural triad of arrest, trial, and punishment. As in Sigil, they are often found together in the other towns of the Outlands, serving as the local justice system. The Doomguard is sympathetic to the goals of the Mercykillers, seeing ultimate entropy in the process of punishment.

Not surprisingly, the Mercykillers are at odds with those groups who place the individual over all. Signers, Sensates, and Anarchists in particular seem to have constant runins with the Red Death. It'd be expected that Indeeps would defy them, too, but this group has the sense to leave well enough alone.

Eligibility: The Mercykillers are a strict group, allowing only those of lawful alignment to join them. Thieves and known criminals are absolutely unwelcome.



MY BEING IS CONSUMED WITH
THIS PASSION, THIS NEED TO
DEVOUR THE CRIMINAL AND
MEET OUT HIS PUNISHMENT.
- FACTOL NILESIA
OF THE MERCYKILLERS



MERCYKILLERS

MERCYKILLERS

Modifier	Criterion
Eligibility:	Must be Lawful alignment & cannot be a known criminal
+1/2	PC's Effective Character Level
+1	Recruited someone into the Mercykillers (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Sense Motive skill
+1	Apprehended a wanted criminal of equal HD or higher (maximum 1/month)
+1	Appropriately punished a wanted criminal (maximum 1/month)
+1	Volunteers to tend to the Wyrms at the Tower of the Wyrms (In the Cage, GtS pg 44) 1 day a week for 1 year
+2	Each successful mission undertaken for the Mercykillers
+2	Visited Acheron
+2	Took a level in the Justiciar PrC (Complete Warrior pg 47)
+2	Took a level in the Mercykiller PrC "Mercykiller" (Dragon Magazine #287 WE)
+2	Took a level in the Mercykiller PrC "Son of Mercy" (Dragon Mag. #339 pg 40)
-1	Released a lawbreaker before the proper sentence had been carried out
-2	Untrained in Sense Motive skill
-4	Has been brought to trial for a crime
-10	Has been convicted of a crime
-10	Disobeys a Mercykiller higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, gain Detect Lie, & gain Attack +1
11 - 20	Inquisitor: gain Seizure, gain Above the Law, gain Blood of Justice, & gain Agony
21 - 29	Factor: gain Attack +2, gain Mandate, & gain Detain
30 (must be voted in)	Factol: gain Scourge, & gain Honor Guards

Skill Mastery: As a Factotum, the Mercykiller gains Sense Motive as a class skill. If this is already a class skill, the Mercykiller gains a +2 bonus to the skill.

Detect Lie: As a Factotum, the Mercykiller may cast the Discern Lies spell as a spell-like ability 1x/day but only against 1 creature & only to a single chosen question (CL = Mercykiller's ECL & Will DC = 12 + Wis bonus).

Attack bonus: As a Factotum, the Mercykiller gains a +1 to attack rolls against creatures he has witnessed committing a crime. This bonus improves to +2 at Factor level.

Seizure: As an Inquisitor, the Mercykiller may cast the Shocking Grasp spell as a spell-like ability 1x/week (CL = Mercykiller's ECL) only against creatures he is trying to apprehend.

Above the Law: As an Inquisitor, the Mercykiller can turn a blind eye to his own violations of the law & is considered innocent while he is pursuing or punishing a known criminal. If he commits a crime outside of his pursuit or punishment of a felon, he is subject to the full weight of the law.

Blood of Justice: As an Inquisitor, the Mercykiller can requisition a vial of Wyrmsblood poison 1x/month from Reggia Pylk at the Prison (Factol's Manifesto pg 109). The poison works like an Elixir of Truth (DMG pg 256) except that it can also be coated on a weapon blade. The only questions the victim is compelled to answer are those in regards to the crimes he knowingly committed in the past 24 hours (lasts 10 minutes, Will DC 13 negates per question).

Agony: As an Inquisitor, the Mercykiller may sacrifice a number of his hit points (1x/day) up to his ECL & add twice this number as bonus damage on a successful attack against a known or suspected criminal. If the creature is innocent, the bonus damage is wasted.

Mandate: As a Factor, he may cast the Command spell as a spell-like ability 1x/week (CL = Mercykiller's ECL, Will DC = 11 + Cha bonus).

Detain: As a Factor, the Mercykiller gains a +4 bonus to Grapple checks when trying to capture a criminal.

Scourge: As a Factol, the Taker may cast the Inflict Minor Wounds spell as a spell-like ability at will (Will DC = 10 + Wis bonus).

Honor Guards: As a Factol, he is escorted by 30 Mercykiller guards. All are 14th level NPCs (EL 24).

REVOLUTIONARY LEAGUE

(ANARCHISTS)

Faction Philosophy: "These universes, these powers, they're all corrupt!" screams this faction. "They're guiding people in the wrong directions, keeping them slaves and prisoners to the powerful. The old beliefs are lies." These sods claim that Guvners, Chaosmen, Mercykillers, Athar - every last one of them - no longer care about the truth. Their factols all have property, bodyguards, jink, and influence. They're not looking for the truth; they just want to hang onto what they've got.

Well, the Anarchists say it's time for that to change. It's time to break free of the chains and seek the real truth. And that's only going to happen when a body's free of the bonds of the other factions. A being's got to be able to make his own choices, but would any faction just let a body go? Think the Harmonium would say, "Sure, we admit we're wrong. Go and find your own way." Not a chance! The only way a being's ever going to get its freedom is to tear down the old factions. Throw 'em down, shatter 'em, break their power - that's what's got to be done! When the old factions are crushed, a sod has a chance to learn the real truth.

'Course, a body's got to be careful. The plutocrats don't want to give up a single grain of their power cache, so they'll try to break the spirit of the revolution - if they can catch it. A blood's got to be careful and keep himself dark from the factols or he'll end up lost in an alley some night, so the best thing to do is to pit the factions against each other. A cutter doesn't need to hit them head-on unless he wants to end up in the dead-book.

Once the factions all come down, then folks can find the real truth. What's that truth? No one knows and there's no way of saying. There ain't no point in thinking about it even, not until what's standing now is brought down. Break it all and rebuild with the pieces that're left - that's the only plan.

Primary Plane of Influence: The Revolutionary League is best typified by the grim exiles of Carceri, forever scheming to overthrow their enemies. In Sigil, the faction rejects the idea of a fixed headquarters. Instead, it moves from place to place in the city, to prevent its discovery by the unwanted. The Anarchists have no factol.

Factol: none

Allies and Enemies: Although their stated goal is the overthrow of all, the Anarchists do have allies. The Doomguard and the Xaositects both find much merit in Anarchist activities, even if they don't agree with the philosophy. At the other extreme, the Harmonium and the Guvners consider the Revolutionary League an abomination.

Eligibility: Anarchists care nothing for race or class and even profess no interest in alignment. However, their doctrine of overthrow prevents lawful types from joining their faction.



WE HAVE NO PAST. AND YOU
HAVE NO FUTURE.
- ONE OF MANY ANARCHIST
FACTION MOTTOES

REVOLUTIONARY
LEAGUE



REVOLUTIONARY LEAGUE

Modifier	Criterion
Eligibility:	Cannot be Lawful alignment
+1	PC's Effective Character Level (Anarchists rise in status faster due to not having a Factol)
+1	Recruited someone into the Anarchs (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Bluff skill
+1	Started a riot in a community (maximum 1/month)
+1	Convinced authority figures that a faction was responsible for a crime they didn't commit
+1	Hindered an organizations plans that would have benefited their group
+2	Each successful mission undertaken for the Anarchists
+2	Visited Carceri
+2	Took a level in the Revolutionary League PrC "Anarchist" (Dragon Magazine #287 WE)
+2	Took a level in the Revolutionary League PrC "Anarchomancer" (Dragon Mag. #315 pg 48)
-1	Obedied a non Anarchist authority figure without retaliation afterwards
-2	Untrained in Bluff skill
-4	Discovered as an Anarchist by another Faction
-10	Reveals the location of a safe house to a non Anarchist

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, & gain Infiltrate Faction
11 - 20	League Factotum: +4 Forgery, gain Safe House, & gain Plan B
21 - 29	Radical: +6 Forgery, gain Attack +1, & gain Nondetection
30	Cell Leader: +8 Forgery, & gain Anarchist Cell

Skill Mastery: As a Factotum, the Anarchist gains Bluff, Diplomacy, Disable Device, Disguise, Forgery, Gather Information, Hide, Knowledge (local), Listen, Move Silently, Open Locks, Search, Sense Motive, Sleight of Hand, & Spot as class skills. An Anarchist Rogue gains a +2 bonus in any one of these skills.

Infiltrate Faction: As a Factotum, the Anarchist gains +20 circumstance bonus to Bluff & Disguise checks when posing as a member of another faction. Against an Indeps Sense Faction ability, Anarchists gain a Will save bonus equal to his ECL. Once infiltrated, the Anarchist gains acceptance, access to their headquarters, & can call on those faction members for aid.

Skill bonus: As a League Factotum, the Anarchist gains a +4 circumstance bonus to Forgery checks made to counterfeit opposing faction material. This bonus improves to +6 at Radical level, & +8 at Cell Leader level.

Safe House: As a League Factotum, the Anarchist's lodging is free if staying in the make-shift bedroom at the Interplanar Importers or Square Bar in Sigil's Lady's ward. Lodging is 1/2 off if staying in the secret bedroom in the Harim Inn in Sigil's Market ward or the House of the Griffin in the Hive ward. Anarchist Namers will provide him with shelter in their private homes & business's rent free for up to 1 month a year.

Plan B: As a League Factotum, the Anarchist can requisition a potion of Invisibility 1x/month from the members of his cell.

Attack bonus: As a Radical, the Anarchist gains a +1 to attack rolls against members of any other faction.

Nondetection: As a Radical, the Anarchist can cast the Nondetection spell as a spell-like ability on himself 1x/week (CL = Anarchist's ECL). This ability only protects against spells cast by members of opposing Factions.

Anarchist Cell: As a Cell Leader, the Anarchist can form a new cell with a ring of 4-12 Anarchist members totalling EL 12. He can organize secret meetings in order to discuss plans to dismantle opposing organizations. He can then order his cell to carry out these plans.

SIGN ⊕ F ⊕ NE (SIGNERS)

Faction Philosophy: Every person, every individual, is unique. This is the greatest glory of the universe - that each creature living (and dead) is different from all others. It's obvious, then, that the multiverse centers around the self, or so this faction would have everyone believe. "It's quite simple, addle-cove," one of these sods would say. "The world exists because the mind imagines it. Without the self, the multiverse ceases to be." Therefore, each Signer is the most important person in the multiverse. Without at least one Signer to imagine it all, the rest of the factions would cease to exist.

Better be nice to the Signers then, berk, because they just might decide to imagine a body right out of existence. Don't think it can be done? Maybe not, but then a basher's a fool to take the risk. Lots of folks disappear without a trace, and more than a few are enemies of the Signers. Makes a body think, don't it?

So, some smart cutter'll say, what happens if two Signers don't agree? What if they both think different things? Then what happens? After all, the multiverse is the same for everybody. The answer's easy for a Signer. Since he's the center of the universe, then obviously everything else is from his imagination - simple. Nobody else really exists except as he thinks of them, so of course the multiverse is the same. How else could it be?

A lot of folks don't accept this idea. After all, they point to their own feelings and emotions, their own self, as proof the Signers are wrong. And the Signers simply claim to have imagined it all. What others feel and think isn't real; only what the Signers feel is.

So exactly who is imagining the multiverse? That part even the Signers don't know for sure. One of them is, but they can't agree on which one. The safest bet is just to fall in with their faction, because any Signer could be the source of everything. Remember that, berk.

Primary Plane of Influence: The Signers are strongest on the plane of the Beastlands. Within Sigil, their headquarters is the Hall of Speakers.

Factol: Darius (Human, female)

Allies and Enemies: The Signers and Sensates share some common points in their philosophies, making the two natural allies. Signers also gain frequent recruits from the Outsiders, who often are comforted by being placed at the center of importance. The Harmonium finds the Signers more than slightly annoying, and the Bleak Cabal's the most opposed to them of all.

Eligibility: The Sign of One is open to all classes, races, and alignments. However, lawful good and lawful neutral characters may find adhering to the One's beliefs difficult at best.



SIGN OF
ONE

WHERE'S THE CENTER ⊕ F THE
MULTIVERSE? ME - I'M THE
CENTER ⊕ F THE MULTIVERSE.
- FACTOL DARIUS
⊕ F THE SIGNERS



SIGN OF ONE

Modifier	Criterion
Eligibility:	No restrictions
+1/2	PC's Effective Character Level
+1	Recruited someone into the Signers (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Diplomacy skill
+1	Successfully predicted a minor notable event that happened without your intervention
+2	Each successful mission undertaken for the Signers
+2	Visited the Beastlands
+2	Took a level in the Sign of One PrC "Signer" (Dragon Mag. #287 WE)
+2	Successfully predicted a major notable event that happened without your intervention
+2	Reached or obtained a major personal goal in life
-1	Lawful Good or Lawful Neutral
-1	Made a prediction that turned out to be wrong
-2	Untrained in Diplomacy skill
-5	Borrows a Speaker's Key and fails to return it on its due date
-10	Disobeys a Signer higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Narcistic Reality +1, gain Skill Mastery, gain Imagining 0 lvl, & gain Unsure
11 - 20	Dreamer: gain Narcistic Reality +2, gain Speaker's Key, gain Imagining 1st - 3rd lvl, & gain Uncertain
21 - 29	Factor: gain Narcistic Reality +3, gain Imagining 4th - 6th lvl, & gain Skeptical
30 (must be voted in)	Factol: gain Narcistic Reality +4, gain Imagining 7th - 9th lvl, & gain Doubtful

Narcistic Reality: As a Factotum, the Signer gains a +1 bonus towards disbelieving Illusion spells due to his self-centeredness. This bonus improves to +2 at Dreamer level, +3 at Factor level, and +4 at Factol level.

Skill Mastery: As a Factotum, the Signer gains Diplomacy as a class skill. If this is already a class skill, he gains a +2 bonus to the skill.

Imagining: As a Factotum, the Signer may spontaneously cast any 0 level spell from any class as a spell-like ability 1x/day (CL = Signers's ECL). The save DCs for Divine spells are Wisdom based and the save DCs for Arcane spells are Intelligence based. The Signer must make an Intelligence check (DC 10 + spell lvl) to cast an Arcane spell or a Wisdom check (DC 10 + spell lvl) to cast a Divine spell. Failure means you lose the spell. This benefit improves to a 1st, 2nd, or 3rd level spell 1x/week at Dreamer level, a 4th, 5th, or 6th level spell 1x/week at Factor level, & a 7th, 8th, or 9th level spell 1x/month at Factol level. The Signer may only cast the spell if his CL meets the required level to cast that spell in that class.

Unsure: As a Factotum, if the Signer rolls a natural 1 when casting his Imagining 0 level spell check, he momentarily believes that he may not be the center of the multiverse and he becomes dazed for 1 round.

Speaker's Key: As a Dreamer, the Signer can requisition a Speaker's Key (Factol's Manifesto pg 129) from the Hall of Speakers for 2 weeks (1x/month). This item is on loan only and will result in a -5 affiliation modifier if not returned on its due date.

Speaker's Key

This wire mesh fits in the roof of the mouth and allows the speakers voice to be heard up to 1000 ft away, granting a +5 circumstance bonus on Diplomacy checks. Faint transmutation; CL 5th, Price 6,000 gp

Uncertain: As a Dreamer, if the Signer rolls a natural 1 when casting his Imagining 1st - 3rd level spell check, he momentarily believes that he may not be the center of the multiverse and he becomes shaken for 1d4+1 rounds.

Skeptical: As a Factor, if the Signer rolls a natural 1 when casting his Imagining 4th - 6th level spell check, he momentarily believes that he may not be the center of the multiverse and he cowers for 1d6+1 rounds.

Doubtful: As a Factol, if the Signer rolls a natural 1 when casting his Imagining 7th - 9th level spell check, he momentarily believes that he may not be the center of the multiverse and he becomes stunned for a number of rounds equal to the level of the failed spell.

SOCIETY OF SENSATION

(THE SENSATES)

Faction Philosophy: According to these folks, the multiverse is known by the senses - the only proofs of existence. Without experience, without sensation, a thing isn't. If a sod can't taste the soup, then it ain't soup. The only way to know anything for sure is to use the senses.

Look, it ain't that hard to understand. Which is real, a description of a rose or the rose itself? Only a barmy'd choose the description, which ain't real. It's got no smell, no thorns, no color. Picking a rose, that's real, and the way a body knows is by experiencing it. The senses are the only way to know the universe.

So some berk'll ask, "What's this got to do with universal Truth, the meaning of the multiverse?" Well, the chant is no one's going to know the big dark until they've experienced everything - all the flavors, colors, scents, and textures of all the worlds. Only when a body's experienced the whole universe does the great dark of it all finally get revealed. It may seem like an impossible task, but there just might be a way to bob the problem cheat the multiverse, as it were. It just might be that the multiverse doesn't exist beyond what a body can sense. The answer to what's over the next hill just might be "nothing."

Given that, the multiverse has limits, and a body can try to experience it all. A being's got to savor the intensity, explore the complexity. Don't just guzzle the wine - find all the flavors within it. Before a sod's all done, he'll learn the differences between Arborean and Ysgardian wine, know them by vintage, and even by the hand of the vintner. Only then do the secrets of the multiverse start to make themselves clear.

Primary Plane of Influence: The Sensates are strongest on Arborea, a plane of great beauty in all things. In Sigil, their headquarters is naturally the resplendent Civic Festhall.

Factol: Erin Darkflame Montgomery (Human, female)

Allies and Enemies: The Sensates and the Signers, both egocentric factions, do share points of agreement concerning their philosophies, and they often cooperate in their activities. Sensates are cordial to Guvners and Indepts, intrigued by their descriptions of things far away. However, they're opposed to the philosophies of the Doomguard, which sees worlds only as decaying objects.

Eligibility: The Society of Sensation is one of the most liberal of all factions. Anyone, of any race, class, or alignment, can join.



TOUCH IT.

SMELL IT.

TASTE IT.

SEE IT.

HIT IT.

- FACTOL ERIN

OF THE SENSATES

SOCIETY OF
SENSATION

SOCIETY OF SENSATION

Modifier	Criterion
Eligibility:	No restrictions
+1/2	PC's Effective Character Level
+1	Recruited someone into the Sensates (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Listen skill
+1	Each 5 unique sensations recorded in a sensorium at the Civic Festhall (Factol's Manifesto pg 136, maximum
+2	1/year)
+2	Each successful mission undertaken for Sensates
+2	Visited Arborea
+2	Visited 5 other unique planes
+2	Took a level in the Society of Sensation PrC "Ardent Dilettante" (Planar Handbook pg 54)
+3	Took a level in the Society of Sensation PrC "Sensate" (Dragon Mag. #287 pg 48)
-1	Has died & been brought back to life
-1	Tried to force comrades into doing something they didn't want to do
-2	Tried a new experience that caused someone else harm
-2	Refused an offer to try something new that was not life threatening
-10	Untrained in Listen skill

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: +2 Spot, gain Skill Mastery, & gain Sensate Sensorium
11 - 20	Afferent: +4 Knowledge (local), gain Darkvision, & gain Tolerance
21 - 29	Factor: +4 Sense Motive, gain Identify, & gain Sensory Touch
23 (must be voted in)	Factol: +6 Spot, gain Direction Sense, & gain Expel

Skill bonus: As a Factotum, the Sensate gains a +2 circumstance bonus to Spot checks due to his constant surveillance for new experiences in his surroundings. This bonus improves to +6 at Factol level. As an Afferent, the Sensate gains a +4 circumstance bonus to Knowledge (local) checks due to the unusual insights gained from his extensive list of experiences. As a Factor, the Sensate gains a +4 circumstance bonus to Sense Motive checks made to detect lies.

Skill Mastery: As a Factotum, the Sensate gains Listen & Spot as class skills. If these are already class skills, the Sensate gains a +2 bonus in one of these skills.

Sensate Sensorium: As a Factotum, the Sensate can use the Sensorium at the Civic Festhall (Factol's Manifesto pg 136) for free. Within a Sensorium, a person is given a magical stone recorder that allows the user to record or experience fully detailed & overwhelming events or sensations. Sounds, smells, visuals, tastes, & textures can all be experienced within a Sensorium.

Darkvision: As an Afferent, the Sensate gains Darkvision 30-ft due to his casual peering into areas where others don't normally look. If the Sensate already has Darkvision, his Darkvision increases 30-ft.

Tolerance: As an Afferent, the Sensate gains a +1 bonus to saving throws against poison.

Identify: As a Factor, the Sensate may cast the Identify spell as a spell-like ability 1x/week.

Sensory Touch: As a Factor, the Sensate may cast the Cure Light Wounds spell as a spell-like ability 1x/day (CL = Sensate's ECL) on a creature if he has a moment of quiet reflection. The Sensate in turn suffers half that amount as hit point damage. The damage the Sensate receives can only be healed by natural healing.

Direction Sense: As a Factol, the Sensate may cast the Know Direction spell as a spell-like ability at will.

Expel: As a Factol, the Sensate can banish less productive Sensates to the Guilded Hall on Arborea (Planes of Chaos Travelogue pg 22) if he feels the member indulges too often in repetitive experiences or continuously refuses to try new sensations.

TRANSCENDENT ORDER

(CIPHERS)

Faction Philosophy: These guys say that for a body to become one with the multiverse, he's got to stop thinking and act. Action without thought is the purest form of thought. When a cutter can know what to do without even thinking about it, then he's become one with the multiverse.

It goes like this. Every berk's part of the multiverse, and nothing's apart from it. So it figures that every being knows the right action to take at just the right moment. Problem is, some folks start thinking and mess it all up. Thinking adds hesitation and doubt. It overrules instinct and separates a sod from the multiverse. By the time a poor sod's thought about something, the right action for the right moment is gone.

So all a berk's got to do is just quit thinking, right? 'Course it ain't that easy. Any addle-cove can blunder in and act without giving it a thought, but that's not the goal. A body's got to work hard at learning himself - learning his own mind and instincts until the right action comes automatically. It's done by training both the body and mind. Just like the way thieves practice their crosstrade, a Cipher's got to train his mind (the source of action) and body (the actor) to be one thing. There's no difference between the two, no separation between thought and motion. Body and mind act as one - the hand moves before the thought reaches it.

So what's all this get a fellow, then? Once mind and body are in harmony, the spirit becomes in tune with the multiverse. A blood understands the purpose of the multiverse and knows just where and how he should be.

Primary Plane of Influence: The Order is strongest on Elysium, the plane of harmonious good. Within Sigil, the Order's headquarters is found at the Great Gymnasium.

Factol: Rhys (Tiefling, female)

Allies and Enemies: Believing that all truth is found internally, Ciphers don't seek out friends or enemies among the factions. Most other groups give them a lukewarm reception, although the Harmonium is always suspicious that Ciphers harbor thoughts contrary to universal harmony.

Eligibility: The Transcendent Order is open to any character of neutral alignment.



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TRANSCENDENT
ORDER



TRANSCENDENT ORDER

Modifier	Criterion
Eligibility:	Must be any Neutral alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Ciphers (maximum 1/month)
+1 per group	Every 1 rank in Balance, Climb, Escape Artist, Jump, Spot, & Tumble skills as a group
+1	Adds a +1 Dexterity or Wisdom bonus every 4th character level
+1	Rolls a natural 20 on a Reflex save vs an enemy attack or a deadly trap
+1	Took Improved Initiative feat
+2	Each successful mission undertaken for the Ciphers
+2	Visited Elysium
+2	Took a level in the Transcendent Order PrC "Cipher Adept" (Planar Handbook pg 58)
+2	Took a level in the Transcendent Order PrC "Cipher" (Dragon Mag. #287 pg 47)
-1	Held an action during a combat round
-1	Indecisive or changes previously stated decision when attempting to perform a physical action
-1	Rolls a natural 1 on a Reflex save vs an enemy attack or a deadly trap
-2	Untrained in Balance, Climb, Escape Artist, Jump, Spot, & Tumble skills as a group
-10	Disobeys a Cipher higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Master of Heart: gain Action Trance +1, gain +1 Initiative, & gain Skill Mastery
11 - 20	Master of Mind: gain Action Trance +2, gain +2 Initiative, & +4 Diplomacy
21 - 29	Master of Spirit: gain Action Trance +3, gain +3 Initiative, & gain Harmony
30 (must be voted in)	Factol: gain Action Trance +4, gain +4 Initiative, & gain Instinctive

Action Trance: As a Master of Heart, the Cipher gains a +1 bonus vs Enchantment spells. This bonus improves to +2 at Master of Mind level, +3 at Master of Spirit level, and +4 at Factol level.

Initiative: As a Master of Heart, the Cipher gains a +1 bonus to Initiative checks. This bonus improves to +2 at Master of Mind level, +3 at Master of Spirit level, and +4 at Factol level.

Skill Mastery: As a Master of Heart, the Cipher gains Balance, Climb, Escape Artist, Jump, Spot, & Tumble as class skills. A Cipher Rogue or Monk gains a +2 bonus in any one of these skills.

Skill bonus: As a Master of Mind, the Cipher gains a +4 circumstance bonus to Diplomacy checks due to his soothing words.

Harmony: As a Master of Spirit, the Cipher may cast the True Strike spell as a spell-like ability 1x/week (CL = Cipher's ECL).

Instinctive: As a Factol, the Cipher acts by pure instinct and may reroll a failed Reflex save 1x/day due to his faster than normal reflexes.

X⊕ASITECTS (CHA⊕SMEN)

Faction Philosophy: As these sods see it, the multiverse wasn't born from Chaos – the multiverse is Chaos. There's no order, no pattern to anything. That's the meaning of the multiverse, the great secret everyone else is just too dull-witted and cowardly to admit! Look around. Is there any pattern to this existence? Any order that gives it all meaning? None, not a one. The only order is one that the addle-coved Guvners and Harmonium try to impose on it. Their order isn't natural to the multiverse. Why, the minute they leave, the multiverse reverts to its natural state of disorganization and chaos.

So why fight it, since Chaos is how things are meant to be? It has a beauty and wonder all its own. By gazing upon Chaos, learning to appreciate the randomness of it and understanding its sublime intricacies, the Xaositects (pronounced: kay-Oh-si-tekts) learn the secrets of the multiverse. They want to play within the unshapeable Chaos, and to be a part of its uncontrollable energies.

Primary Plane of Influence: Limbo is the heart and soul of the Chaosmen, for here the wild energies of creation rage at their fullest. In Sigil, the Chaosmen make their headquarters at the center of the Hive, a turbulent slum.

Allies and Enemies: The Chaosmen, the Doomguard, and to some extent the Bleak Cabal all get along and work together, as much as those committed to Chaos can work together. Not surprisingly, the Harmonium and the Guvners are stridently opposed to the theories of the Chaosmen.

Factol: Karan (Githzerai, male)

Eligibility: The Xaositects are open to all races and classes, but only those of chaotic alignment can join this faction.



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N⊕ICE M⊕S+ +HE ⊕F.
- FAC+⊕L KARAN
⊕F +HE CHA⊕SMEN

XAOSITECTS

<u>Modifier</u>	<u>Criterion</u>
Eligibility:	Must be Chaotic alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Xaositects (maximum 1/month)
+1 per group	Every 5 ranks (5, 10, 15, ect) in 5 different skills
+1	Performed a memorable violent act of randomness that causes chaos (maximum 1/month)
+1	Performed a memorable nonviolent act of randomness that causes chaos (maximum 1/month)
+2	Each successful mission undertaken for the Xaositects
+2	Visited Limbo
+2	Took a level in the Xaositect PrC "Chaotician" (Planar Handbook pg 60)
+2	Took a level in the Xaositect PrC "Xaositect" (Dragon Mag. #287 pg 52)
+2	Worships a deity with the Chaos domain
-1	Cast a Protection from Chaos spell or willingly allowed to be protected by a Protection from Chaos spell
-1	Hides faction symbol from someones view for reasons other than to be chaotic
-1	Went a week without doing something chaotic
-2	Untrained in a cross-class skill
-10	Disobeys a Chaosman higher-up

<u>Affiliation Score</u>	<u>Title: Benefits & Duties</u>
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, gain Scramblespeak +1, & gain Eureka
11 - 20	Boss: gain Perplexed +1, gain Chaotic Talent, & gain Scramblespeak +2
21 - 29	Big Boss: gain Perplexed +2, gain Obscure, & gain Disarray
30 (must be voted in)	Factol: gain Perplexed +3, gain Scramblespeak +3, & gain Erratic

Skill Mastery: As a Factotum, the Chaosman gains any one skill of his choice as a new class skill.

Scramblespeak: As a Factotum, the Chaosman can jumble spoken words around in his sentence to confuse his speech and gain a +1 insight bonus to Bluff, Diplomacy, & Intimidate checks. This bonus improves to +2 at Boss level, and +3 at Factol level.

Eureka: As a Factotum, the Chaosman may be able to locate a persons lost item. If a person asks the Chaosman where his lost item is, there is a 75% that the Chaosman will know where to find it. This ability can't be used to find an object that someone deliberately placed somewhere (i.e. stolen or given away) unless that person actually lost it.

Perplexed: As a Boss, the Chaosman gains a +1 bonus to saving throws against spells cast by a lawful caster. This bonus improves to +2 at Big Boss level, and +3 at Factol level.

Chaotic Talent: As a Boss, the Chaosman can cast a random 1st level spell 1x/week (CL = Chaosman's ECL). The save DCs are Charisma based. Roll on Table 7-20 (DMG pg 238) to determine the type of spell he will know. Then roll for a 1st level spell on Table 7-23 (DMG pg 239) if Arcane or Table 7-24 (DMG pg 241) if Divine. The Chaosman's spell changes from week to week. Roll on the charts again to determine his new spell each week.

Obscure: As a Big Boss, the Chaosman can cast the Nondetection spell as a spell-like ability on himself 1x/week (CL = Chaosman's ECL). This ability only protects against spells cast by lawful aligned casters.

Disarray: As a Big Boss, the Chaosman may cast the Lesser Confusion spell as a spell-like ability 1x/week (CL = Chaosman's ECL, & Will DC = 11 + Cha bonus).

Erratic: As a Factol, the Chaosman is unpredictable and may reroll a failed skill check 3x/day once per round due to his chaotic instincts.

⊕ OUTSIDERS

(THE CLUELESS)

Faction Philosophy: Pretty much none - no faction, no philosophy. Outsiders are just that: adventurers who have wandered in from the Prime Material Plane, folks who aren't part of the planes and don't understand all this business of factions, philosophies, and whatnot. They've got no stake in knowing the meaning of the planes. They might be curious, but they're not part of the never-ending debate that rages throughout the planes.

Outsiders bring with them a lot of peculiar ideas, at least by planar standards. Most of these have to do with notions that their world is the center of the multiverse, that their kingdom is the greatest wonder of the multiverse, or that their god is the greatest power of them all. Planars often make great fun of Outsiders for their wrong-headed beliefs, but primes have their ways of getting revenge against those who give them grief.

Primary Plane of Influence: Outsiders are clearly strongest on the Prime Material Plane, and especially so on their hom world within that plane. Outsiders have no headquarters in Sigil.

Allies and Enemies: Outsiders have no automatic friends or foes. Most other factions view them with ambivalence. Their freedom from the philosophies of the planes makes them both possible recruits and potential enemies. The strongest reaction to Outsiders is one of general pity for their unenlightened ways.

Factol: none

Eligibility: Any sod from a Prime Material World is automatically considered an Outsider. Planars can never be an Outsider.

Benefits: Outsiders do not share any similar faction beliefs among one another and therefore do not gain any affiliation benefits.



HEY, IS +HIS WAT+ERDEEP?
- RKING ⊕F FAERUN

PLANEWALKER'S GUILD

Tales From the Infinite Staircase pg. 20

Guild History: The Planewalker's Guild began in Sigil over 900 years ago, making it older than even most of the factions for which the City of Doors is known. The organization formed as a protective society for planar travelers. At first, it was simply a loosely organized social club of explorers that traded information and advice regarding different locations on the planes. It soon grew into a semi-formal organization that included at least 3,000 members. The Planewalker's Guild provided its members with safehouses throughout the planes, financed expeditions, and matched explorers and mercenaries with potential patrons and employers. The Guild's Sigilian headquarters boasted one of the most extensive libraries and map collections regarding planar locations in the multiverse.

After about 400 years, however, the Guild fell upon hard times. As the factions grew stronger and stronger within the City of Doors, the guilds within that city grew weaker and weaker. Why? Because the factions, jealous of sharing their membership with anyone else, often forbade those who belonged to join any guild or club. Soon, 'planewalker' became a general term, as opposed to a sign that the basher in question belonged to the Guild.

Eventually, those loyal few who remained members of the Guild realized that Sigil, despite its perfect location for an organization like theirs, was no longer a hospitable home for them. They left the City of Doors reluctantly, resentful of the factions that forced them to leave. Not surprisingly, the Planewalker's Guild became a nomadic affair for many years, occasionally establishing temporary headquarters here and there but never for more than a year or two. Losing membership and money - and therefore most of its influence and ability to keep up its safehouses and even its library (much of which was eventually sold off to various collectors and libraries) - the Guild faced ultimate dissolution until it stumbled upon the perfect place for its headquarter. The Planewalker's Guild found its new home on a crossroads almost as good as the City of Doors. It established its headquarters right on the Infinite Staircase itself.

Although the Guild has maintained its headquarters on the stairs for well over a hundred years, the nature of the place is temporary. The members are, after all, planewalkers and any given individual remains at the headquarters only a short time. Even the administrators of the Planewalker's Guild depart from time to time, leaving others to assume their responsibilities in their stead. Their constant mobility means that the headquarters, as well as the resident population, changes frequently.

Guild members welcome strangers and travelers but they don't look kindly on freeloaders that overstay their welcome.

Guild Leader: Hav'run Thain (Minotaur, male)



THE INFINITE STAIRCASE
MAY JUST BE A PATHWAY +
ELSEWHERE + YOU, BUT
+ US IT'S HOME - AND A
PLANEWALKER TAKES THE
CONCEPT OF HOME VERY
SERIOUSLY.

- HAV'RUN THAIN OF THE
PLANEWALKER'S GUILD

PLANEWALKER'S GUILD

Modifier	Criterion
Eligibility:	Must pay guild fees of 10 x PC ECL worth of gold each year within the guild
+1/2	PC's Effective Character Level
+1	Recruited someone into the Planewalker's Guild (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Knowledge Planes skill
+1	Each new Plane visited for 2 weeks
+1	5,000 gp worth of items donated to an unrelated Planewalker or Planewalking party
+1	Adventures with a member of the guild
+2	Each successful mission undertaken for the Planewalker's Guild
+2	Discovered an unknown portal
+2	Makes a discovery important to the guild
-2	Has destroyed a portal
-2	Each year spent on the same plane or prime world
-2	Untrained in Knowledge Planes skill
-15	Each year that guild dues are not paid (gains the modifier back once dues are paid)

Affiliation Score	Title: Benefits & Duties
3 or lower	Learner of Planes: No benefits
4 - 10	Scholar of Planes: +2 Diplomacy, gain Skill Mastery, & gain Discount 10%
11 - 20	Sage of Planes: +3 Diplomacy, gain Sense Portal 20%, & gain Interpret
21 - 29	Master of Planes: +4 Diplomacy, gain Discount 20%, & gain Sense Portal 25%
30 (must be voted in)	Guild Leader: +5 Diplomacy, gain Planar Alignment, & gain Energy Resistance

Skill Mastery: As a Scholar of Planes, the Planewalker gains Knowledge (Planes) as a class skill. If this is already a class skill, the Planewalker gains a +2 bonus to the skill.

Skill bonus: As a Scholar of Planes, the Planewalker gains a +2 bonus to Diplomacy checks made to influence Outsiders with his planar wit. This bonus improves to +3 at Sage of Planes level, +4 at Master of Planes level, & +5 at Guild Leader level.

Discount: As a Scholar of Planes, the Planewalker receives a 10% discount when purchasing anything at the Planewalker's Guild headquarters. This discount increases to 20% at Master of Planes level.

Sense Portal: As a Sage of Planes, the Planewalker has a 20% chance to detect a portal that is within 5 feet. If the Planewalker is a planar, he gains a 25% chance instead. This benefit increases to a 25% chance at Master of Planes level, or a 30% chance for a planar.

Interpret: As a Sage of Planes, the Planewalker may cast the Comprehend Languages spell as a spell-like ability 1x/week (CL = Planewalker's ECL).

Planar Alignment: As a Guild Leader, the Planewalker learns to avoid the affects of a planes magical traits and no longer suffers a planes alignment penalties.

Energy Resistance: As a Guild Leader, the Planewalker can choose an energy type (acid, cold, electricity, fire, or sonic) and gain a permanent energy resistance 10 against the energy type chosen. Once the energy type is chosen, it cannot be changed.