
THE INFINITE PLANES

PLAYER'S COMPANION

Create planewalking characters wielding the power of belief

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PREFACE

In the campaign *Codex of the Infinite Planes*, the plane-spanning threat of a conspiracy reaches the characters. This supplement provides new options for player characters in that campaign. If your Dungeon Master allows, these options can be used in other campaigns as well. The spells in chapter 4 also appear in the appendices of *Codex of the Infinite Planes*.

CHAPTER I: OPTIONAL RULES

POWER OF BELIEF

Belief can move mountains, and in the PLANESCAPE setting that might mean literally. Inspiration, in PLANESCAPE, might represent the power of a character's ideals - their beliefs - made manifest. If the DM uses this optional rule, he or she should inform the players.

GAINING INSPIRATION

When a PC acts in accordance with one of their ideals in the face of great cost or personal loss, the PC gains Inspiration. Examples of great costs or personal losses include nearly dying (or actually dying) on a quest, sustaining a debilitating disease or injury, sacrificing something, forgoing important personal goals, or refusing to comply and expecting to be punished for it. Bear in mind that sacrificing a *healing potion* to save an NPC isn't necessarily Inspiration worthy; however, if doing so clearly supports the PC's ideal and the PC (or other party members) could really use that *healing potion*, then it's definitely worth Inspiration.

This rule may or may not replace Inspiration as a reward for playing up your PC's flaw. For example, some flaws might be explained as beliefs, and therefore indulging or acting them out at great cost might be worth Inspiration. This is for the DM to decide.

USING INSPIRATION

Inspiration - belief - lets you break the rules of the plane. In addition to spending Inspiration to gain advantage as normal, a player can instead call upon one of these options:

Attune to a Touchstone. Attune to a planar touchstone, much in the same way one would attune to certain magic items. This provides special benefits according to the touchstone.

Eschew Components. A spellcaster can use their belief as a spellcasting focus, ignoring the need for common components for a single spell.

Faction Abilities. Each faction in the PLANESCAPE setting has unique belief-fueled abilities which can be activated by spending Inspiration.

Gain an Intuitive Clue. Ask the DM a question or ask for a hint, reflecting the character being in tune with the cadence of the planes. It is up to the DM how much he or she reveals.

Shape the Planes. You can literally reshape the planes with the power of belief. Unlike other uses of Inspiration described above, this may require consecutive or simultaneous uses of Inspiration, often at the culmination of a quest. For example, at a critical juncture a group of PCs might each use Inspiration to cause or prevent a gate-town's slide to another plane.

CHAPTER 2: RACES

This chapter presents three new races found in the planes: the bariaur, gith, and rogue modron. It also includes alternate features to differentiate tieflings on the planes, where their origins and powers trace back to any number of fiends. These new options are available when you make a character, provided your DM allows them in your campaign.

ABILITY ADJUSTMENTS BY RACE

Horned Bariaur	+2 Constitution, +1 Strength
Horn-less Bariaur	+2 Constitution, +1 Wisdom
Githyanki	+2 Dexterity, +1 Intelligence
Githzerai	+2 Dexterity, +1 Wisdom
Rogue Modron	+2 Constitution, +1 Intelligence

LANGUAGES OF THE PLANES

The planes are a multi-lingual environment, and planar PCs should be allowed to take the exotic languages described in the Basic Rules or PHB, as well as the following languages:

Bariaur - the proud tongue of the bariaur of Ysgard, sharing Dwarvish script.

Gith - the staccato tongue of githyanki and githzerai, with its own script.

Modron - the complex mathematical tongue of the modrons, with its own script.

Slaad - the bizarre maddening tongue of the slaadi, with its own script.

Yugoloth - the dissembling tongue of the yugoloths, sharing Infernal script.

BARIAUR

COMPETITORS OF YSGARD

WANDERERS OF THE PLANES

BARIAUR NAMES

BARIAUR TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Age. Bariaurs age similarly to humans, but they can live up to 160 or longer.

Alignment. Bariaur's love of personal freedom means they tend toward Chaotic Good and Chaotic Neutral. Various tribes may learn toward a whole spectrum of alignments, and the value bariaurs place on the individual mean each bariaur chooses their own path.

Size. Bariaur are about the same height as humans, though their centaur-like form makes them much heavier, usually weighing in around 500 pounds. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Keen Senses. You have proficiency in the Perception skill.

Quadruped. Double your maximum carrying capacity. However, attempting certain actions that would be awkward due to your quadruped form, such as climbing a ladder, may impose disadvantage on your check or be outright impossible. While bariaur might be able to carry another humanoid creature on their back as a rider, most bariaur find this demeaning and would never consent to being ridden.

Languages. You can speak, read, and write Common and Bariaur.

Subrace. Choose a subrace, either horned bariaur or horn-less bariaur.

HORNED BARIAUR

Horned bariaur - usually but not always male - are especially hearty combatants boasting great curving ram horns. They are trained to defend the tribe, and revel in physical competition whether a wrestling match with a giant or foot race with an elf.

Ability Score Increase. Your Strength score increases by 1.

Horns. You can make a melee attack with your horns as a weapon; they deal 1d6 bludgeoning damage. If you move at least 20 feet in a straight line charge toward an enemy before attacking, you instead deal 2d6 damage and knock a Medium or smaller target prone. The charge damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d5), and 17th level (5d6). You can purchase metal tips for 25 gp, allowing you to deal piercing damage instead of bludgeoning.

HORN-LESS BARIAUR

Bariaur born without horns - usually but not always female - have an innate resistance to magic. They are initiated in medicinal and magical lore, tasked with keeping the wisdom and legends of the tribe.

Ability Score Increase. Your Wisdom score increases by 1.

Horn-less Cunning. Your Intelligence, Wisdom, and Charisma saving throws against spells and magic are advantaged.

GITH

HEIRS OF GITH / NEVER AGAIN SLAVES

PROCLAMATION OF TWO SKIES

GITH NAMES

Githyanki Names:

Githzerai Names:

GITH TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Like humans, gith reach adulthood in their late teens and live less than a century on average.

Alignment. Gith tend toward lawful alignments. Most githyanki are ambitious, hierarchical, and vengeful, leaning toward Lawful Evil, though githyanki who flee the Lich-Queen's grasp may be of any alignment. Most githzerai are pragmatic, stoic, and austere, leaning toward Lawful Neutral; however, various sects within githzerai society embrace a wide variety of alignments.

Size. Gith stand as tall as most humans, making them Medium size, though they generally have a gaunt appearance, weighing significantly less.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Gith, the language of your forebears. Gith, a language of weird sibilants and glottal stops, is spoken by both githzerai and githyanki.

Subrace. Ancient war split the gith into two subraces: githyanki and githzerai. Choose one.

GITHYANKI

Xenophobic militants, the githyanki dwell in Astral strongholds and deep underground lairs, from which they undertake devastating raids. War is the ultimate expression of githyanki culture, and their pitiless black eyes know no mercy. They are slavishly devoted to their Lich-Queen Vlaakith who rules from the Astral stronghold Tu'narath, though she severely controls the freedoms and power of her people. PC githyanki are usually exiles or runaways from the Lich-Queen's iron rule.

Ability Score Increase. Your Intelligence score increases by 1.

Githyanki Weapon Training. You are proficient with longswords and great swords.

Githyanki Armor Training. You are proficient with light and medium armor, and never suffer disadvantage to Dexterity (Stealth) checks when wearing light or medium armor.

Innate Spellcasting (Psionics). You can innately cast *mage hand* at-will without components, and the hand is invisible. At 3rd level, you can cast *jump* once per day. At 5th level you can cast *nondetection* (self only) once per day. Your innate spellcasting ability is Intelligence.

GITHZERAI

Philosophers and ascetics, the githzerai pursue lives of rigid order. Lean and muscular, they wear simple clothing unadorned by ornamentation, keeping their own counsel and trusting few creatures outside of their own. Having turned their backs on their war-like githyanki kin, the githzerai maintain a strict monastic lifestyle, dwelling on islands of order in the chaotic seas of Limbo. Many githzerai revere Zerthimon, an ancestral leader of their people and master of psionic discipline.

Ability Score Increase. Your Wisdom score increases by 1.

Innate Spellcasting (Psionics). You can innately cast *mage hand* at-will without components, and the hand is invisible. At 3rd level, you can cast *feather fall* once per day. At 5th level you can cast *see invisibility* once per day. Your innate spellcasting ability is Wisdom.

Tower of Iron Will. Add your proficiency bonus to one of the following saving throws of your choice: Intelligence, Wisdom, or Charisma.

ROGUE MODRON

Modrons are clockwork caretakers of the gears of Mechanus, virtually unthinking in their strict hierarchical order. No beings are as focused on law, stability, and the security of harmonious repetition. But the multiverse isn't perfect - not even Mechanus - and sometimes things go wrong. Sometimes a modron receives conflicting orders from two or more superiors, or is confronted with incontrovertible proof that all is not orderly. Sometimes a modron's mind just snaps. These circumstances create rogue modrons.

When a modron goes rogue, it loses anything which would designate their position in the clockwork hierarchy. They find themselves cast out of Mechanus, the heart of law and the only world they've ever known, and plunged into the cold, lonely, and chaotic multiverse. Rogue modrons have the forbidden and reprehensible glimmerings of self-awareness, and thus are hunted by other modrons to be tried in their courts on Mechanus.

Rogue modrons are not crazed lunatics craving chaos and destruction. Most folks have trouble telling a rogue modron from a "normal" one just by listening to it speak. It is still an extremely ordered being, with law at the center of all its thoughts and ingrained in the way it feels and functions. To another modron, the differences are clear, and the rogue is some sort of chaotic wild-child; but to other folks the rogue modron still seems like the epitome of order.

Rogue modrons tend to have several conditioned responses to certain stimuli, a carryover from their connection to the one mind of Primus. For example, every time a rogue modron sees a

slaadi it might cry "Danger! Danger!" Or every time it encounters a crossbow it might estimate the crossbow's accuracy using a percentage value. Or anytime someone asks it to calculate the values of π , it might scream and hide.

ROGUE MODRON NAMES

Boxy, Clanker, Cubit, If-Then, Nines, Null Sum, Poly Hedron, Root-of-Nine, Sixes, Three-by-Three, Unit, Watcher, Widget, 2π .

ROGUE MODRON TRAITS

Ability Score Adjustments: Your Constitution score increases by 2 and your Intelligence score increases by 1.

Age. Rogue modrons are effectively immortal.

Alignment. Even though they are no longer part of the strict hierarchy of Mechanus, rogue modrons tend toward Lawful alignments.

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

Speed. Your base walking speed is 30 feet.

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

Living Construct. You are both a construct and a living creature. You are immune to disease, and you do not need to eat or breathe, though you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Truesight. Your darkvision allows you to see in even magical darkness as if it were dim light. At 3rd level you gain advantage on saving throws against visual illusions and on Intelligence checks to detect a shapechanger or creature transformed by magic. At 5th level you can cast *see invisibility* once per day. Intelligence is your spellcasting ability.

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

OPTIONAL TRAIT: AUGMENTATION

Some rogue modrons retain augmentations made by the will of Primus when they belonged to the Modron Armies of Mechanus. Instead of Truesight, choose one of the following:

- **Built-In Tools:** Choose a weapon, a suit of armor, and three pieces of equipment (such as a hooded lantern, magnifying glass, and thieves' tools) that are built into you. In addition, you have a small secret compartment in which you can conceal a small object.
- **Quadruple Arms:** You have four arms, allowing you to interact with up to four objects or features of the environment on your turn. For example, you could load a crossbow, drink a potion, and open a door. This does not increase your number of attacks, however, nor allow you to wield multiple shields effectively.
- **Vestigial Wings:** You can fly at speed 20 feet, though you must end your movement on a solid surface or you crash.

TIEFLING ALTERNATE RACIAL FEATURES

Tieflings on the planes are hardly a homogeneous group, descending from a plethora of fiends. Their appearance and abilities are unique from individual to individual. Players of tiefling PCs may opt to roll or choose on either or both of the following tables. If rolling on the Fiendish Gifts table, the result replaces the tiefling's *Infernal Legacy* trait.

TIEFLING APPEARANCE (D100, ROLL OR CHOOSE 3 [1D4+1] TIMES)

- 1-7. Horns
- 8-9. Long thin face
- 10-12. Strange mouth (forked tongue, bloody lips, pointed teeth, fangs)
- 13-15. Strange ear (pointed, fan-like, unnoticeable)
- 16-17. Strange nose (hooked, squashed, very long)
- 18-26. Strange eyes (burning iris, all black, deep-set, feline, viper, unnatural color)
- 27-31. Garishly colored hair
- 32-35. Strange hands (three fingers, six fingers on left hand, claws, rakshasa hands)
- 36-39. Long gangly limbs and emaciated appearance
- 40-43. Vestigial bat-like wings
- 44-49. Goat-like hooves and legs
- 50-55. Tail (long and thin, horse, lizard, scorpion, rat)
- 56-58. Spiny ridges along back, possible elsewhere
- 59-62. Inexplicable burn marks appear on body
- 63-66. Covered in fiendish runes tattooed on skin
- 67-69. No body hair whatsoever
- 70-72. Molts skin periodically like a snake
- 73-75. Ashen shadowy skin
- 76-78. Skin always caked with dried blood
- 77-83. Scaly or leathery skin
- 84-87. Blue, green, red, or purple-tinted skin
- 88-89. Gender ambiguous
90. Skin crawls with strange light beneath it
91. Leaves behind steaming footprints or footprints filled with insects
92. Weeps tears of blood or mild acid
93. Emits a rotting or sulfurous odor
94. Ash and cinder follow in the tiefling's wake
95. Has no shadow and/or casts no reflection
96. Tiefling's presence causes unease in natural animals
97. Tiefling's presence withers plants
98. Sunlight (or moonlight) reveals the tiefling's actual hideous face
99. Shadow of knife edge across the face
100. Pained when entering holy areas and holy water inflicts damage as if a fiend

FIENDISH GIFTS (D12, ROLL OR CHOOSE ONCE)

- 1. Amoral.** All attempts (mundane or magical) to ascertain your true motives, alignment, faction, allegiance, or deity fail outright.
- 2. Devil's Own.** Devil blood runs in your veins. You can see in magical darkness as if it were dim light using your darkvision. At 3rd level you can cast *detect evil and good* once per day. At 5th level you can cast *heat metal* once per day. Charisma is your spellcasting ability.
- 3. Demon Spawn.** Demon blood runs in your veins. You are immune to Abyssal corruption and can automatically sense the presence of demons and their influence. At 3rd level you can cast *detect evil and good* once per day. At 5th level you can cast *shatter* once per day. Charisma is your spellcasting ability. Instead of Infernal you know the Abyssal language.
- 4. Fiendish Resistance.** Gain resistance to acid, cold, lightning, or poison damage (your choice). This is in addition to a tiefling's normal fire resistance.
- 5. Hag Spawn.** The blood of night hags runs in your veins. You can cast *vicious mockery* at-will. At 3rd level you can cast *detect magic* once per day, or you may cast it as a ritual which doesn't count against your once per day usage limit. At 5th level you can cast *sleep* (at 2nd level) once per day. Charisma is your spellcasting ability.
- 6. Infernal Wrath.** When you're not at full hit points, you can draw on your inner fury to gain advantage on your attack roll or impose disadvantage on an enemy's saving throw against your spell. After you use Infernal Wrath you must take a short or long rest before you can use it again.
- 7. Liar's Tongue.** Gain proficiency in Deception, and you are immune to *zone of truth* or any spell compelling you to speak the truth.
- 8. Menacing Mien.** Gain proficiency in Intimidation, you can make your eyes glow like candles and your voice sound supernaturally menacing when you desire.
- 9. Plane-Touched.** When on the Lower Planes, you are immune to any psychic dissonance for being good-aligned, and you have an intuitive sense of special conditions and optional rules governing that plane (see DMG 57-66). You also have advantage on Intelligence checks to recall lore about the Lower Planes.
- 10. Rakshasa Blooded.** Rakshasa blood runs in your veins. You can cast *minor illusion* at-will. At 3rd level you can cast *disguise self* once per day. At 5th level you can cast *detect thoughts* once per day. Charisma is your spellcasting ability.
- 11. Succubus Born.** Succubus blood runs in your veins. You can cast *friends* at-will. At 3rd level you can cast *charm person* once per day. At 5th level you can cast *alter self* once per day. Charisma is your spellcasting ability.
- 12. Yugoloth Blooded.** The treacherous blood of yugoloths runs in your veins. You gain telepathy (100 feet) which you can only use with fiends. At 3rd level you can cast *hex* once per day. At 5th level you can cast *darkness* once per day. Charisma is your spellcasting ability.

CHAPTER 3: PLANAR FACTIONS

Amidst infinite possibilities, amidst heavens and hells vying for mortal souls, amidst a war for the hearts and minds of the planes, a body needs a place to stand. That's where the fifteen planar factions come in, groups of like-minded souls with a distinct philosophical vision of the meaning of the multiverse. While the factions often have hearty disagreements, characters from different factions will band together in times of trouble to thwart major threats.

You may only belong to one planar faction. Membership in a planar faction provides you with a network of allies, safehouses, modest spellcasting services, and a source for quests. In addition, as you progress thru the ranks of your faction with increasing renown, you gain new abilities based on the strength of your belief in the faction's cause. However, each faction also has a restriction on your behavior; if you violate this restriction you cannot gain Inspiration until atoning. Some factions also have prerequisites regarding who can join.

FIFTEEN PLANAR FACTIONS AT-A-GLANCE

Faction	Philosophy
Athar	The gods are frauds. The unknowable truth lies beyond the veil.
Believers in the Source	All creature are tested, ascending or descending in an eternal cycle.
Bleak Cabal	There is no meaning to the multiverse. The only truth lies within.
Doomguard	Entropy is the natural state of the planes. Fighting this creates suffering.
Dustmen	This "life" is a lie full of suffering and attachment. Seek the True Death .
Fated	A man makes his own destiny. With enough will anything is possible.
Fraternity of Order	Knowledge is power. Know the laws of the planes and control them.
Free League	No one has the ultimate truth. Find your own way. Live free or die.
Harmonium	Harmony is the meaning of the multiverse. Seek an end to conflict.
Mercykillers	Justice leads to perfection. Punish the guilty, protect the innocent.
Revolutionary League	Truth can't be found until we cast down the corrupt and mighty.
Society of Sensation	The planes don't exist beyond what can be sensed. Senses are truth.
Sign of One	The mind imagines the planes. We create our own realities.
Transcendent Order	Action without thought reveals the cadence of the planes.
Xaositects	Chaos is truth, order delusion. Embrace the chaos.

ATHAR

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

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

The Athar, also called Defiers or The Lost, believe that the gods of the known multiverse are just really powerful beings, but not actual gods worthy of worship. Possessing great might alone does not make any being worthy of worship. They include disgruntled ex-priests, victims of divine curses, saboteurs working against the temples of evil gods, atheist propaganda artists, and cult-breakers. For some Athar, tearing down the temples of these false gods is enough, while others search for



what is truly sacred. In Sigil they are based in the Shattered Temple, while on the planes they have safehouses in ruined temples in the Outlands and call the Athar Citadel on the Astral their headquarters. As for the *Codex of the Infinite Planes*, the Athar have mixed feelings, some seeing it as a tool of a hidden dark god, while others see it as a hint of the Great Unknown.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Ability
1	Defier (Namer)	Athar Restriction, Defiant, Divine Curse Immunity
10	Athaon (Factotum)	Hidden from the Gods
25	Factor	Banishment
50	Factol	

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

Defiant. You can spend Inspiration to remove a condition or effect imposed on you by a servant of the gods (like an angel, cleric, or proxy).

Divine Curse Immunity. You are immune to divine curses such as *bestow curse*, *divine word*, *geas*, and any other spell or effect your DM determines qualifies as a "divine curse."

Hidden from the Gods. You benefit from a perpetual *nondetection* spell when it comes to divinations cast by the gods and their servants.

Banishment. You can cast *banishment* on a servant of the gods. This requires no material components. Your spellcasting ability is Charisma. The target suffers disadvantage on its saving throw. You must take a long rest before using *banishment* again.

BELIEVERS IN THE SOURCE

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

The Believers in the Source, often called Godsmen, believe that all beings are being tested, ascending or descending in an eternal cycle of reincarnation, until they become like gods. They include mystics, hardened adventurers, those who've overcome great tragedy, and beings of every race imaginable. Some Godsmen seek out the greatest challenges they can to test themselves, while others prefer to shepherd others thru the tests that life invariably throws. In Sigil they are based in the Great Foundry, while on the planes they are welcomed in many villages and call the Fading Palace in the Ethereal Plane their headquarters. Godsmen see the *Codex of the Infinite Planes* as one of the greatest tests - figuring out what is being tested, however, is the real challenge.



RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Godsman (Namer)	Godsmen Restriction, Past Lives, Well Received
10	Factotum	Sense Divinity
25	Factor	Reincarnation
50	Factol	

Godsmen Restriction. *Raise dead* and *resurrection* do not work on you, though *reincarnation* does. Accepting aid during your personal tests is seen as beneath a true Godsmen, and doing so prevents you from gaining Inspiration until you atone or otherwise prove yourself to your faction's cause. Death is seen as merely a personal test, so accepting a *raise dead* would prevent you from gaining Inspiration, though *reincarnation* would not.

Past Lives. You can spend Inspiration to recall a bit from one of your past lives, gaining proficiency in a language or tool of your choice for the next hour.

Well Received. Godsmen are usually well-received on the planes, and initial reactions toward you are generally helpful.

Sense Divinity. As an action, you can sense the divine spark in a creature that you can see. You learn if the creature is an avatar, cleric, demigod, petitioner, proxy, or even a disguised god itself! While you do get a sense which of these categories (if any) the creature falls into, you don't learn which god it is associated with.

Reincarnation. When you die, a *reincarnate* spell automatically affects you after 1d10 days.

BLEAK CABAL

“The multiverse ain’t supposed to make sense; there’s no grand scheme, no deep meaning, no elusive order. The only truth worth finding lies within.”



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

The Bleak Cabal, its members known as Bleakers or Madmen, believe there is no inherent meaning in the multiverse, so we need to look within to find whatever meaning we give to it. Some members abandon all hope of meaning, while others who find inner meaning to fight the madness which plagues them. They include “bleaknik” poets, grim warriors, moody mages and priests, nihilists, and those who’ve been exposed to the winds of Pandemonium. In Sigil they are based in an insane asylum called the Gatehouse, while on the planes they have their headquarters in a town called the Madhouse on Pandemonium. As for the *Codex of the Infinite Planes*, Bleakers scoff at the idea of a magic book being the gateway to enlightenment. The only truths worth finding lie within.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Bleaker (Namer)	Bleaker Restriction, Madness Immunity, Undecipherable Mind
10	Factotum	Psychic Resistance
25	Factor	Absorb Madness
50	Factol	

Bleaker Restriction. You have indefinite madness (see DMG), which manifests as an additional character flaw. At the end of each day you must roll a d20, and on a 1 you succumb to a deep depression which lasts for 24 hours. During this depression, if you take any other actions besides resting, you cannot gain Inspiration until you atone or prove yourself to your faction’s cause (or lack thereof!).

Madness Immunity. You are immune to madness-inducing spells and effects, such as *confusion*, *crown of madness*, *feeblemind*, *Otto’s irresistible dance*, *Tasha’s hideous laughter*, the gaze of an umber hulk, or the winds of Pandemonium.

Undecipherable Mind. You can spend Inspiration to mask yourself from *detect thoughts* and similar forms of mind-reading for one minute (as if your Intelligence were 3 or lower).

Psychic Resistance. You gain resistance to psychic damage.

Absorb Madness. You may remove madness from a creature by touching them in an undisturbed meditation that lasts for 6 hours; at the end of this, their madness is cured and you take a level of exhaustion or suffer short-term madness as described in the DMG (your choice).

DOOMGUARD

“Entropy is ecstasy. Decay is divine. The multiverse is supposed to fall apart. We’re just here to keep fools from interfering.”



Entropy is the natural state of the multiverse and the more we get out of its way the better, according to the Doomguard, whose members are called Sinkers. While a healing spell might irk a Sinker, they are far more concerned by threats to the natural entropy of the planes such as immortal mages, powerful undead, modron armies, and regimes clinging to power after their time has passed. Members of the Doomguard include saboteurs, undead hunters, warriors who’ve seen too much, and those exposed to the Negative Energy Plane. In Sigil they are based in the Armory, while on the planes they have four Doomguard Citadels on the Elemental Planes. When it comes to the *Codex of the Infinite Planes*, many Sinkers revere it as an embodiment of entropy, pointing to the glorious devastation that has followed in its wake.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Sinker (Namer)	Doomguard Restriction, Sift, Weapon Proficiencies
10	Entropy Champion (Factotum)	Entropic Blow
25	Doomlord (Factor)	Entropic Blade
50	Factol	One with Entropy

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

Sift. You can spend Inspiration to sift thru destroyed matter for one minute, running your hand thru charred buildings and rubble, to determine the cause of destruction so long as it occurred within 100 years. You may relive brief scenes from the destruction at your DM’s discretion.

Weapon Proficiencies. You are proficient with all martial weapons. If you are already proficient with all martial weapons, then you deal +1 damage with martial weapons.

Entropic Blow. You can spend Inspiration when you hit a target, turning your hit into a critical.

Entropic Blade. You gain an *entropic blade* forged from your own flesh, though you are reduced to half hit points after the forging process. *Entropic blades* are magic items described in the *Codex of the Infinite Planes*.

DUSTMEN

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

Prerequisite: Clerics of the Life domain cannot join.



The Dustmen, also called the Dead, believe this "life" is actually just one stage of death, that we're all leading afterlives and the only difference is how aware of this truth we become. Purging themselves of emotion, Dustmen hope to attain the True Death and move to whatever lies beyond the planes (or perhaps oblivion). Those attracted to the faction include death priests, necromancers, those who've led lives of great suffering, those with undead loved ones, and mystics seeking mastery of their emotions. In Sigil they are based in the Mortuary, while on the planes they claim the Negative Energy Plane as their headquarters. Dustmen have a healthy caution for the *Codex of the Infinite Planes*, as they are taught the cautionary parable of the horrid immortality it granted the archmage Tzunk, forever depriving him the True Death.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Dead (Namer)	Dustmen Restriction, Dead Truce
10	Initiate of the 5th Circle (Factotum)	Command Undead
25	Initiate of the 1st Circle (Factor)	Beyond Life
50	Factol	

Dustmen Restriction. *Raise dead, resurrection, and true resurrection* do not work on you. If you act against the True Death (e.g. by attempting to restore someone to life or forcing a ghost to linger longer than necessary) you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Dead Truce. An ancient compact between the Dustmen and undead prevents undead from attacking you unless you initiate hostilities first. You can spend Inspiration to extend the Dead Truce to companions within 5 feet of you as long as you maintain concentration.

Command Undead. You can use an action to command a mindless undead within 60 feet of you. If the undead already obeys the commands of a master, it gets a Charisma saving throw (Difficulty 8 + your proficiency bonus + your Charisma modifier). If the undead fails its save or has no master, it becomes friendly and obeys your commands until you use this ability again.

Beyond Life. You are no longer considered to be a living creature with respect to spells and magic (e.g. *anti-life shell*). Should you die and your remains are returned to the Dustmen, you are revived as a free-willed undead. As an undead you no longer need to breathe, sleep, eat, or drink, you are immune to poison damage and the poisoned condition, and you gain darkvision (60-ft). You count as undead for the purposes of spells and effects.

FATED

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



The old adage "survival of the fittest" is the Fated's mantra; they seek to be self-reliant, to adapt to whatever the multiverse throws at them, and to make their own destiny. Also called Takers or the Heartless, they include pioneering explorers, power-hungry nobles, blackmail artists, and rogues. In Sigil they are based in the Hall of Records, while on the planes they make their headquarter's in Rowan's Hall on Ysgard. Many Takers would like to claim the *Codex of the Infinite Planes* for their own, though a few believe their founder to be trapped within the Codex as an object lesson in the dangers of putting ambition before adaptation.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Taker (Namer)	Fated Restriction, Bonus Proficiencies, Self Reliance
10	Factotum	Make Your Own Fate
25	Factor	Extortion? Enhance Ability?
50	Factol	

Fated Restriction. Members of the Fated don't accept or give charity, always demand (or provide) services before payment is rendered, and strive towards self-reliance. Should you compromise these core values, you lose the ability to gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Bonus Proficiencies. Gain proficiency in 2 skills, weapons, or tools of your choice.

Self Reliance. You can spend Inspiration to apply your proficiency bonus to an ability check when using a skill you're not proficient in.

Make Your Own Fate. Attempts to foretell your future are always ambiguous, as are divinations regarding you.

Extortion. Enhance Ability.

FRATERNITY OF ORDER

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

Prerequisite: Only Lawful characters can join the Fraternity.

“Knowledge is power” claims the Fraternity of Order, whose members are known as Guvners and seek to master the rules that govern the planes themselves. They include sages, bureaucrats, information brokers, scholarly mages, and priests of gods of knowledge. In Sigil they are based in the City Courts where many Guvners sit as judges or administrators, while on the planes their headquarters is the Fortress of Disciplined Enlightenment on Mechanus. There is no question that the Guvners would love to get their hands on the *Codex of the Infinite Planes* and the infinite knowledge it holds.



RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Guvner (Namer)	Guvner Restriction, See Pattern
10	Administrator (Factotum)	Manipulate Probability
25	Bureau Chief (Factor)	Loophole
50	Factol	

Guvner Restriction. A Guvner won’t break the law unless he can find a loophole around it. Should you knowingly break a law, you lose the ability to gain Inspiration until you atone or otherwise prove yourself to your faction’s cause.

See Pattern. You can cast *comprehend languages* once per day. You may spend Inspiration when casting *comprehend languages* to decode any secret messages or ciphers in the writing, and to recognize the presence of arcane sigils (e.g. *glyph of warding*).

Manipulate Probability. Once per day, you can manipulate probability as a bonus action to apply advantage or disadvantage to an attack, check, or saving throw that you or a creature you can see makes. This appears as a series of coincidences you orchestrated which leads to some helpful or disruptive circumstance.

Loophole. You discover a loophole in the laws of the multiverse that allows you to cast a single spell of 5th level or below. Describe the nature and logic of your loophole. Each time you cast this loophole spell there is a cumulative 10% chance the multiverse closes that loophole. Once closed, you lose access to the loophole spell, but you can learn a new loophole by spending 10 days x the spell’s level of downtime researching.

FREE LEAGUE

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

"Live free or die" is the Free League's motto, and its members who are known as Indeps uphold personal freedom and political independence as the greatest of virtues. Though neutral in most conflicts, Indeps vehemently oppose tyrants, slavery, and any who would deprive a being of their free will. The Free League includes bards, bariaur, wanderers, planar merchants, smugglers aiding escaping slaves, nationalists struggling for recognition of their land's independence and many more. In Sigil they are based in the Great Bazaar, while on the planes they inhabit numerous villages and towns in the Outlands. As a rule, Indeps want nothing to do with the *Codex of the Infinite Planes* which many see as a symbol of mental slavery. Better yet, destroy the cursed book.



RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Indep (Namer)	Indep Restriction, Free Mind
10	Factotum	Know Faction
25	Factor	Freedom of Movement
50	Factol	

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

Free Mind. You have advantage on saving throws against charm spells and effects. Additionally, you can spend Inspiration to remove the charmed condition from yourself.

Know Faction. When observing or interacting with a creature for 1 minute, you can determine which faction they are aligned with, provided you know about that faction. If the creature is trying to conceal its faction, you must make a Wisdom (Insight) check opposed by their Charisma (Deception). Note that members of the Revolutionary League always appear to be whatever faction they're disguised as, even if you use *Know Faction*.

Freedom of Movement. You benefit from a continuous *freedom of movement* effect, as per the spell, so long as you're conscious.

HARMONIUM

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

Prerequisite: Only Lawful characters can join the Harmonium.

The Harmonium, also known as Peacemakers (or Hardheads by those more jaded) believe in enduring peace, even if sometimes violent means are required to achieve their ends, and see unresolved conflicts as the greatest threat to the planes. They point to the Blood War as the antithesis of their beliefs. Despite their love of peace, the Harmonium is organized as a semi-military faction. Peacemakers include itinerant negotiators, military commanders who've seen too much bloodshed, clerics and paladins of St. Cuthbert, and pacifist monks. In Sigil they are based in the City Barracks, while on the planes their headquarters is the town of Melodia on Arcadia. The Harmonium know the *Codex of the Infinite Planes* was used to found a harmonious empire on the Prime Material Plane ages ago, but they also know it destroyed that same empire: the Isles of Woe.



RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Notary (Namer)	Harmonium Restriction, Charm Person, Sue for Peace
10	Measure (Factotum)	Peaceful Mind
25	Mover (Factor)	Command
50	Factol	

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

Charm Person. You can cast *charm person* once per day, using Charisma as your spellcasting ability.

Sue for Peace. You can spend Inspiration to convince two hostile groups to stop fighting long enough to hear what you have to say for up to 1 minute.

Peaceful Mind. Your saving throws against fear and emotion-related magic are advantaged.

Command. You can cast *command* as a 3rd level spell once per day, using Charisma as your spellcasting ability.

MERCKILLERS

“Justice is everything. When properly applied, justice leads to perfection.”

Prerequisite: Only Lawful characters can join the Mercykillers.



Justice, the Mercykillers’ ideal, is a two-edged blade: it punishes the guilty just as it defends the innocent. Depending on a Mercykiller’s alignment, they may be more concerned with issues of social justice (good), or derive satisfaction in punishing the guilty (evil). They include bounty hunters, guards, anyone with a vendetta, and legal advocates. In Sigil they are based in the Prison, while on the planes their headquarters are split between Bytopia and Acheron. Mercykillers approach the *Codex of the Infinite Planes* with a “you deserve what you get if you mess with it” attitude, though some go so far as to claim the Codex itself is guilty.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Mercykiller (Namer)	Mercykiller Restriction, Justice Strike, Zone of Truth
10	Justice (Factotum)	Sense Guilt
25	Justicar (Factor)	Bonded Quarry
50	Factol	

Mercykiller Restriction. Mercykillers who let the guilty go without justice, or who present false testimony against the innocent betray their faction. Should you betray the Mercykiller’s beliefs you cannot gain Inspiration until you atone or otherwise prove yourself to your faction.

Justice Strike. You can spend Inspiration to deliver a blow for justice against a known criminal, turning your hit into a critical hit.

Zone of Truth. You can cast *zone of truth* once per day.

Sense Guilt. When observing or interacting with a creature for 1 minute, you can make a Wisdom (Insight) check to determine how much guilt they feel (none, a little, some, a lot) regarding a specific topic raised by you, another, or the environment.

Bonded Quarry. When you swear to pursue an escaped criminal or prove a wrongfully accused innocent, you can sign a document in blood, magically bonding yourself to your quarry. Your quarry becomes aware of this bond; a criminal is filled with dread while a wrongfully accused innocent is filled with hope. You have a flawless direction sense to your quarry, which spans across planes. During a day of downtime you may change who your quarry is via another ceremony, though only if the situation with your previous quarry is resolved. Additionally, you receive a *scroll of hold person* (which you can use even if you’re not a spellcaster) or a *potion of truth* (which Mercykillers call “blood of justice”) to aid in bringing your quarry to justice.

REVOLUTIONARY LEAGUE

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



Prerequisite: Lawful characters can't join the League.

The Revolutionary League, known as Anarchists, believes that power corrupts, and that governments should fear their people rather than the other way around. Members of the Anarchists include proletariat rabble-rousers, vigilantes, assassins with a cause, and saboteurs. In Sigil they operate from secret safehouses, while on the planes their headquarters is the Bastion of Lost Hope in Carceri. Most Anarchists see the *Codex of the Infinite Planes* at best as a weapon to help them overthrow the old order, and at worst as a dangerous weapon of tyrants past.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Anarchist (Namer)	Anarchist Restriction, Conceal Motives, Faction Guise
10	Factotum	Deep Cover
25	Factor	Resistance Cell
50	Factol	

Anarchist Restriction. Anarchists cannot hold public office, noble title, own a business, hoard wealth, or tie themselves to the power structure. Should you betray your faction's beliefs, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction.

Conceal Motives. You can spend Inspiration as a reaction to perfectly conceal your thoughts and motives. Whoever was attempting to gain insight into you instead receives whatever information you choose or merely gets a muddled result.

Faction Guise. You can automatically pose as a member of any other faction; neither magic nor ability checks reveal that you don't belong to the faction. While you don't gain special abilities of the faction, you do benefit from social position in the faction at the Namer level.

Deep Cover. You gain proficiency in one of the following: disguise kit, forgery kit, thieves' tools, or a language. During downtime, you can infiltrate a faction, increasing your renown in that faction by 1 each day you spend establishing your deep cover. The maximum renown you may possess in that faction is equal to your renown in the Revolutionary League.

Resistance Cell. During downtime you can organize a resistance cell to fight a regime or other authority you deem unjust. Each day you organize the cell it has a 1% cumulative chance to intercept a communique, stymie the regime's communications, or perform some small act of sabotage so long as you maintain active resistance. However, neglecting the cell for a month or major setbacks to the cell's operations can reset this percentage chance to 0%.

SIGN OF ONE

"The multiverse exists because the mind imagines it. We create our own realities."



The Sign of One believes that the material world is an illusion, and that what we consider reality is actually constructed by the mind. We use many names to describe one truth, reflecting our own biases, but the truth is One. They include truth seekers, travelers discovering new cultures, empaths, solipsists, and rhetoricians. In Sigil they are based in the Hall of Speakers, while on the planes their headquarters are in the Beastlands. Signers, as members of the Sign of One are called, view the *Codex of the Infinite Planes* in one of two ways; some see it as merely a magic object that is part of the illusion, while others see it as a powerful (and dangerous) tool for cutting thru the veil.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Signer (Namer)	Signer Restriction, Illusion Resistance, Imagining
10	Factotum	Lucid Dreaming
25	Factor	Greater Imagining
50	Factol	

Signer Restriction. Signers reject materialism, and anytime you indulge in materialism or disregard the power of the mind to shape reality, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Illusion Resistance. Your saving throws against (and attempts to disbelieve) illusions are advantaged, as you believe all the world is created from within.

Imagining. You can spend Inspiration as an action to create coincidental changes to your environment like an unexpected door providing an escape route or a street crew forgetting to light a lantern. As a rule, the DM has final say over what is an allowable coincidence.

Lucid Dreaming. You can perform research while asleep and suffer no Wisdom (Perception) penalty while asleep. After a long rest during which you sleep, you can conjure either an object worth no more than 10 gp or any creature of CR 1/2 or less (this creature is friendly to you). The object or creature vanishes when you next sleep during a long rest.

Greater Imagining. When you use your *imagining* ability, you can emulate any 5th level or lower spell. Charisma is your spellcasting ability. Doing so requires a Charisma check against a Difficult of 10 + 1 per spell level. If you succeed, the spell is successfully emulated. However, if your check result is 1 or less, roll on the Imagining Mishaps Table. Each subsequent *imagining* check you make in the same week imposes a cumulative -5 penalty on your Charisma check.

IMAGINING MISHAPS (D10)

1. You imagine yourself out of existence until someone uses a *wish* to bring you back or another Signer imagines you back into existence.
 - 2-3. You become an ethereal version of yourself, reducing by half your maximum hit points and any damage you deal. You may try once per day to return to reality with a DC 15 Charisma check.
 - 4-7. You suffer a level of exhaustion and cannot use your *imagining* power for a week.
 - 8-10. Your *imagining* has an unintended effect as determined by the DM. This could include the spell backfiring or a coincidence working against the party, for example.
-

SOCIETY OF SENSATION

“To know the multiverse, experience it fully. The senses form the path to truth, for the multiverse doesn’t exist beyond what can be sensed.”



According to the Society of Sensation, also known as Sensates, the multiverse doesn’t exist beyond what can be sensed; they strive to expand their palate of experience to encompass as much as they can. They include artists of every shade, epicurean bards, planewalkers, wanderers, and anyone with a taste for the finer things in life. In Sigil the Sensates are based in the Civic Festhall, while on the planes their headquarters is the Gilded Hall in Arborea. It’s hard to understate the draw of the *Codex of the Infinite Planes* to Sensates; the sheer volume of experiences held in its pages puts their Civic Festhall to shame, and might very well be worth the risk to a Sensate.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Sensate (Namer)	Sensate Restriction, Honed Senses, Sensory Touch
10	Factotum	Ward of the Senses
25	Factor	Sense Link
50	Factol	

Sensate Restriction. Sensates’ beliefs center on trying new experiences; if you reject a potential new experience that is not clearly harmful, then you cannot gain Inspiration until you atone or otherwise prove yourself to your faction’s cause.

Honed Senses. You gain darkvision (60 ft.) or, if you already have darkvision, double its range. In addition, you gain proficiency in Insight, Investigation, or Perception (your choice).

Sensory Touch. You can spend Inspiration to use a *sensory touch* on a creature you touch during a minute of quiet reflection; the touch transfers one of your Hit Dice worth of hit points to the target as you open to their pain, experiencing a brief vision of how they received their wounds. At 4th level you can transfer up to 2 HD, at 8th level up to 3 HD, at 12th level up to 4 HD, at 16th level up to 5 HD, and at 20th level up to 6 HD.

Ward of the Senses. You are immune to being blinded or deafened.

Sense Link. You can establish a *sense link* with a willing or restrained/incapacitated creature you touch during a minute of quiet reflection. If they are unwilling they get a Wisdom saving throw (DC 10 + your proficiency bonus + Charisma modifier). Once the link is established, you gain the benefit of a *clairvoyance/clairaudience* spell centered on the target for up to 8 hours as long as you maintain concentration.

TRANSCENDENT ORDER

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

The Transcendent Order, whose members are called Ciphers, seeks the purity of action without thought, and adhere to a philosophy of intuitive connection to the “cadence of the planes.” They include monks, esoteric warriors and mages, and those who seek inner peace. In Sigil they are based in the Greaty Gymnasium, while on the planes they call Elysium home. Many Ciphers believe the *Codex of the Infinite Planes* can offer great insights and a deeper connection to the planes, though only to one who is ready to transcend.



RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Cipher (Namer)	Cipher Restriction, Action Trance, Initiative Bonus
10	Master of the Heart (Factotum)	Precognition
25	Master of the Mind (Factor)	Greater Action Trance
50	Master of the Spirit (Factol)	

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

Action Trance. You can spend Inspiration to enter an *action trance* as an action. This trance lasts for up to one minute, and while in trance you win all initiative ties, can take reactions even when surprised or a monster’s ability expressly would prevent you from taking reactions, and you gain advantage on Strength (Athletics) and Dexterity (Acrobatics) checks.

Initiative Bonus. You add your proficiency bonus to Dexterity checks for initiative.

Precognition. During a long rest in which you meditate for at least an hour, you receive fleeting visions of the future that grant you information equivalent to an *augury* spell.

Greater Action Trance. Entering an *action trance* no longer requires an action on your part; instead, you may enter it automatically when initiative is rolled. While in trance, your saving throws against mind-affecting spells and effects (like *charm person*, a monster’s fear aura, or a harpy’s song) are advantaged, and you are immune to *detect thoughts* and other forms of mind-reading.

XAOSITECTS

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

Prerequisite: Only Chaotic characters can join the Xaositects.



Xaositects, also called Chaosmen, embrace the chaos around them, believing there is no connection between cause and effect, that the rules and divisions we create all just conceal one fundamental truth: everything changes. They include graffiti artists, gamblers, wild mages, crazed thugs, anyone exposed to the chaos soup of Limbo. In Sigil they are based in the heart of the Hive, while on the planes they call Limbo home. Some Xaositects are fascinated with the *Codex of the Infinite Planes* and its unpredictable impact on the course of history, though they’re hardly organized about seeking it out.

RANKS AND SPECIAL ABILITIES

Renown	Rank	Special Abilities
1	Chaosman (Namer)	Xaositect Restriction, Babble, Embrace the Xaos
10	Boss (Factotum)	Incite Mob
25	Big Boss (Factor)	Channel Randomness
50	Factol	

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

Babble. You can spend Inspiration to use *babble* as an action against a creature you can see within 60 feet. The creature must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier), or else it speaks gibberish for the next hour and any spells it tries to cast with a verbal component have a 50% chance of failing. Neither *comprehend languages* nor *tongues* can make the creature understood.

Embrace the Xaos. You know scramblespeak, the secret Xaositect language which is also understood by slaadi. You also have an instinctive sense for whether a phenomenon is truly random or if there is an underlying order; though, if there is an order, you don’t understand it.

Incite Mob. You can cast *confusion* once per day, using Charisma as your spellcasting ability.

Channel Randomness. Once per day you can duplicate the effects of a *wand of wonder* (DMG). Alternately, you may duplicate the effects of another magic item with a random table like a *bag of tricks* or *deck of many things* at your DM’s discretion.

Faction	Factol (pre-War)	HQ (pre-War)	Factol (post-War)	HQ (post-War)
Athar	Terrance (PL/♂ HUMAN CLERIC 19/LG)	Shattered Temple	Tobias Gnoas (PL/♂ HUMAN CLERIC 12/N)	Athar Citadel (Astral), Spire (Outlands)
Believers in the Source*	Ambran (PL/♂ HALF-ELF RANGER 19/NG)	Great Foundry	Ombidias (PR/♂ VOADKYN DRUID 7/NG)	Ambar's Palace (Ethereal)
Bleak Cabal	Lhar (PL/♂ HALF-ORC FIGHTER 8/CN)	Gatehouse	Tyvold (PL/♂ HIGH ELF FIGHTER 5, CLERIC 6, WIZARD 7/CG)	Madhouse (Pandemonium)
Doomguard	Pentar (PL/♀ HUMAN RANGER 20/CN)	Armory	The 4 Doomlords	Doomguard Citadels
Dustmen	Skall (PL/♂ LICH/NE)	Mortuary	Oridi Malefin (PL/♀ TIEFLING CLERIC 18/N)	Mortuary
Fated	Duke Rowan Darkwood (PR/♂ HUMAN CLERIC 20/CN)	Hall of Records	Aram Oakwright (PL/♂ HILL DWARF FIGHTER 4/NG)	Rowan's Hall (Ysgard)
Fraternity of Order	Hashkar (PE/♂ HILL DWARF PETITIONER/LN)	City Court	Lady Nancias Garabutos (PL/♀ HUMAN WIZARD 11/LN)	Fortress of Disciplined Enlightenment (Mechanus)
Free League	—	Great Bazaar	—	Outlands
Harmonium	Sarin (PR/♂ HUMAN PALADIN 16/LG)	City Barracks	Faith (PR/♀ HUMAN CLERIC 12/LG)	Melodia (Arcadia)
Mercykillers**	Alisohn Nilesia (PL/♀ TIEFLING WIZARD 8/LE)	Prison	Arwyl Swan's Son (LG male human paladin17)	Bytopia
Revolutionary League	—	—	—	Bastion of Last Hope (Carceri)
Sign of One*	Darius (PL/♀ HUMAN WIZARD 11/NG)	Hall of Speakers	Sarazh (PL/♀ TIEFLING CLERIC 14/LG)	Dreamhearth (Beastlands)
Society of Sensation	Erin Montgomery (PL/♀ HUMAN CLERIC 9/LG)	Civic Festhall	Cuatha Da'nandin (PR/♂ HALF-ELF RANGER 12/LG)	Gilded Hall (Arborea)
Transcendent Order	Rhys (PL/♀ TIEFLING FIGHTER [ELDRITCH KNIGHT] 15/N)	Great Gymnasium	Rhys (PL/♀ TIEFLING FIGHTER [ELDRITCH KNIGHT] 15/N)	Elysium
Xaositects	Karan (PL/♂ GITHZERA FIGHTER 9/CN)	Hive	—	Limbo

* The Believers in the Source and Sign of One merged into the "Mind's Eye" after *Faction War*.

** After *Faction War* the Mercykillers splintered into the Sons of Mercy, a gentler version, and the Sodkillers, who believe might makes right. The post-War information for the Mercykillers is representative of the Sons of Mercy.

CHAPTER 4: SPELLS

SPELL LISTS

BARD SPELLS

LEVEL 1

Portal Beacon

LEVEL 4

Blessed Forgetfulness/
Winged Memory

CLERIC SPELLS

LEVEL 1

Portal Beacon

LEVEL 4

Blessed Forgetfulness
Surelock
Winged Memory

LEVEL 8

Sphere of Survival

DRUID SPELLS

LEVEL 1

Portal Beacon

LEVEL 4

Blessed Forgetfulness
Surelock
Winged Memory

LEVEL 8

Sphere of Survival

PALADIN SPELLS

LEVEL 4

Surelock

RANGER SPELLS

LEVEL 1

Portal Beacon

LEVEL 2

Warp Sense

SORCERER SPELLS

LEVEL 1

Portal Beacon

LEVEL 2

Warp Sense

WARLOCK SPELLS

LEVEL 1

Portal Beacon

LEVEL 2

Warp Sense

LEVEL 3

Gate Ward

LEVEL 7

True Name/Spiritwrack

WIZARD SPELLS

LEVEL 1

Portal Beacon

LEVEL 2

Warp Sense

LEVEL 3

Gate Ward

LEVEL 7

True Name/Spiritwrack

LEVEL 9

Demiplane Seed

SPIRIT WRACK/TRUE NAME 7

DEMIPLANE SEED 9

GATE WARD

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a silver bar worth at least 50 gp engraved with the wizard's seal and bent into a circle)

Duration: 1 minute

You touch a portal linking two planes, or two places on the same plane. That portal ceases to function for the duration, and anyone attempting to use it sees your personal wizard's seal flare to life briefly in the arch of the portal, signaling that it has been warded. If you have no personal wizard's seal, then instead your face is displayed. *Dispel magic* can be used to break a *gate ward*. Bear in mind that in Sigil, City of Doors, the Lady of Pain's will over portals is absolute and no portal can be warded against her wishes.

At Higher Levels: When you cast this spell using a 4th level spell slot, increase the duration to 10 minutes. With a 5th level spell slot, increase the duration to 1 hour. With a 6th level spell slot, increase the duration to 6 hours. With a 7th level spell slot, increase the duration to 24 hours. With an 8th level spell slot, increase the duration to 1 week. With a 9th level spell slot, increase the duration to 1 month.

PORTAL BEACON

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You touch a portal and name up to eight intelligent creatures who you must know, though they do not need to be present when you cast *portal beacon*. For the next 8 hours, those named creatures know the direction and rough distance to the portal as long as they remain on one of the two planes it connects.

SPHERE OF SURVIVAL 8 (CLERIC)

SURELOCK 4 (CLERIC)

WARP SENSE

2nd-level divination

Casting Time: 1 action

Range: Self (60-ft. radius)

Components: V, S

Duration: Concentration, up to 1 minute

You attune your senses to detect a faint shimmering around any portals within a 60-ft radius of yourself. As an action, you can focus your senses on a known portal to deduce which plane it leads to, the type of portal (conditional, one-way, permanent, shifting, or variable), and what the portal's key is (if any).

WINGED MEMORY/BLESSED FORGETFULNESS 4 (CLERIC)