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Sigil: the City of Doors. It’s considered by some to be the jewel of the Outlands, the nexus of power of the multiverse, a place of great beauty or ugliness. Every day in Sigil, deals are made that seal the fate of hundreds and thousands, negotiators barter for peace in the Blood War, and factotums seek the truth to the meaning of everything. People die, ideals are born, and great power is wielded with the flick of a finger.

Sigil is a place of contradictions. It’s the center of an infinite multiverse. It’s an embattled neutral ground in a battlefield of philosophy. It’s the City of Doors and yet it’s called the Cage. It’s home to pit fiends and solars, devas and yugoloths, all living and drinking and socializing in more or less peaceful state.

This booklet is your guide to the happenings in the Cage. It’s got all the information you could possibly want as players and dungeon masters to plan and run your own adventures in the City of Door, making your stay in the wonderful city all the more enjoyable.

**Chapter One: At a Glance**

This chapter provides an overview of Sigil’s general themes. Here you’ll find general information such as how to get around, local customs, holidays, politics, and what kind of services you can find in the rest of the city. You’ll also find some information as to how to understand the entries in the rest of the book.

**Chapter Two: The Tout’s Tour**

Describes the city of Sigil in greater detail, enumerating many of the more prominent neighborhoods in the various Wards of Sigil.

**Chapter Three: The Politics of Belief**

Details the various factions of Sigil, and describes the varying roles that they play in the day to day affairs of running the city.

**Chapter Four: Law and Order**

Discusses the various laws of the city, as well as the role of the various factions as involved in the judicial system.

**Chapter Five: Sects and Organizations**

Presents various organizations, sects, cults, and guilds which, aside from the various factions, the Player Characters can join or have significant interactions with.

**Chapter Six: Bloods and Spellslingers**

Presents rules options designed for player characters who make their residence in the city. New Prestige Classes, feats, spells and mundane and magic items open new possibilities for PCs.

**Chapter Seven: Monsters and Encounters**

Details NPCs and groups that serve as villains for the PCs, as well as some of the monsters that are native to the city.
Chapter One: At a Glance

Sigil, the largest planar metropolis in the Planes, and one of the most important cities in all of the multiverse, is located in an impossible location: at the top of the Infinite Spire in the center of the Outlands. The City of Doors is located in the inside face of a large torus that floats in the center of the Outlands, making everything about the City absolutely unique. No matter where a cutter stands in the city, if they look up to the skies they’ll see nothing but more buildings.

Sigil’s not a place for Clueless, particularly arrogant Clueless. Cagers are arrogant beyond measure, but they can get away with it because they’re wise to the way of things. But visitors shouldn’t strut their airs, and they’d do best to find themselves some kind of guide to help them navigate the curves of the kriegstanz, the war of belief that’s waged in Sigil’s streets every day.

The Cage is not like any other place in the multiverse. An infinity of portals link Sigil to everywhere in the multiverse – any doorway, window, arch, or frame might be a dormant portal waiting for the right link to activate it and send an unwary sod to the deepest pits of the Abyss. But this makes the city vitally important to trade throughout the Planes – here, merchants from everywhere gather and meet to sell and distribute their wares. Business is conducted between opposing parties, adventurers come to launch expeditions into the Planes, and the unfortunates of the Planes get marooned in its back alleys. Cutters can learn the way of the Cage – even Primes – while the Clueless are left behind to die.

Sigil is a torus with a 5 mile diameter and a 20 mile circumference – at least by official Guvner records. In truth, the layout of the city is mutable at the whims of the Lady of Pain, although this magical shifting is very rarely apparent, and is notable only in the Hive, where it’s said the Lady hides her Mazes. Despite this large size – at 20 miles of surface, the city is huge – the city always feels crowded. Tiny spaces in buildings that would normally house closets or pantries instead become shops or whole apartments for families. Buildings crowd each other overhead, and some streets are cut off from the skies altogether, cut off by buildings and other streets.

The city is divided into six different Wards, with each Ward divided into various districts and neighborhoods. The Wards aren’t delineated by borders or lines – it’s hard for even the oldest Cagers to tell specifically where one Ward ends and the other begins. Wards are more delineated by the people who live and toil in the Wards – as various neighborhoods fall into disrepair or grow into prosperity, they shift and grow and fall into different Wards.

**The Lady’s Ward** – always “The Lady’s” Ward, and the “t” is always capitalized – is the home to Sigil’s powerful elite. The nicest of Sigil’s wards, it attracts the most powerful and the richest and most influential – cutters looking to rub elbows with high ups could do worse than make their way to The Lady’s Ward.

**The Lower Ward** is Sigil’s beating industrial heart, churning out the tools and supplies that make city life possible. This is where the blue collar workers live, where goods are made, and where goods are stored.

**The Market and Guildhall Wards** are where things are sold, bartered and traded in the Cage.

Sigil by the Numbers

Using the standard format for presenting city statistics, Sigil looks something like this.

**Sigil (Planar Metropolis):** Nonstandard (Lady of Pain), Conventional (Council of Factions), Nonstandard (Crime groups); AL True Neutral; GP Limit: 300,000 gp; Assets: 750 million gp; Population: Approx. 500,000, integrated (37% human, 20% planetouched, 10% bariaur, 10% githzerai, 5% dwarves, 3% goblinoid, 2% elves, 2% gnomes, 2% halfling, 2% orc, 10% other).

Authority figures within the city appear throughout this book.
Though its difficult for even the most savvy natives to tell where the one ends and where the other begins, the traditional differentiation states that the Market Ward is where goods are sold, and the Guildhall Ward are where services are provided. 

**The Clerk’s Ward** is the bureaucratic center of the city, where things are documented in triplicate. Being the best patrolled neighborhood in all of the city also means that anyone who can afford to live here (no easy feat) will likely move here.

**Architecture**

Sigil is, for all intents and purposes, an eternal city, and as such has seen the rise and fall of an infinite number of architectural styles. The city therefore lacks any kind of cohesive architectural unity, although there remains a few subtle generalities.

Almost every building in Sigil is created of stone or iron. These materials are actually cheaper in the City of Doors than wood, which must be imported from somewhere in the planes, as opposed to conjured by a spellslinger. Even with the commonality of these building materials, the cases of the high ups are still constructed using imported stones and metals from somewhere in the Planes – Gehennan limestone, marble from Mount Celestia, or bloodstone from the Abyss are all popular materials for the richest folk.

Similarly, the prominence of iron makes this material the most common material for decorations. A lot of buildings in Sigil – particularly the larger, important buildings – are decorated with large, menacing blades that jut from every rooftop or windowsill. The blades serve multiple purposes, from decorative, historical, allusory, to the simpler purposes of security – those blades are *sharp* – to cleanliness, keeping pigeons and animals from perching on available ledges.

Most residences in Sigil are built around an internal courtyard, with access to the buildings only available through the courtyard and access to the courtyard blocked off by a narrow alleyway, a gate or a portcullis. Public housing keeps the courtyard open to any comers, although privately owned buildings tend to close the gates at night or when the owners are away. These courtyards enforce a greater privacy, allowing some little space “outdoors” for the homeowners (as yards are far too expensive and owned only by the very rich). Some import dirt and turn the courtyards into small walled-off gardens. During times of riot or public distress, it’s common for bystanders to run into the nearest courtyard for safety.

**What Brings You to Sigil?**

Be it adventure, business, or pleasure, Sigil has enough to attract thousands of visitors in any given day. Although the city’s stable population averages something around a half million souls, it’s not unusual to have over a million people in the city at any given point and time. Most adventurers who come to Sigil come to resupply in between trips out to the planes, or as a layover to find a portal to take them closer to their destination. Whether it’s to sell a magic item or to have a relaxing night out on the town, a cutter needs to know where they want to go, or they could spend a long time wandering around the City of Doors.

**Antiquities**

Despite its ancient age, Sigil is not a place that likes to look back on itself. The city’s museums are mostly dedicated to the showcasing of pieces of art as opposed to historical antiquities. Even so, however, adventurers looking to learn about planar antiquities, or if they merely want to look at a few examples of such historic memorabilia, they’ll need to head to The Lady’s Ward. In the gilded roads of this ward, adventurers can locate all of the history they require.

The most obvious spot to begin is the Library of the Lady, where much of the Cage’s history can be found written across a multitude of volumes. However, smart or resourceful cutters can attempt to cut the middle man and go straight to the High Houses of The Lady’s Ward, where any number of Golden Lords maintain collections of ancient objects, historic tomes, and other relics. Arranging such a
visit might require some fast talking, and likely a little garnishing, but few Golden Lords wouldn’t like the excitement of getting embroiled in some adventure.

**Banking**

Characters bringing large amounts of valuables can find suitable banking services in the Guildhall Ward. There, the Banking Guild provides suitable money lending, usury and banking services to fit all of your needs. Many members of the Banking Guild are willing to lend you money on collateral or interest, with a maximum allowed legal rate of lending at one coin in every four. The rates are poor, but the penalties for not paying are worse.

   Word to the wise: Never borrow from a Baatezu. They very rarely like to collect on coin, preferring favors designed to muddle an individual’s moral alignment, or having someone they can use as a scapegoat or to take the fall for a failed scheme.

**Commerce (General)**

Characters seeking to engage in commerce can visit any number of Sigil’s marketplaces. While the Market Ward has the largest number of these markets, one can also find smaller markets throughout the various districts and neighborhoods of Sigil. After all, a trip to the Market Ward can easily eat up an entire day, depending on distance, crowds, and weather.

Characters looking to set up their own shingle somewhere can buy a merchant’s permit from the Hall of Records. The permit costs differently depending specifically on where you wish to deal your business.

   **Setting Up Shop:** A market permit allows you to set up a shop in a given market, but you actually need a shop to set up. At the very least, you will need a cart and tarp to display your wares, materials which will cost a cutter around 50 gold pieces. Buying an actual location is much more expensive – a small, simple shop which includes rough shelves, a sales counter, and a back room for storage will run you 2d4x500 gp. An average shop including polished floors, handsome shelves, a picture window and glass cases will run you 2d8x1,000 gp. An upscale shop will cost you around 4d8x2,000 gp, and has marble floors, locked display cases, leather chairs, and various other luxuries.

**Communications**

A city as large as Sigil needs an informational structure in order to keep it from collapsing on itself. Most people are far too busy to go traipsing around for hours to deliver a message or to find someone, especially since a trip into the next Ward might well take several hours depending on the time of day. As such, Sigil has set up a Courier’s Guild dedicated to running messages from one location to another. The honor and reputation of the Courier’s Guild is quite highly regarded in the City of Doors – after all, when you’re carrying a message for a group of fiends, you don’t want to be flapping your bone-box to the nearest bubber who asks a question.

   The couriers are one of the few castes of people in Sigil that shine with just a bit of gallantry. Children who grow up in the Cage grow up hearing bard’s tales of noble messengers bearing important packages for lords, powerful wizards, barbaric warriors, getting to visit the highest of places and most exotic of locales. The reality is a bit harsher – couriers spend their day running from place to place, sometimes defending their packages with their lives if they have to.
Still, even the most dedicated courier can be waylaid, conied, or killed. For this reason, the Courier’s Guild offers a special magic mouth service, where they instill a special enchantment on the courier wherein a magic mouth spell delivers the information for you without the courier ever having to hear of it before delivery. Such dealings are often made in secret, and delivery is always hush-hush – nothing more attention grabbing than a mouth suddenly appearing on someone’s chest and spouting off a bunch of dark.

For those with even more cash or seeking to get messages out across the planes, the Courier’s Guild can offer sending or whispering wind messages to various known stations throughout the Planes. The Courier’s Guild maintains at least one message station in every Ward of the city, as well as a station in every known Gatetown in the Outlands. Nobles or high ups who can exert greater influence over the Courier’s Guild can expand these options to include friends and acquaintances of the Courier members throughout the planes.

The top of the line special courier service is courier with the capability to dimension door, teleport or otherwise move long distances in short times. These special couriers are in great demand, as their ability to transport messages is not limited to a specific word count (all three of the magical courier services – magic mouth, whispering wind and sending – are limited to a certain number of words per casting: 25 for magic mouth, 20 for whispering wind and sending [the remaining five words are used to relay verification and destination information for the message]).

Companionship

For all of its size and throngs of people, Sigil is a lonely place. Nobody likes to be alone in a city full of strangers, and so Sigil provides a number of distractions for those seeking a night out on the town or a simple night alone.

Strictly speaking, prostitution in Sigil is not illegal, though the open selling and touting of sex or sexual companionship is relegated to a small number of red light districts throughout the city. (The notable exception to this is the Hive, where courtesans walk freely without fear of harassment from Harmonium patrols.) Most of these red light districts cater specifically to fiends, lower planar visitors, planewalkers, or caravan traders, meaning they crop up where these beings tend to live and toil in the city – the Lower Ward probably has the largest number of red light districts per capita than the rest of the city.

Those looking for more upscale establishments can try some of the temples in the Temple Row which offer sexual experiences as ritualistic part of their worship. The Temple of Aphrodite is a fine example of a temple which offers such services, though it tends to cater only to believers of the Olympian pantheon in general (although more than a few canny cutters have simply lied – it’s not like Zeus is going to be bringing down the door to check membership badges in Sigil.) Similarly, some of the more hedonistic members of the Society of Sensation run tasteful little bordellos clustered secretly around the Festhall, making the stays of visiting dignitaries all the more interesting.

Companionship of a less carnal nature can be found as well. Numerous adventuring guilds exist with headquarters in the Guildhall Ward, where adventurers can meet others of the same line of

<table>
<thead>
<tr>
<th>Communication Service</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td>Courier’s Guild runner</td>
<td>15 sp per message</td>
</tr>
<tr>
<td>Courier’s Guild: Magic mouth</td>
<td>20 gp</td>
</tr>
<tr>
<td>Courier’s Guild: Whispering wind</td>
<td>50 gp</td>
</tr>
<tr>
<td>Courier’s Guild: sending</td>
<td>250 gp</td>
</tr>
<tr>
<td>Courier’s Guild: special courier</td>
<td>300 gp</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Companionship</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Evening in a bordello</td>
<td>5 cp</td>
</tr>
<tr>
<td>Hive bordello</td>
<td>8 cp</td>
</tr>
<tr>
<td>Lower Ward bordello</td>
<td>7 sp</td>
</tr>
<tr>
<td>Sensate bordello</td>
<td>1 gp</td>
</tr>
<tr>
<td>Temple Service</td>
<td>1 gp</td>
</tr>
<tr>
<td>Escort service (one evening)</td>
<td>25 sp</td>
</tr>
<tr>
<td>Adventurer’s Guild membership (per year)</td>
<td>20 gp</td>
</tr>
<tr>
<td>Dining club membership (per year)</td>
<td>10 gp</td>
</tr>
<tr>
<td>The Lady’s Ward</td>
<td>8 gp</td>
</tr>
<tr>
<td>Clerk’s Ward</td>
<td>12 gp</td>
</tr>
<tr>
<td>Market Ward</td>
<td>10 gp</td>
</tr>
<tr>
<td>Guildhall Ward</td>
<td>20 gp</td>
</tr>
</tbody>
</table>
work, hear rumors as to the latest goings on, get leads as to prominent adventuring spots, or just find a drinking buddy for the day. Membership in these guilds is relatively cheap for what they offer, and will quickly pay for itself with the leads they provide.

Those individuals looking for more relaxing companionship can also join one of the multiple dining clubs that have cropped up in recent years around the more expensive neighborhoods. These clubs provide an evening of entertainment and access to some of the more exclusive restaurants and eateries of Sigil, as they are open to members only.

CRIMINAL PURPOSES

Despite the wide reach of the Harmonium, Sigil has its share of coney-catchers and Knights of the Post. Some of the most powerful Golden Lords are involved knee deep (at least) with criminal enterprises, shady dealings which are best kept dark from the long arm of the law. Characters looking to deal with some of these knights don’t have far to look.

Most criminal activity in Sigil occurs under the supervision of one of Sigil’s many criminal guilds. Most of these guilds can be traced to one of three criminal empires that makes its home in Sigil and have connection to the high-ups and bloods. The largest of these empires is the organization run by Shemeshka the Marauder, self declared King of the Crosstrade, which competes vigorously through the other two criminal groups. The Corcino family is a mostly human organization run out of the High Houses of The Lady’s Ward, who control much of the gambling and prostitution in the Cage. Finally, the Adamantine Circle is a cabal of spellslingers with ties to many of the planar pirates, running much of the smuggling that occurs into the city.

Players looking to offload stolen goods or acquire illegal items can visit the Gatehouse Nightmarket, a roving flea market that appears only during the darkest hours before and after antipeak near the area of the Gatehouse in the Hive. Here, fences and peddlers sell the blackest of black market items, stolen goods, poisons, forged documents, drugs of all types, and any other illicit goods.

DINING

Dining in Sigil can be quite the experience. Without ready access to fresh food supplies – no outlying farms or barns, - then all food in the city must be imported from across the Planes. This makes dining in Sigil quite the exotic – and costly – affair. While a common meal can be bought from a street vendor for a few coppers – boiled or roasted rats are a common dish throughout the Hive – a sit down meal can be as complicated or as simple as the diner wishes to experience.

Most of the best restaurants in the Cage can be located either in The Lady’s Ward or in the outlying areas surrounding the Civic Festhall in the Clerk’s Ward. Here one can be treated to delicacies prepared by some of the best and most experienced culinary masters, with fresh ingredients readily imported from across the Planes. Other restaurants around the Cage serve meals for every type of palate.

<table>
<thead>
<tr>
<th>Criminal Purposes</th>
<th>Typical Cost</th>
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<tbody>
<tr>
<td>Fence stolen goods</td>
<td>15% of item value</td>
</tr>
<tr>
<td>Burglary</td>
<td>20% of stolen goods’ value</td>
</tr>
<tr>
<td>Assassination</td>
<td>300 gp per hit die of the target</td>
</tr>
<tr>
<td>Purchase forged documents</td>
<td>10 gp plus 2 gp x ranks in Forgery</td>
</tr>
<tr>
<td>Loans</td>
<td>Up to 20% interest per week</td>
</tr>
<tr>
<td>Information</td>
<td>1 gp x Gather Information DC</td>
</tr>
<tr>
<td>Spellcasting, no questions asked</td>
<td>125% normal cost</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>Dinner Quality</th>
<th>Cost per Person</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outstanding, includes fine wine</td>
<td>75 sp</td>
</tr>
<tr>
<td>Excellent, includes good wine</td>
<td>40 sp</td>
</tr>
<tr>
<td>Good, includes common wine or ale</td>
<td>35 cp</td>
</tr>
<tr>
<td>Common, includes ale</td>
<td>19 cp</td>
</tr>
<tr>
<td>Poor, includes watered ale</td>
<td>12 cp</td>
</tr>
</tbody>
</table>
Education

There are many educational opportunities in Sigil. Multiple factions run voluntary schools for children of a young age (between the ages of six to ten, in human years.) Enrollment in these schools is free and open to anyone willing to take advantage – the Factions see these schools as potential recruitment centers, instilling faction doctrine into the young at an impressionable age.

Advanced educational opportunities aren’t quite as common. Most trades are learned through apprenticeships, mostly organized by the various tradesmen guilds located in the Guildhall Ward. The various factions also provide advanced training to its members, also free of charge, though this training tends to specialize in the areas of the faction’s interest. (For example, the Dustmen teach their inductees in the caring and imbalment of the dead or the care and maintenance of their undead servitors, while the Fraternity of Order teaches its members the rule of law and how to properly research and scribe official documents.)

Those seeking advanced credentials and degrees can enroll in the Rowan Academy of Learning – run by the Fated, Sigil’s largest university is free for Takers to enroll in but costs non-Fated 500 gp to enroll in. The Academy teaches courses on various subjects, and affords credentials to graduates.

Employment

Much like education, finding employment in Sigil is dependent on connections to Sigil’s various trade guilds. Characters seeking to exercise their Craft or Profession skills can either strike out on their own or seek employment through the guilds. The latter option generally offers better prospects, particularly in the long term. Characters seeking the other kind of employment – namely, adventuring opportunities – can do so through connections to various Faction high ups (the Factions always have a dirty job or two for an eager adventurer to take up) or through one of the Adventurer’s Guilds set up in the Guildhall Ward.

Entertainment

Whether a character seeks nothing more than a fun evening on the town or wants to witness a great performance by a renowned artist, Sigil offers abundant entertainment on a nightly basis. The hub of the entertainment industry in Sigil is the Civic Festhall and its surroundings located in the Clerk’s Ward, where activity bustles from peak to antipeak.

The Festhall itself is home to a number of amphitheatres and orchestra halls where some of the Planes’ best performers get invited to show off their skills on a nightly basis. Tickets are available only to the high ups of Sigil, and to members of the Society of Sensation (these individuals may invite others along, of course, or simply pass on their tickets to another), and attending one of these galas is always an event where one can gallivant with the richest of the city.

The area surrounding the Festhall is littered with smaller theaters, almost exclusively run by members of the Society of Sensation. These theaters are open to the public, and anyone can come and catch a show. This type of entertainment is fairly common with the citizens of the Clerk’s Ward, as these shows tend to be very well written and acted (though not quite good enough for the Festhall.)

Cagers looking for a different kind of entertainment can find a virtual playground at the Fortune’s Wheel. Located in The Lady’s Ward, the Fortune’s Wheel is a tavern and gambling hall, where Cagers can play all sorts of games of fortune, including taking a spin of the famed Fortune’s Wheel. Many of the Cage’s high-ups come to the Wheel on a weekly basis to rub shoulders with each other and take advantage of the no limit stake games.

The Hive is known for an entirely different sort of entertainment altogether. In the back rooms of the Bottle & Jug tavern, deep pits are home to bloody gladiatorial matches. Cagers from all walks of

<table>
<thead>
<tr>
<th>Entertainment</th>
<th>Cost</th>
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<tbody>
<tr>
<td>Civic Festhall performance (one ticket)</td>
<td>24 sp</td>
</tr>
<tr>
<td>Clerk’s Ward Theater performance</td>
<td>9 cp</td>
</tr>
<tr>
<td>Concert Hall or Opera ticket</td>
<td>15 sp</td>
</tr>
<tr>
<td>Open air theater</td>
<td>5 cp</td>
</tr>
<tr>
<td>Dinner at the Fortune’s Wheel</td>
<td>60 sp</td>
</tr>
<tr>
<td>Bottle &amp; Jug, Fight entry</td>
<td>5 gp</td>
</tr>
</tbody>
</table>
life come to the Bottle & Jug to enjoy the blood fest and root for their favorite champion, though this activity is not entirely legal as many of the matches end in death.

**Exotic Services**

Exotic services include any service that is not commonplace in an average humanoid city. For example, it is traditional for bariaur warhorns from Ysgard to recline in bails of hay while servants rub and clean their hooves with scented oils, but a bariaur cannot exactly find such a place in most humanoid cities across the Planes. In Sigil, however, he or she need only visit the bariaur neighborhood of Rolling Plains in the Lower Ward to find a locale to cater to his needs.

Sigil’s racial and ethnic neighborhoods are the best locations to find these sorts of exotic services. These neighborhoods include Rolling Plains in the Lower Ward, the Underwarrens (a dwarven neighborhood, also in the Lower Ward), Har’Ken (a githzerai neighborhood) in the Hive, and the Digs (a halfling and gnome neighborhood where everything is sized to Small proportions) in the Clerk’s Ward.

Generally speaking, an exotic service costs about the same as a meal. Luxurious services would be priced the same as a fine meal, while common or simple services would be priced the same as around a common or poor meal.

**Factions**

The Factions are the organizations that run the day to day affairs of Sigil. These groups run the kriegstanz, the battle for belief that gives the city its meaning and makes life in the Cage that much more dangerous and exciting. If a character has business with a faction, then they need to head to one of the various Faction Headquarters.

All Faction Headquarters have public areas – accessible to visitors and those who have business with the faction – and private areas, which are accessible only to faction members. A person looking for information into a faction could do worse than visit the public areas of the faction headquarters – most such areas have factotums available willing to discuss faction philosophy, current events, and provide general information about goings on in the faction. Visiting such areas is typically free.

The Factions are also willing to provide guides for some visiting dignitaries. These guides are factotums trained for such duties, bloods well trained in the ebb and flow of the city and who know their way around town. These factotums are specially trained to show the dignitaries a good time – the better to loosen their tongues and extract whatever information or favor the Faction needs out of them. Such services are not for hire by anyone, however, and are provided only on special occasions for special individuals. A Noble can acquire the use of one such factotum for an evening with a DC 20 Favor check.

**Find Someone**

In a city as large as Sigil, there are plenty of places where a body can go to hide (see Hiding, below). There’s also an equal number of cutters who dedicate their lives to finding the people who come to the Cage to get lost. These bloods – formally called “inquisitives” but referred to as eyes, snoops, or leers – hire their services out to those willing to pay, and can track down individuals for a small fee.

Inquisitives often advertise their services, and many are allied with the Mercykillers, so finding them is only a matter of asking around.

Other guilds provide location services that provide magical and psionic means to locating individuals. These guilds don’t get personally involved, rather selling their services and letting the bearer deal with the answers. This minimizes their risk, while still allowing for business to flow.

<table>
<thead>
<tr>
<th>Spell</th>
<th>Minimum Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clairaudience/clairvoyance</td>
<td>60 gp</td>
</tr>
<tr>
<td>Discern location</td>
<td>1,200 gp</td>
</tr>
<tr>
<td>Locate creature</td>
<td>280 gp</td>
</tr>
<tr>
<td>Locate object</td>
<td>60 gp</td>
</tr>
<tr>
<td>Scrying</td>
<td>280 gp</td>
</tr>
</tbody>
</table>
Guides

Moving around Sigil can be tough, and it’s hard for even the best bloods to keep track of absolutely everything. For this reason, a small group of Cagers have gathered together to keep their ear to the ground and apprised of all of the various goings on in a given ward. These individuals – called Touts – provide a number of services for Cagers, from spreading small bits of local news to guiding a Clueless sod around a given Ward.

Touts can be hired on almost every busy street corner, though the best of them tend to stick to the taverns where Cagers and Clueless frequent. Most canny cutters stick to these, as any coney-catcher can pose as a Tout out on the street to lure unsuspecting sods into their midst, while at least in a tavern the barkeep or other patrons can slip a warning word to an unwary berk. A good tout can grant you an introduction even into the most exclusive locales in all of Sigil. The best of these touts is the beautiful Kylie, who can be found only by asking around at a number of taverns – she’ll eventually find you to take your business.

Unlike most, touts aren’t afraid to head into the Hive, and in fact Hive touts are probably the most common type of Tout available. These cutters don’t necessarily know the layout of every street in the Hive – such is impossible, after all – but they do know the general lay out and feel of the Hive’s twists and turns. A good Hive tout can get a cutter into and out of the Hive without running into any problems.

Healing

Magical healing is mostly controlled by the various temples in Temple Row in Sigil. While general hospice care is provided by the Bleakers for free at various infirmaries throughout the Cage, these are more patchwork services that guarantee no real success and don’t actually use any magic. The worst of these infirmaries in the Hive – understocked, overpopulated, and understaffed – are little more than charnel houses for the dying and diseased.

Members of a particular faith can find magical healing services for standard fees, and well-respected members are typically treated for free (needing only to pay for any material components or to fund the use of focuses.) Those who are less inclined to visiting Sunday church service can find a few alternatives.

Factions provide healing services to their members, although depending on the faction the availability of high level spellcasters is often limited. The members of these factions are required to pay standard spellcasting rates as donation to the faction in exchange for access to these resources, although Factols and Factors can waive these costs and need only pay for material components.

<table>
<thead>
<tr>
<th>Healing</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heal check, long-term care, Bleak Cabal</td>
<td>Free</td>
</tr>
<tr>
<td>Heal check, poison care, Bleak Cabal</td>
<td>10 sp</td>
</tr>
<tr>
<td>Heal check, treat disease, Bleak Cabal</td>
<td>5 sp</td>
</tr>
<tr>
<td>Shal’Hadar, hit point damage</td>
<td>60 gp, plus 1 gp per hit point</td>
</tr>
<tr>
<td>Shal’Hadar, restore extremity</td>
<td>450 gp</td>
</tr>
<tr>
<td>Shal’Hadar, restoration</td>
<td>660 gp</td>
</tr>
<tr>
<td>Hit point healing spell</td>
<td>1 gp per hit point</td>
</tr>
<tr>
<td>Remove disease</td>
<td>150 gp</td>
</tr>
<tr>
<td>Remove curse</td>
<td>150 gp</td>
</tr>
<tr>
<td>Raise dead</td>
<td>5,500 gp</td>
</tr>
<tr>
<td>Reincarnate</td>
<td>1,300 gp</td>
</tr>
<tr>
<td>Resurrection</td>
<td>20,000 gp</td>
</tr>
<tr>
<td>Magic, no questions asked</td>
<td>125% normal cost</td>
</tr>
</tbody>
</table>

Those needing quick patch-up work who lack the proper faction affiliations can find simple healing services at the Houses of Healing run by a group known as the Shal’Hadar, a group of good-aligned mystics and psions. There is a House of Healing located in the Guildhall Ward and in The Lady’s Ward. Though they are ill-equipped with dealing with more powerful healing magics, they can heal simple wounds, deal with poisons, and restore level loss. The Shal’Hadar will not deal with anyone who is obviously evil,
and likely will not heal a stranger’s wounds unless they are convinced of the worthiness of the individual’s cause.

Those who don’t mind being bombarded by propaganda, or answering questions, can pay a visit to the Athar at the Shattered Temple. As a way to snub the temples and their deities, the Athar provide healing services to Cagers at standard costs. This is a lucrative business for the Athar, and anyone seeking to use their services will typically have to wait at least an hour before their wounds can be seen to. Although the Athar will still ask questions to ensure they aren’t dealing with enemies they don’t wish to make, they’ll still be willing to cast for anyone – so long as the price is right. The Athar can provide even advanced healing services, such as *raise dead* and *true resurrection*.

Finally, individuals willing to deal with underground cultists and unscrupulous dealers can find clerics willing to cast their magical services for an increased fee, with no questions asked. These are often cultists of evil or secretive deities, who are willing to provide such services in the hopes that the supplicants will become useful in the future (or simply to lord it over them.)

**Hiding**

One of the benefits of living in a city as large as the City of Doors is that there are plenty of places where a body can go to get lost. Bodies looking to hide out for a while can do so fairly easily in the Hive, although simply living in the Hive won’t be enough to deter the more determined Inquisitives.

Those looking to really get lost – without being written in the Dead Book, of course – turn to Shemeshka the Marauder and her cross-traders. Shemeshka is powerful enough in her own right to cast the proper wards and proofs against divination to keep a berk hidden from scrying eyes for a long time – but one can bet that time will be served paying favors to the King of the Cross-Trade. The service doesn’t come cheap, but it’s effective, and it’s a choice that many Knights are willing to make.

**Hired Help**

Adventurers seeking hired help in Sigil need only to spend a few hours in the Guildhall Ward, where they can find pretty much every kind of assistant possibly required. All of the hireling services shown on Table 4-1 in the *Dungeon Master’s Guide* are available (at the given price) in this Ward, and hirelings from there are accustomed to working with adventurers. Circumstances can alter the cost of services – traveling Out of Town, for example, can double or even triple the cost of hireling services (depending on where, exactly, a body will be ending up.)

**Legal Assistance**

Advocates are those special types of professionals learned in the arts of the legal landscape of Sigil. Advocates help Cagers to navigate the labyrinthine passages of the City Courts, and many of them are trained in dealing with adventurer’s affairs, from settling on contracts of property and salvage rights to bail hearings on assault, unruly conduct, and other misdemeanor charges.

A good advocate won’t touch a case unless he’s paid a retainer of 200 gp, and each session before a judge costs between 100 gp to 1,000 gp for high profile or particularly troublesome or difficult cases. The costs for their expertise is high, but the advocate is often the best trained at delivering the right bribed, making the right payments, filing the proper papers, and more or less ensuring that everything runs smoothly. All court fees (including the aforementioned bribes) are paid by the client – the advocate collects merely for his expertise. Despite the high cost, individuals in legal trouble are well advised to spend the necessary jink to get the best – better to lose a few hundred gold than spend a year in the Prison or worse.

**Lighting**

Sigil is a city of darkness. Only six hours in the entire day are covered in what could be called “daylight” – and these six are the three hours before peak and the three hours following peak (see the section on Timekeeping and Calendars for more information on peak and antipeak). The six hours
before and after these six cover the city in dim light, such that even a vampire can walk around uncovered in these hours without being harmed.

Only the largest of thoroughfares in the Cage are equipped with *continual light* spells that provide illumination. Tampering with these lights is punishable by imprisonment, and these thoroughfares are well patrolled by Harmonium agents. Other streets might be lit with voluntary lanterns and torches lit by home or business owners, but the smaller streets and alleyways are often left dark.

As everything else in the Cage, a market arises out of the need to see. A small group of boys called Lightboys sell their companionship to parties of people needing to see. These boys carry long sticks, at the end of which are attached *continual flame* lanterns, or *light* spells, or even *daylight* spells. Lightboys – youths of little means between the ages of 6 and 12 – are multitude in the Hive, where even a simple torch is stolen. Hiring a lightboy costs 2 sp per hour.

Some lightboys are abandoned aasimar youths who use their *daylight* spell-like ability to guide strangers around. These aasimar youths are highly prized for their honesty, although the duration of their ability lasts somewhat less than absolutely desired.

Most lightboys grow up to be touts once they enter their adolescence. For more information on touts, look at the Guides section above.

**Magic Items**

Player Characters looking to offload the latest hoard of magic items from their last adventure need to deal with one of the many miscabiller’s guilds. These guilds are specialize in the identification of magical properties, and will offer to take unwanted items from the hands of adventurers. Though they don’t sell items themselves, the miscabillers are connected to merchants who will put the wares up for good in the marketplace.

Many diviners are capable of casting their own *identify* spells, and thus think that they can save a little jink by circumventing the miscabillers. Canny cutters know better, though – irritating the miscabillers means irritating a berk’s only way to easily offload magical items. People in the Cage don’t like a cheap berk, and cutting off the middle man can lead to unwanted consequences and merchants who refuse to deal with the cutters.

**News**

The city’s major news service is the weekly tabloid SIGIS (short for SIGil Information Services), an organization of bards and touts who gather all of the local news and deliver the weekly tabloid to subscribers. SIGIS provides information on faction politics, local news and festivals, and some news on the goings on across the Planes. A subscription to SIGIS costs 6 gp a year, and copies cannot be bought individually, although it’s easy to find discarded copies a few days after the issue is delivered.

An alternative news source is *The Lady’s Eye*, a daily news sheet printed and distributed by the bard Leron Vareen. *The Lady’s Eye* focuses more on society events, offering commentary into the various political goings-on. *The Lady’s Eye* can be bought from news boys for 3 coppers a sheet.

**Paying Taxes**

Most folk living in Sigil have to pay taxes at some point or another in their lives. Every ninety days, notices of collection are sent out to every resident on record in the city. Taxes can be paid at the Hall of Records, Bureau of Taxes. Failure to pay taxes in a timely manner can lead to prosecution by the law, which includes putting out a warrant of debtor status which more or less ensures no merchant who wants to keep their mercantile license will do business with the transgressor until the warrant is resolved.
PILGRIMAGE DESTINATIONS

For the religiously devout, Sigil has a number of destinations that lie at the end of a given pilgrimage. The Temple of the Abyss is a destination undertaken by many in the multiverse who worship a given demon lord, and every year hundreds of other planar visitors descend on this spot to pay homage to their dark masters. The statue of the Trioptic Nic’Epona in the Clerk’s Ward is a pilgrimage site for many worshippers of the good deities, particularly those of protection and travel. And, finally, the faction headquarters themselves might hold significance close to religious for those devout members of the factions who live out of town.

PLACES TO LIVE

Sigil is a crowded city, and places to live do not come with plenty. Most people live in tiny apartments barely the size of pantries or closets, with just a minimum of amenities. This is because most folks in Sigil have a lot of business that takes them out of their homes and walking about – such is life in the Cage.

Those individuals looking for larger apartments or even entire houses will have to shell out large amounts of jink for the privilege. The Hall of Records, Bureau of Property Records has a current and up-to-date listing of all available properties in Sigil. Prices range from the moderately expensive for a place in the Lower Ward to the prohibitively expensive manses of The Lady’s Ward.

Of all the Wards of Sigil, the Clerk’s Ward is probably where an ordinary citizen would like to live. This Ward is the most well patrolled and taken care of – it’s orderly and peaceful, and business goes on in stable rhythms. The Lady’s Ward is far too expensive for most people, although that is really where most folks dream of ending up. The Market and Guildhall Wards offer relatively cheap housing compared to the Clerk’s Ward, but crime is higher in these areas due to the hustle and bustle of business, and the merchants keep odd hours. The Lower Ward is where most of Sigil’s working class lives, and there are certain neighborhoods here which are as bad off in crime as the Hive, so the Harmonium doesn’t go there. The less said about the Hive, the better. Only the truly destitute live there – and not because they want to. The one advantage of the Hive over the other Wards is the easy probability of squatting. It’s not like anyone’s going to be calling a Hardhead patrol to evict you – although you might just have to fight off a few stragglers or hard muscle to spend the night.

PLACES TO STAY

With the number of daily travelers that pass through the Cage, the city needs a large supply of open inns, hostelries and flophouses to house the everchanging face of the city. The type and style of inn depends largely on the part of the city you currently happen to be in – Lower Ward inns are invariably little more than alehouses with rooms overhead, while inns around The Lady’s Ward tend to be posh, prim places with complimentary access to luxuries and a willing serving staff.

If a berk’s down on his luck, he can try one of the Bleaker almshouses that put up vagrants and bubbers for the night. Staying there isn’t comfortable – one’s expected to share the room with a dozen

<table>
<thead>
<tr>
<th>Housing</th>
<th>Cost</th>
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<tbody>
<tr>
<td><strong>Lower Ward</strong></td>
<td></td>
</tr>
<tr>
<td>Studio</td>
<td>1d6x50 gp</td>
</tr>
<tr>
<td>Small apartment</td>
<td>1d6x250 gp</td>
</tr>
<tr>
<td>Medium apartment</td>
<td>1d6x1,000 gp</td>
</tr>
<tr>
<td>Small House</td>
<td>2d6x1,500 gp</td>
</tr>
<tr>
<td>Medium House</td>
<td>2d6x5,000 gp</td>
</tr>
<tr>
<td>Large House</td>
<td>2d6x10,000 gp</td>
</tr>
<tr>
<td><strong>Market/Guildhall Wards</strong></td>
<td></td>
</tr>
<tr>
<td>Studio</td>
<td>2d4x50 gp</td>
</tr>
<tr>
<td>Small apartment</td>
<td>2d4x250 gp</td>
</tr>
<tr>
<td>Medium apartment</td>
<td>2d4x250 gp</td>
</tr>
<tr>
<td>Small house</td>
<td>4d4x1,500 gp</td>
</tr>
<tr>
<td>Medium house</td>
<td>4d4x5,000 gp</td>
</tr>
<tr>
<td>Large house</td>
<td>4d4x10,000 gp</td>
</tr>
<tr>
<td><strong>Clerk’s Ward</strong></td>
<td></td>
</tr>
<tr>
<td>Small apartment</td>
<td>1d10x250 gp</td>
</tr>
<tr>
<td>Medium apartment</td>
<td>1d10x1,000 gp</td>
</tr>
<tr>
<td>Large apartment</td>
<td>1d10x2,500 gp</td>
</tr>
<tr>
<td>Small house</td>
<td>2d10x1,500 gp</td>
</tr>
<tr>
<td>Medium house</td>
<td>2d10x5,000 gp</td>
</tr>
<tr>
<td>Large house</td>
<td>2d10x10,000 gp</td>
</tr>
<tr>
<td>Mansion</td>
<td>2d10x50,000 gp</td>
</tr>
<tr>
<td><strong>Lady’s Ward</strong></td>
<td></td>
</tr>
<tr>
<td>Large apartment</td>
<td>2d6x2,500 gp</td>
</tr>
<tr>
<td>Medium house</td>
<td>4d6x5,000 gp</td>
</tr>
<tr>
<td>Large house</td>
<td>4d6x10,000 gp</td>
</tr>
<tr>
<td>Mansion</td>
<td>4d6x50,000 gp</td>
</tr>
</tbody>
</table>
or more other smells, pedestrians, drunks and sometimes the diseased – but it’s free and warm, and
nights in Sigil can be quite cold.

For those with a little bit more jink who don’t intend to stay very long, Sigil has a number of
flophouses where one can put up their feet for the night. They’re a step above the almshouses – they
don’t allow vagrants inside, and bubbers need to show coin before they’re allowed access – but you’re
still required to share facilities with a group of strangers. Most folks don’t want to risk the exposure.

The rest of the Cage’s inns run from the lowly to the magisterial, and charge accordingly. The
Society of Sensation runs a number of these inns, although if one looks hard enough one can find an
inn flying almost every Faction banner (and those that don’t might well be allied with the Anarchists.)
Faction allies tend to treat their brethren and companions better than otherwise – perhaps throwing in
a complimentary breakfast or loaf of bread with dinner.

PORTALS
What every Cager learns to live with – and what every adventurer that makes his way to the City of
Doors for – are the portals. Portals can appear anywhere where there is a frame to fit upon: doorways,
windows, cabinets, even under the legs of a statue or a pothole. So long as there is a framed space
somewhere, it’s possible that a portal might arise in such a location.

No one quite knows where the portals come from. What is known are the following: (1) no mortal
can create a Portal into or out of Sigil, no matter how temporary or how powerful (this means,
generally, no plane shift, no gate and that Conjuration (Summoning) and (Calling) spells do not work
while within Sigil, although most Teleportation spells still work); (2) the Lady can close portals at her
whim, leading many to theorize she could also create portals; and (3) you tamper with portals at your
own risk, closing or blocking access to an important portal could well lead to a visit from the dabus or
the Lady herself.

To activate a portal one only needs to be at the right location, and know the right key. Finding a
portal is easy – some Cagers are born with Portalsight, capable of ferreting out portals by just passing
near them. Spellslingers are also able to detect the subtle warping of reality around an inactive portal
with the right divinations. From this knowledge, several groups have arisen to catalogue the location
of Sigil’s portals. The Fraternity of Order keeps a log of all known active portals in Sigil, which the
Fated keep a copy of this log in the Hall of Records, Portal Registry (which can be viewed for a small
processing fee by the public.) Similarly, an independent group known as the Planewalker’s Guild has
several guildhouses across Sigil, with a main charter house in the Guildhall Ward. The Planewalkers
offer more in depth information about the portals in Sigil, and they have better information about
portals outside of the Cage as well, making them a great boon to all Planewalkers.

The trickier part is knowing the right key. Keys can be anything – an object, a sound, a gesture,
even a particular type of being or simply a time of day. One particularly complicated portal (now
destroyed) into Sigil required the casting of a passwall spell into the nearby rock face. Keys and portal
locations are often linked to the destination somehow – the portal to the gatetown of Automata, for
example, is located in a machinist shop in the Market Ward, and the key is a cog gear.

There are three kinds of portals that dot the Cage: permanent portals, temporary portals, and
shifting or random portals. Permanent portals are those that are fixed, whose location is known, whose destination and
key never changes. Temporary portals are those portals that open at a specific location, for a set duration, and then
disappear, never to be seen again. Often these portals appear in locations convenient to the needs of the Lady of Pain – a
church that’s gaining too much influence in Sigil might just
find its main gates now open to a particularly inhospitable layer of the Abyss, for example. Shifting
portals – also called random portals by those who are greater believers in Chaos – are those portals that can appear in one place or another. Shifting portals are tricky because all facets of the portal can shift,
and never in a set pattern. A portal that leads to Elysium one day might be anchored to a fountain

<table>
<thead>
<tr>
<th>Portal Service</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Portal registry processing fee</td>
<td>5 gp</td>
</tr>
<tr>
<td>Planewalker’s Guild listing</td>
<td>50 gp</td>
</tr>
<tr>
<td>Analyze portal spell</td>
<td>60 gp</td>
</tr>
<tr>
<td>Portal key</td>
<td>Varied</td>
</tr>
</tbody>
</table>
today, and then be anchored to the cellar door of an alehouse tomorrow. The key might require you to pluck the feather from a bird today, and whistle a jaunty tune the next day. Or the very same portal in the fountain that requires you to pluck the feather from a bird that led to Elysium yesterday might well dump you in the shores of the River Styx today. One is never truly certain, although efforts have been made to keep logbooks of shifting portals and document their patterns, with some success.

Of course, some graybeards will argue that all portals are shifting portals, they’ve just stuck around for a long time. Or they might say that all portals are temporary portals, with just startling similarities that amount to simple coincidences (after all, there can only be so many portal keys). The dark of it is, no one will truly ever know. Only the Lady knows the dark of it all, and she’s not liable to flap her bone-box any time soon.

Buying Portal Keys: More often than not, a portal key is a mundane item or knick-knack that would be considered junk in other circumstances. These items are the type of things that a general goods store doesn’t carry because they have no surety in moving the object – even in a city like Sigil. However, a special type of store called a Portal Key shop exists in the Cage to fit exactly this need. Portal key shops look like general stores, except that every item they carry has no immediate use. Red marble beads, the bones of a three week old duckling, bark shavings from a type of tree that grows only a little grove in Celestia, all of these items have no specific value or utility outside of being used as portal keys to… somewhere. The value of a portal key is directly related to the value of the portal: how frequented the portal is, where it leads, how common the key might be to find. Most common portal keys range from between 5 sp to 500 gp or more. Player characters are encouraged to do their research before buying.

RESEARCH

If a blood is looking for information, the Cage has its share of greybeards ready to impart some wisdom. Each of the factions has its own area of interest into which they have delved, and the results of this research is generally available to factioneers. Those who don’t want to hear the faction’s spin on things can head out on their own to do some of their own research in the Lady’s Library, located in The Lady’s Ward. The Lady’s Library is a large repository overseen by a mysterious figure known as the Librarian. No one may take a book out of the library, and those who do are subject to the wrath of the Librarian. Anyone doing research in the Lady’s Library gains a +10 circumstance bonus to any Knowledge (Sigil, History, Nobility & Royalty, Arcana, or the Planes) checks.

SPELLCASTING

Adventurers looking for spellcasting services should head to one of the many wizard’s guilds located in the Guildhall Ward. These wizards are well used to dealing with adventurers, and often have either spells prepared, staffs, scrolls or wands at the ready to cast any number of spells useful to adventurers. Such spellcasting costs are as standard, and the range of spells available for purchase range from simple cantrips to the most powerful 9th level spells.

Spell permanency is a growing field, and experimenters in the Arcanabulus Guild have had great successes with making certain spells permanent even in beings that normally do not cast spells. These services are quite expensive, however, and only the most top-shelf bloods tend to have the jink necessary to pay for these costs. The DC to dispel a permanenced spell cast by the Arcanabulus Guild is 22. They can imbue an additional dispel ward to raise the dispel DC by 5 for a little extra.

STORAGE

Sigil provides a number of warehouses and storage facilities for those individuals who are looking for long term or short term storage options of items, regardless of the item’s size. The Vault of the Worlds,
in the Lower Ward, provides characters access to special extraplanar vaults where they could store anything they desire with few questions asked.

TIMEKEEPING AND CALENDARS
Given the massive number of cultures that live and work in Sigil, it would be impossible to create a calendar system that encompasses all sorts of cultural nuances, and having its own calendar and timekeeping system would simply be problematic and confusing. As such, the timekeeping in Sigil is simple. The day is divided into twenty four hours: six hours before peak, six hours after peak, six hours before antipeak, and six hours after antipeak. Time is written as 1+p, for one after peak, or 3-ap, for three to antipeak. Peak corresponds to the terrestrial “noon”, and antipeak is the terrestrial “midnight.” Clocks in Sigil are divided into 24 chunks, with half of the clock painted black for the antipeak hours.

Calendars are likewise simple. Days are measured without names – today, tomorrow, and yesterday are useful enough delineations – simply by their number. Strictly speaking, there are no weeks or months, with these two being just symbols of a number of days. A week is seven days, a tenday is ten days, a fortnight is fourteen days, and a month is thirty days.

Years are not named (no “Year of Wild Magic” or Year of the Dog), simply numbered by the start of the reigns of the Factols of the Fraternity of Order. The current year is the 127th year of Factol Hashkar’s Reign, for example. This makes the measure of a year mutable. If the factol does not resign or die, a year ends after 360 days (twelve months.) If the factol’s reign should end before this time, however, the year ends on antipeak of the last day of that factol’s reign. The next day is the first year of the new era (this does lead to some confusion, as it might take the Guvners as much as 10 years to choose a new factol! These interim years continue the numbering of the old year system, but are retroactively officially renamed and renumbered to the proper new Factol’s name when one is chosen.)

TRANSPORTATION
Being such a large and crowded city can make getting around Sigil quite the hassle. A quick jaunt across town can take up an entire day, if traffic and weather is bad! In keeping with the spirit of supplying as many markets as are available, Sigil has responded with a number of options.

Those who don’t mind throwing around a little jink can hire a sedan chair to carry them around. Sedan chairs are essentially carts pulled by strong humanoids (animals don’t tend to live long in Sigil’s artificial ecology). These humanoids (often orcs, goblinoids, trolls, bariaur or other humanoids of a strong physiology) will ferret anyone who pays anywhere except for the Hive. (Although the carriers are free to deny passage into some of the more dangerous territories of the Lower Ward.) Sedan chairs come in two sized: single carts meant for a single Medium sized individual, or luxury cabs which can fit up to four individuals. All sedan chairs have silk tarps and heavy leather curtains to protect against snoops or the weather.

Berks who want to move a little faster through the crowds and are traveling to destinations accessible via large avenues can take a ride on an Arcadian pony carriage. Similar to sedan chairs, the pone carriages are pulled by Arcadian-raised ponies instead of humanoids, restricting their ability to move through smaller streets. Such carriages are slightly more comfortable than Sedan chairs, although the smell leaves something to be desired and one needs to hire a separate apple-sweeper to avoid trouble with the Hardheads.

Those with the jink to spend or in a real hurry can hire a skycarpet or a skycoach. These services are essentially enchanted items that can lift up into the skies and avoid much of Sigil’s traffic. Certainly the most expensive and fastest method of travel, particularly if one is looking to cross to the other side of the city, skycarpets can be hired at busy intersections and populated areas, and are willing to go anywhere – even the Hive. (They cannot, however, be hired in the Hive. Dropping someone off is one

<table>
<thead>
<tr>
<th>Transportation</th>
<th>Cost</th>
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<tbody>
<tr>
<td>Sedan chair</td>
<td>2 sp/mile</td>
</tr>
<tr>
<td>Arcadian pony ride</td>
<td>12 cp/mile</td>
</tr>
<tr>
<td>Accompanying apple sweeper</td>
<td>6 cp/mile</td>
</tr>
<tr>
<td>Skycoach</td>
<td>10 sp/mile</td>
</tr>
</tbody>
</table>
thing – staying and looking for customers is another thing entirely.) Up to six people can be fitted into a skycoach.

**Weather**

The weather in Sigil remains the same throughout the year: balmy temperatures (mid 60s) during the day, cold nights (dropping as low as low 40s). Rain occurs often, brought upon by the smog of the Lower Ward or trapped moisture that comes in through the various portals. Fog, smog, and haze are common, giving the air a dirty appearance.

It’s rumored that the weather reflects the Lady’s mood. Whether that be the case, extremes in weather have been marked. Snow, sleet, hail, thunder, and heat waves have all occurred at one point or another in the Cage, though they do not seem to have any kind of seasonal relationship. For this reason, Cager fashions include heavy boots and cloaks, the better to be protected against the irrational weather.

**Worship**

Most Cagers can safely be categorized as agnostic. It’s not that they don’t believe in the existence of the Powers – such would be a difficult thing to deny in a world filled with divine magic, Angels and Fiends. Rather, they don’t quite believe that the Powers are the be-all end-all as the Primes are wont to believe. They’re not quite as barmy as the Athar to rise up and oppose them, although the attitude does lead to the Athar being quite welcome in the streets of the Cage.

Still, Sigil is the home of several divine beings and proxies, making the Cage home to a number of beautiful temples. Every Ward has a shrine or temple dedicated to something located within it, although the most beautiful and grandiose of these temples are located in Temple Row, the city’s primary religious district.

**Buildings and Businesses**

The descriptions of the wards and districts in Chapter 2 refer to buildings in general categories – trades, services, food and lodging, temples and shrines, and residences. These categories cover a wide array of possible businesses. Use the lists below as a general guideline of the sorts of businesses found in each district.

If the player characters seek a certain kind of business in a single district, first consult the district description to determine whether it includes the right type of businesses. For example, if they are looking for a sage, listed in the Services-Upscale category, check the district description to see whether it includes upscale services.

Assuming that the desired business could exist in the district, assign a percentage chance base on the number of businesses in the district of the correct type according to the table provided. If a business of the desired type exists in a district, characters can learn its location with a successful DC 10 Gather Information check, which takes only 1d4 minutes and costs 1d4+1 copper pieces.

**Trades**

Most trades, especially the exotic and upscale proprietors, operate out of an established shop. Most poor trades operate out of stalls in open markets or set up tents in the streets, skybridges, or common areas of towers.

**Trades – Exotic:** Alchemist, art dealer, calligrapher, costume shop, imported goods, magic armor dealer, magic item dealer (general), magic weapon dealer, pet store, portal key shop, potion dealer, rare wood merchant, scroll merchant, soap maker, spice merchant, trapmaker, wand merchant.

**Trades – Upscale:** Antique dealer, bookbinder, bookseller, candy maker, clockmaker, cosmetics dealer, curio dealer, dice maker, distiller, fine clothier, gemcutter, glassblower, glazier, goldsmith, inkmaker,
jeweler, mapseller, papermaker, perfumer, pewterer, sculptor, seal maker, silversmith, toy maker, trinkets shop, vintner, wiresmith. Additionally, upscale trades include fine artisans of the types listed under average trades. Masters of their craft, these tradesmen sell masterwork or fine versions of normal goods at increased prices.

**Trades – Average:** Armorer, baker, bazaar, blacksmith, bonecarver, bowyer, brewer, butcher, carpenter, carpet maker, Cartwright, chandler, cheesemaker, cobbler, cooper, coppersmith, dairy, fletcher, florist, furniture maker, furrier, grocer, haberdasher, hardware store, herbalist, joiner, lampmaker, locksmith, mason, merchant, music shop, outfitter, potter, provisioner, religious items dealer, roofer, ropemaker, saddler, sailmaker, seamstress, shipwright, stonemason, tailor, tapestry maker, taxidermist, thatcher, tilemaker, tinker, weaponsmith, weaver, wheelwright, whipmaker, wigmaker, woodworker. Also includes fine crafters of those listed under Trades – Poor, or inferior crafters of the types listed under Trades – Upscale, selling inferior goods at a lower cost. Inferior goods impose a -1 penalty on checks made with such tools.

**Trades – Poor:** Bait and tackle shops, basketweaver, brickmaker, broom maker, candlemaker, charcoal burner, dyer, firewood seller, fishmonger, fuller, leatherworker, livestock, lumber, miller, netmaker, tanner. In addition, poor trades include inferior workers of those listed under Trades – Average.

**Services**

Not all services represent established places of business. Many are individuals who live in residences in the district and whose services are available for hire to those who know how to contact them. Depending on the nature of the service desired, locating such individuals might require a Gather Information check against DC 15 or 20.

Similarly, professionals such as architects, bookkeepers, and guides may not have a fixed place of business, but might work from their homes or travel to their employer’s place of business when they have a contract. Finding such professionals is usually much easier than making a criminal contact, however, since most rely on advertising or extensive word-of-mouth to get new business. A successful Gather Information check against DC 10 or 15 (depending on the nature of the service) is sufficient to locate these professionals.

**Services – Upscale:** Animal trainer, apothecary, architect, assassin, bank, barrister, bounty hunter, cartographer, dentist, engraver, illuminator, kennel, masseur, mews, moneychanger, sage, scribe, spellslinger, tutor.

**Services – Average:** Auction block, barber, bookkeeper, bordello, clerk, engineer, fortuneteller, freight shippier, guide, healer, horse trainer, interpreter, laundry, messenger, minstrel, navigator, painter, physician, public bath, sharpen, stable, tattooer, tout, undertaker, veterinarian.

**Services – Poor:** Acrobat, actor, boater, buffoon, building painter, burglar, carter, fence, gambling hall, juggler, laborer, lightboy, limner, linkboy, moneylender, nursemaid, pawnshop, porter, ship painter, silo, teamster, warehouse.

**Other Types of Buildings**

In addition to trades and services, Sigil hosts all kinds of businesses and buildings. Most of these are not freestanding structures; instead they occupy one or two rooms in a larger building.

**Lodging:** Almshouse, boarding house, hostel, inn.
**Food:** Club, eatery, restaurant, tavern.

**Temples and Shrines:** Sigil has temples and shrines to every deity and pantheon available in the *Dungeons and Dragons* game, regardless of campaign setting. The most influential and important of these temples are detailed in Chapter two.
Chapter Two: The Tout's Tour

The City of Doors is not your average Dungeons & Dragons city as described in the Dungeon Master’s Guide. The city folds in on itself, buildings are laid one on top of the other, mazelike streets bend around into infinity, and portals lead from one point in the city to another.

The Cage is divided into six wards, and each ward is divided into several districts, with each district then divided into several neighborhoods. This book will detail the City of Doors from a top-down view, starting with general information on the various Wards, then providing more detailed information into each of the various districts. Note that only important districts will be detailed here – the city contains many more districts, as listing and detailing them all would be an impossible task.

The Lady’s Ward

“The Lady’s Ward is as silent and watchful as a chessboard. No move goes unnoticed or unchallenged here, so pawns and bit players die in droves – that’s pawns like you and me, cutter. Watch who you cross, and beware of who you’re seen with: it don’t pay to have the wrong enemies – or the wrong friends here.” – Etain the Quick, tout.

The Lady’s Ward is probably the most important ward in all of Sigil. It is filled with broad, open avenues, the architecture flaunting its spacious areas like its owners flaunt their wealth. Every main street is cold, broad and echoing, and a cutter can see huge swathes of the sky, more than anywhere else in the Cage. Most Cagers don’t care for the view, ‘cause the view’s a bit too big. From the edge, some say a cutter can see right into that endless Void, and a smart cutter knows that that fall is infinite. You just see black, and you never hit bottom, you just die along the way. It’s a convenient way to get rid of bodies quietly in this part of town. Most cutters spend as little time as possible on the ward’s streets, under what passes in the Cage for an open sky.

It’s called The Lady’s Ward after the Lady of Pain. Not that she lives here more than anywhere else, it’s just that she keeps her tools here: the City Barracks, the City Courts, the Prison, and the Armory – all the things that define her power and enforce her will. Since power attracts power, bloods set their cases in The Lady’s Ward.

Armory District

Population: 2,700
Social Class: Upper/middle class
Character: Upperscale industrial, very busy and bustling with activity
District Type: Industrial district
Buildings: Faction headquarters, average residences, average lodgings, exotic trades (50), average trades (100), upscale services (75), average services (200), poor services (155)
First Impression: The massive Armory dominates the Armory District, a military fortress in the middle of this bustling, busy section of the ward. The presence of life and business here is very apparent, unlike many other places in the ward.

The Armory District is the border between the Lower Ward and The Lady’s Ward, blending the industrial feel of the one with the clean, clear order of the latter. Residents of the district claim to live in The Lady’s Ward, and the Lower Ward denizens would agree, but the rest of The Lady’s Ward would like this district rezoned to be included in the Lower Ward.

The Armory: The Armory is the structure that dominates the Armory District, and the building for which the area is named after. The building is huge and dominating. Stone grates cover the windows and razorvine grows all along the walls. A single gate allows entrance, and a giant sculpture of the faction’s symbol – the bleached skull of some fiendish beast – looms overhead. The Armory is
run and overseen by Ely Cromlich (see sidebar, below), and thrives on its business of selling and buying exotic weaponry. (Not exotic weapons, mind – but exotic weaponry. Generally speaking, this refers to oddities of warfare and large siege engines, although Doomguard can also trade in normal (and exotic) weapons.)

**The Golden Bariaur Inn:** Down the street from the Armory, near the statue of some prime named Bigby, lies a wide, golden-domed building at the edge of the Armory District. A haven for beings of the Upper Planes, the Golden Bariaur Inn is a restaurant and inn that caters to all kinds of Good beings. The Inn is run by Goldenmane (NG ♂ bariaur Fig12 Godsmen), a brave, lustrous, tawny bariaur who turns away beings of evil. These fiends occasionally turn up at the door to jeer and sully the atmosphere for those gathered to have a good time. Fiends and other evil beings who behave themselves are allowed to remain – those that cause problems are told with no uncertainty to leave the premises.

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**BARRACKS DISTRICT**

**Population:** 8,100

**Social Class:** Upper class

**Character:** Quiet and orderly

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**ELY CROMLICH**

CR 23; Male marquis cambion planar Fighter18-Warmage18; AL CE; Init: +12; hp: 379 (24 HD); AC: 36, touch 18, flat-footed 33 (+3 Dex, +13 armor, +5 natural, +5 deflection); Atks: +45 bastard sword (1d10+21/19x20 plus 2d6 chaos plus 2d6 evil); Full Atks: +43/+38/+33/+28 bastard sword (1d10+21/19-20 plus 2d6 chaos plus 2d6 evil) and +41/+36/+31/+26 short sword (1d6+17/17-20); SA: Entropic Blow, Spells, Spell-like abilities; SQ: Armored Caster, Metamagic Mastery, Silent Metal, darkvision 60 ft., immunity to electricity, poison and fire, resistance to acid 10, cold 10, SR 34, DR 5/good or magic; Saves: F+23/R+20/W+19: Spd 20 ft. in full plate; Space/Reach 5 ft./5ft.; BAB/Grapple: +24/+37; Str 36, Dex 30, Con 28, Int 26, Wis 21, Cha 26.

Feats: Ambidexterity, Battle Caster, Cleave, Entropic Champion, Exotic Weapon Proficiency (Bastard sword), Great Cleave, Improved Two-weapon Fighting, Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Two-weapon Fighting, Melee Weapon Mastery (Slashing), Power Attack, Quicken Spell, Slashing Flurry, Sudden Empower, Sudden Enlarge, Sudden Widen, Two Weapon Fighting, Weapon focus (Bastard sword), Weapon Focus (short sword), Weapon Mastery (bastard sword), Weapon specialization (bastard sword); Epic Feats: Master Two Weapon Fighting, Epic Weapon Focus (Bastard sword)


Spells: As an 18th level warmage. Ely prefers spells that devastate the battlefield, caring little for his fellow combatants. He prefers the following spells: wail of the banshee (DC 27), meteor swarm (DC 27), horrid wilting (DC 26), greater shout (DC 26), fire storm (DC 25), prismatic spray (DC 25), disintegrate (DC 24), blade barrier (DC 24), cone of cold (DC 23), greater fireburst (DC 23), flame strike (DC 23), burst of fire (DC 22), wall of fire (DC 22), fireball (DC 21), ring of blades, blades of fire, whirling blade, true strike (quickened up to 5th level), accuracy

Spell-like Abilities: At will – charm person (DC 19), detect magic, mirror image

Possessions: +2 anarchic unholy bloodiron bastard sword, +2 keen short sword, +5 light fortification mithril full plate, ring of protection +5, amulet of natural armor +3, belt of giant’s strength +6, gloves of dexterity +6, vestments of health +4, cloak of resistance +4

Cromlich is a tall, finely-chiseled statue of a man. His skin is a dark obsidian which glitters in the soft light, while dark eyes peer intelligently from behind a grinning face. Finely polished spiked armor covers his body and a pair of wicked blades rest on scabbards by his sides. Everything about the fiend screams death, danger, and perfection.

Ely Cromlich is the cambion in charge of the armory. His job is to entertain high-ups from different sides of different conflicts, providing them with arms and weapons. He’s part salesman, part diplomat, and full time warrior, able to demonstrate how to effectively use every weapon known to man.

**Starting Attitude:** Suspicious

**Modifiers:** Party includes a member of the Doomguard (+2); party includes someone of fiendish blood in the mix (+2); party includes a member of the Harmonium (-4); presents him with an exotic weapon (+4)

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**District Type:** Garrison district

**Buildings:** Faction headquarters, exotic trades (50), average trades (150), upscale services (100), average services (150), upscale lodgings, upscale residences

**First Impression:** The neighborhood is ghostly quiet, with not a soul walking the streets. The wide avenues are pristine and well cared for, not a single hint of litter or life abounds. Not even the native wildlife of Sigil is present.

The Barracks District is the home and headquarters of the Harmonium faction, and for this reason, the district seems to stand as lifeless and dull. Nobody dares make problems for the Hardheads in their turf, and so troublemakers and jesters tend to keep a wide berth.

The businesses in the neighborhood all cater specifically to Harmonium needs and obey a strict code of conduct. Business hours are from four to peak to six past peak, taverns are open only up until one to antipeak, and everyone hurries through the streets minding their own business and not making a lot of noise.

**The Barracks:** This imposing structure is the size of an entire city block and built like a fortress. A single large gate allows entrance into the fortress-like structure, and this gate is constantly guarded by four on-duty Harmonium guardsmen. This is the headquarters of the Harmonium faction, and Berk's who know better tend to stay as far away as possible from the imposing structure.

**Traban’s Forge:** One of the few businesses that actually thrives in the Barracks District, Traban’s Forge is run by a family of dwarves and their ogre servant. The Forge serves to supply the Hardheads with fresh weapons and armors, as well as any other metal knick-knack that the Barracks might require. This steady flow of business has allowed the Forge to remain open for as long as it has, even in such a desperate and gloomy atmosphere. The dwarves who run the forge like the totalitarian discipline that the nearby Barracks imposes, and so don’t chafe under the strict regime.

**Courts District**

**Population:** 3,780

**Social Class:** Upper class

**Character:** Busy and bustling downtown and government district

**District Type:** Government district

**Buildings:** Faction headquarters, libraries, average eateries, average lodgings, upscale lodgings, upscale residences, upscale services (500), average services (250), poor services (300)

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**DIANA THE GUARDIAN**

CR 12; AL LN; ♂ human Enchanter12-Priest12 of the Harmonium; Init: +3; hp 90 (12 HD); AC 20, touch 14, flat-footed 17 (+3 Dex, +1 ring of protection, +6 mage armor); Atks: +11/+6 +2 quarterstaff (1d6+2); SAAtks: Spells, Turn Undead; SQ: Armored Mage; Saves: F+12/R+8/W+14; Str 10, Dex 17, Con 16, Int 23, Wis 20, Cha 17.

- Feats: Boot Grunt, Craft Magic Arms & Armor, Craft Wondrous Items, Elven Spell Lore, Heighten Spell, Spell Focus (enchantment), Spell Penetration, Quicken Spell

- Skills: Concentration +18, Diplomacy +18, Forgery +11, Knowledge (arcane) +19, Knowledge (Sigil) +19, Sense Motive +19, Spellcraft +21

- Possessions: ring of protection +1, +2 quarterstaff, spellbook, headband of intellect +4, periapt of wisdom +2, cloak of resistance +1

Diana is an attractive middle aged human woman. Long, flowing blonde hair and a pair of gray eyes are framed in a narrow, pleasant face and thin, smiling lips.

Diana is the receptionist for the Barracks. She puts a friendly face to the Harmonium’s dealings, her job being to ensure visitors get to their proper place without problems or straying.

**Initial Attitude:** Indifferent

**Modifiers:** Party includes a member of the Harmonium, Mercykillers, or Fraternity of Order (+2); presents a warrant or permission from the Courts (+4); includes a member of the Revolutionary League or Xaositects (-4); is disruptive and rude (-2).
First Impression: The Courts are probably the liveliest district in The Lady’s Ward, with business humming and buzzing constantly so long as the Courthouse is open. Beings from all walks of life – from the upper crust of Sigil’s society to the lowest dregs of the Cage – mill about in ordered chaos, waiting for their chance to gain access to the Courts.

The Courts District encompasses the City Courts and its surrounding streets. Here, businesses have arisen to cater to all of the Courthouse needs – from advocates to scribes to taverns that cater specifically to those about to be condemned. The district is guarded by patrols of Harmonium and Mercykillers, on the lookout for street scragglers and criminals attempting to give the law the laugh on a final moment.

City Courts: The City Courts is the busiest building in all of The Lady’s Ward. Open from four to peak to five past peak, the Courts are where the citizens of Sigil come to seek redress of their grievances between each other, and when the criminals of Sigil come to defend themselves against the accusations of the Harmonium. The Ward Courts and High Courts are open to public viewing, though few Cagers take advantage of this fact. Fact is, while the City Court is crowded and busy all the time, none of the sods caught within actually want to be there – unless of course, you’re a Guvner. See, the Courts are also the headquarters to the Fraternity of Order, and within the private halls of the Courts (open only to Factioneers or the occasional advocate) these lovers of the law go about their daily affairs, attempting to get to the bottom of the dark of the laws of the multiverse.

Library of the Guvners: Attached by the City Courts, the towering Library of the Guvners is a veritable contradiction to the Courts. While the Courts are bustling, loud, and frenetic, the Library of the Guvners – officially called the Law Library of Sigil – is orderly, silent, and generally void of activity. Within its halls a cutter can find collections of tomes gathered over time detailing and analyzing the systems of law found throughout the multiverse, especially the various laws of Sigil. The library also has transcripts of every trial that has passed through the Courts for the past five hundred years. More importantly, however, a smart wizard understands that the Guvner’s concept of “law” is different from that of every other Cager – within the Library of the Guvners a spellslinger can research any spell ever created within a few hours, and gains a +2 circumstance bonus to their Spellcraft check to learn the spell. The library is open to the public, although one must either be an advocate with a membership to the library or pay a visitor’s fee of 50 gp for a single visit.

The Last Meal: Nestled up by the Courthouse, the Last Meal is a tavern that caters to those waiting their hearing time to come up. Its fare is fairly standard, although made from quality ingredients and charges decent prices. The tavern also employs delivery boys who approach chain gangs of Harmonium prisoners, bringing them water and some food as a “last meal”. Those prisoners with jink of their own are capable of buying food from these delivery boys.

COURT OF PAIN
Population: 460
Social Class: Upper class
Character: Wide, open avenues and silent streets wrapped around a jumble of large, imposing buildings.
District Type: Wealthy residential
Buildings: Upscale residences, average residences, warehouses, upscale services (50), average services (25), poor services (50).
First Impressions: Sounds echo across the ghostly streets. This area encompasses all of the worst of The Lady’s Ward: too much space, too much jink, and too much skullduggery.

The Court of Pain is a neutral gathering ground for the rich and powerful of Sigil, a place of wide plazas and larger houses. These wide open spaces are what passes for parks in the Cage, void of greenery or even much life. Only the dabus appear to be very comfortable here, although even they are seen glancing over their shoulders at times.

The Palace of the Lady’s Jester: At the heart of the Court of Pain is the Palace of the Lady’s Jester, an oversized structure of dead-end passages and staircases that don’t appear to lead anywhere.
The Jester Jeremo the Natterer (CN ♀ human Fighter19-Rogue19) lords over the Palace and the Court, constantly jabbering and harassing his guests with a tirade of verbosity. Jeremo is a real blood in the Cage – he’s said to be the head of the Golden Lords, and has the uncanny ability to predict the appearance of new portals. Anyone looking to deal in the cross-trade in The Lady’s Ward is advised to step into the twisted halls of the Palace, where they can meet with the best Knights of the Post that the Cage has to offer.

**DABUS SQUARE**

**Population:** 10,375  
**Social Class:** Upper class  
**Character:** Glamorous shops and upscale tradesmen selling their wares to a busy crowd.  
**District Type:** Wealthy marketplace  
**Buildings:** Upscale lodgings, upscale residences, exotic trades (800), upscale trades (600), average trades (1000), upscale services (800), average services (200), upscale restaurants, temples  
**First Impressions:** Large, upscale shops and merchants display glittering, glamorous wares to spellbound shoppers. The smells of fine foods and sounds of sweet music fill the air, providing a pleasant and exotic experience.

Dabus Square is a small piece of the Market Ward lifted and replaced in The Lady’s Ward. This is where the rich and powerful of Sigil come to spend the multitude of gold pieces that they have. Nothing in Dabus Square is cheap – but then again nothing in Dabus Square is of poor, or even average, quality. When the luminescence fades in Dabus Square, the merchants close up shops and the various restaurants, theaters, and orchestra halls in the district open, filling the streets with the glitz and glamour of the Cage’s high life.

**Azure Iris:** This small inn nestled atop the Fortune’s Wheel (see below) is where the high-ups of the Cage stay when they’ve had a little too much fun in the district. It’s also used by those high-ups when they require a discreet meeting point. The rooms of the Inn are magically warded and privacy and security are guaranteed. Rooms are 40 gp and higher a night.

**Gallandro’s Glamourweaves:** This boutique in the middle of Dabus Square is renowned as the pioneering ground of Cager fashion. Run by the half-elf Gallandro (NG ♀ half-elf Bard6-Illusionist6), the shop specializes in selling outfits created out of glamourweave, a special material constructed of magic that accentuates outfits and can change colors at the owner’s whim. Gallandro also sells customized shiftweaves, preprogrammed with the most form-fitting and in-style dresses an outfit for the adventurer who wants to look his best.

**The Fortune’s Wheel:** A night out in The Lady’s Ward is never complete without a stop at the Fortune’s Wheel, Sigil’s premier gambling hall, tavern, and social hotspot. Here, the bloods of Sigil come to meet with the high-ups amidst card tables, dice games, and roulette spins. If gaming isn’t your cup of tea, you can also enjoy a cold drink at the Dragon Bar (drinks served by an actual dragon head – no one’s quite certain where the rest of the dragon might be), where Shemeshka the Marauder (see sidebar, below) watches from her private booth and takes audience with those cutters canny enough to warrant one. Unwelcome berks beware – a ring of assassins always surrounds Shemeshka, not that the

**SHEMESHKA THE MARAUDER, KING OF THE CROSSTRADE**

CR 21; AL NE; ♀ yugoloth, arcanoloth Sorcerer6; Init: +7; hp 117 (18 HD); AC 37, touch 16, flat-footed 34 (+3 Dex, +15 natural, +6 greater mage armor, +3 ring of protection); F.Atks: 2 claws +12 (1d4 plus poison) and bite +7 (1d6); SAtks spells, spell-like abilities, poison; SQ: DR 10/good, SR 30, immunity to mind affecting spells and effects, poison and acid, resistance to cold 10, fire 10, electricity 10, telepathy 100 ft., darkvision 60 ft. Str 11, Dex 16, Con 15, Int 20, Wis 18, Cha 22  
Skills and Feats: Shemeshka is a well-lanned fiend, and with Outsider skill points and her high intelligence, she is trained in nearly every skill in the book. She has max ranks in Knowledge (Sigil), Bluff, and Sense Motive, however, and regularly switches her feats around using psychic reformation to best her opponents.  
Possessions: As King of the Cross-Trade, Shemeshka can gain access to nearly any magic item under 200,000 gp worth of value. She constantly wears a ring of protection +3 and a shiftweave garment, however.
fiend couldn’t probably take a poor sod out herself, but she doesn’t like to ruffle her fur.

DØSSY S†REE+  
**Population:** 6,700  
**Social Class:** Upper class  
**Character:** Small, quiet shops, restaurants and inns in cloistered streets  
**District Type:** Wealthy mercantile  
**Buildings:** Upscale lodgings, wealthy residential, upscale trades (200), average trades (75), upscale services (100), average services (200), poor services (80)  
**First Impressions:** The surrounding environs of this district are dotted with small shops quaint boutiques, and small inns and taverns. The upper stories of this buildings all bear the markings of large residential apartments and penthouses.  

Dossy Street is a small, off-the-beaten path neighborhood of merchant shops, inns, and housing complexes. Largely speaking, it is not notable on a map, however, those cutters in the know can always find something interesting.  

**The Singing Fountain:** One of Sigil’s largest public fountains, the Singing Fountain is a marvel of architectural and artistic design. The main pool is 100 feet across, and dozens of metal basins tilt into the pool and each other from dozens of feet into the sky. The basins ring with unique musical pitches – in full bloom, it’s as soothing as a celestial choir. But the Fountain is perhaps better known due to the presence of Black Marian (N ♀ human Priest5 Godsmen), a seer who claims to be able to read the future of any who drink from the fountain’s waters. Given that the fountain’s more common customers are pigeons and other native city wildlife, few take her up on that offer.  

**The Twelve Factols:** Years ago, when the factions were still at their infancy, twelve factols met in the warrens beneath the Cage to plead for the Lady to take the factol of the Expansionist faction out of commission. Their pleadings fell on gracious ears – the factol was mazed just a short days later and the faction died, allowing other factions to grow in its stead. The place where the twelve factols met is now the back room of an underground tavern named after this event. The Twelve Factols tavern is located 88 feet beneath the streets of Sigil, down a flight of stairs off the street. The tavern is frequented by bariaur, einheriar, and other creatures from Ysgard (or just berks who like that particular “drink, smash, and be merry” kind of mentality). Its many storage rooms and tunnels appear to be endless, and many’s the rumor that says there’s an entrance to UnderSigil somewhere among the tunnels. No one’s quite sure, but some groups that are fool enough – or drunk enough – to go into the tunnels have never been heard from again.

NØBLE DIS†RIC+  
**Population:** 932  
**Social Class:** Upper class  
**Character:** Large, ostentatious palaces surrounded by high walls on wide, well lit avenues.  
**District Type:** Wealthy residential  
**Buildings:** Upscale residential, embassies  
**First Impressions:** This is where the well-lanned bloods of Sigil live. Mansions that are far too big for their owners surrounded by impenetrable walls make this place look like a dream that no cutter can touch.  

The Noble District is the home of the Golden Lords, the Cager elite. This is where the power of Sigil lies in its entirety. In the noble district, no move goes unnoticed, no meeting is chance. Every move is coldly calculated and anticipated, as no one trusts their neighbor and is never content with what they have.  

**High Houses:** The High Houses are palatial estates that dot the Noble District. Each High House is a compound to itself – an ostentatious waste of space for Sigil, but that’s the way it is in the Cage. Servants, messengers, and entire staffs live their entire lives inside the compounds of the High
Houses. These buildings are all incredibly well patrolled, as any knight with two eyes in his face can tell that just a few hours here could set a body up for life.

Library of the Lady: One of the High Houses in the Noble’s District houses the Library of the Lady, a large building housing numerous books. Anyone is free to enter the library and conduct research, but they must abide by the mysterious Librarian’s rules: books don’t circulate, books aren’t to be harmed. Within the Library’s halls, a berk can find any number of graybeards doing their own research willing to lend some wisdom for the right garnish, or cullers can look for themselves with a +10 circumstance bonus on any Knowledge (arcane, history, nobility & royalty, or the planes) checks while within the library’s halls. Researching any question in this fashion takes 1d4+1 hours.

Planar Embassies: Those few nation-states that exist across the Planes (and few there are, the majority of which are small kingdoms that dot the Outlands) have joined in the kriegstanz, recognizing that a chance to rule Sigil is a chance to gain a serious upper hand. As such, many planar powers have sent proxies and ambassadors to Sigil, and the most well-lanned of these cutters have set up here in the Noble’s District in one of the planar embassies. Cutters looking for trouble are advised to seek it elsewhere – this area of town is riddled with some of the most powerful fiends, celestials and bloods this side of the River Oceanus. Even the Lords of Hell each have a proxy set up in one of the embassies here. The peace is kept by a steady patrol of Harmonium guards, the very best the faction has to offer.

Petitioner’s Square

Population: 1,200
Social Class: Upper Middle class
Character: Somber plazas, baroque towers, fortress-like buildings
District Type: Prison district
Buildings: Faction headquarters, prison, average lodgings, exotic trades (50), average trades (100), average services (100), poor services (75).
First Impressions: The medieval towers of the Mercykiller Prison dominates the area, casting the district under its shadow. People move quickly about their business, the gallows atop the square a constant reminder of an unwary sods’ fate.

Petitioner’s Square is enclosed by the Mercykiller Prison on one end and the Tower of the Wyrm on the other. Cagers avoid the square as much as they have to most of the time – until it’s time to watch a poor sod hang from the leafless tree of course. In those occasions, the square fills up as every Cager in the city comes to watch. It’s one of the few times the entire city really gets out to celebrate, and the high-ups declare it a holiday. The square fills with the jeering crowds, the prisoner is brought out in a wagon and speeches are made – Mallin of the Mercykillers reads off the crimes of the accused and declares the punishment, and the prisoner is asked if he has a few words prepared. The best knights take the opportunity to give a brief speech – not too long or the crowd gets anxious – and knowing that there’s nothing left in this world for them they’re often not too afraid to bring down coconspirators or espouse their feelings of revolution. Scribes gather the best of these last speeches and sell pamphlets for a few coppers. After the speeches, the punishment is carried out in accordance with the law. (For more of the morbid details, see Chapter Four: Law and Order).

The Prison: The Mercykiller’s headquarters looks like everything a berk fears: a mass of grim stone and spikes, surrounded by broad avenues. Sometimes a cutter can hear a faint wail of desperation from within, and when he doesn’t he doesn’t stop walking. There’s some things a sod just doesn’t want to know about. The Prison is the final resting place for many of Sigil’s knights of the post. With underground dungeons that span various levels, the Prison has the capacity to house several thousand prisoners comfortably, and has the manpower to oversee them just fine.

The Tower of the Wyrm: A baroque tower of stone ringed with steel and spikes, the Tower of the Wyrm was once the watchtower of a larger complex that included the Prison. Nowadays, the Tower serves as a second home to the Mercykillers, a kind of field office for Justiciars of the faction that aren’t tied up with the business of the Wardens. Its name is of course derived from the Mercykiller Wyrm that’s locked up below the Tower, whose growls and roars can be heard a block away. The truth
is the Mercykillers keep the Wyrm locked and tied up deep beneath the Tower, allowing her out only when a prisoner is to be executed by the grimmest of the Red Death’s methods. Meanwhile, the upper levels of the Tower serve as a holding area for those sods awaiting trial deemed to dangerous for parole or release. The Wyrm serves as a clear reminder of what awaits them.

**Temple Row**

**Population:** 4,306  
**Social Class:** Upper class  
**Character:** Massive temples and religious figures and icons arranged in wide avenues.  
**District Type:** Temple district  
**Buildings:** Temples (200), upscale lodgings, upscale residences  
**First Impressions:** Religious fervor dominates the district as a hundred voices espousing a hundred different ideologies can be heard ringing from dozens of buildings, temples, and shrines.

While the Cage can be said to be a fairly agnostic city when it comes to religious celebration, Temple Row proves to be a suitable exception to that rule. Despite this attitude from the average Cager, however – or perhaps in spite of – the Powers have recognized the power of the kriegstanz and fallen victim to its call. Their priests have set up temples to the Powers, and the most powerful of the Powers have installed Proxies to be their voices in the Cage. A cutter who looks hard enough can find a temple dedicated to almost anything he desires in this district – from well known deities like Pelor and Zeus and Lathander to obscure, Powers like Cloakshadow, gnome god of travelers.

**Temple of the Abyss:** Looming menacingly over Temple Row stands the Temple of the Abyss, a building that serves as both portal to and monument of the lower plane of the same name. The temple is overseen by the Archheirophant Noshteroth (CE ♀ marquis cambion Priest19xHeirophant5), a fiend with a reputation for getting things done. Many high ups in the Cage come find themselves in the Temple at one point or another, looking to hire the agents of the Temple for a job to keep quiet. Of course, the clients’ names are never revealed – too much jink in the extortion, after all.

**The Lower Ward**

“Sweat, fiends, and bub – such is the Lower Ward, that is its flow, this is our life. Any cutter who can’t acknowledge this, any berk who can’t accept it, any basher who thinks otherwise, has another thing coming, will pay for his ignorance and find his name penned in the Dead Book.” – Rule-of-Three, githzerai graybeard.

The Lower Ward is where the people of Sigil come to sweat and toil – at least, those poor sods who actually have to work for a living. The clustered streets of this ward are jam packed with warehouses, workshops, tanneries, forges, foundries and laboratories. Everywhere a body turns they’ll spot someone – or, as is often the case here, some thing – working his tail off from peak to antipeak.

**Lower Ward Smog**

The sickening vapors of the Lower Ward often cripple or at least slow those who breathe the ward’s air. Locals have gotten to know the different types of fumes by different names, depending on the origins of the smoke: woodsmoke, meatsmoke, eyestings (alchemist’s fumes), coffinsmoke (the stench of cheap pipeweed), ironfumes (smelters or smithies), and cooking fires. Grime and sulphur from the various fires coat every available surface, slowly corroding every surface. Most statues and roof tiles are entirely eaten away within 40 or 50 years. PCs entering areas of heavy concentrations of such fumes must make a Fortitude save DC 11 against poison or be nauseated for 1 minute. Those who succeed on the save are simply sickened for that duration. Prolonged exposure to the smog requires a Fortitude save every round, with the DC increasing by 1 every time. Once a character is nauseated, failure of a subsequent save deals 1 point of Constitution and Strength damage to the character.

Harmonium patrols always ward off areas of heavy smog concentration and route Cagers around such clouds.
course, almost as numerous - or, perhaps more so - are the drinking holes, taverns, breweries and alepits that serve these hard working berks. Sweating is a thirsty job, after all, and someone has to quench that thirst.

The ward gets its name due to the heavy number of lower planes portals in the particular area. Almost every building in the ward houses a portal into lower half of the Great Wheel, and these portals sometimes open unexpectedly, adding their own sulfurous fumes to the already rich atmosphere. This, too, does not help the situation: whatever the case may be, the ward sure smells like it cropped out of the Abyss.

**Armorers Row**

**Population:** 3,400  
**Social Class:** Lower middle class  
**Character:** The ringing of hammers and glowing of forge fires add to the din of the occasional tavern hall where music plays.  
**District Type:** Merchant District  
**Buildings:** Average residences, poor residences, average lodgings, numerous taverns, average trades (200), poor trades (150), average services (80)  
**First Impressions:** Shops advertise the sale and distribution of weapons, armor, and other items of warfare and death, as mercenaries, thugs, and soldiers mill around buying and trading their wares.

Armorer’s Row is a small merchant’s district nestled up against the Armory in The Lady’s Ward. The row is a merchant’s district specialized in weapons and armors, and includes such services as armorers, blacksmiths, tanners, and weaponsmiths.

**Black Sails:** This small tavern is located at the far end of Armorer’s Row from the Armory. The Black Sails was founded by a prime pirate named Commodore Jaxxon, and is named after the black sails held aloft atop the tavern. The tavern also has a small number of rooms on the second floor for those bubbers wishing to stay the night.

**The Golden Bell:** Sitting in the heart of the district, the Golden Bell is a pawnshop for the poor and desperate. The Bell carries weapons, armor, kitchen goods, tack and harness, jewelry, supposed portal keys, holy and unholy symbols, maps and more. A few of these are magical – or at least of masterwork quality. The shop is run by an alu-fiend named Marisha the Fox (CE ♀ alu-fiend of the Athar) and her husband, Pincher the Exile (CE ♀ human Priest4-Rogue4 of the Athar), and everyone is kept honest by the store’s minder, a minotaur named Crookshank (CN ♀ minotaur Fighter6 of the Athar). Player Characters shopping at the Bell can locate any item with a listed market price of 2,000 gp or lower at 75% of the normal market cost. Buyer beware, however: quality is not assured, and some of these used materials may be known to be cursed or simply fail at inopportune times.

**The Ditch**

**Population:** 22,560  
**Social Class:** Lower class  
**Character:** Various poor ghettos line the banks of Sigil’s only body of water: a river of filth and sludge miles in length.  
**District Type:** Poor residential district  
**Buildings:** Poor residences, poor lodgings, average trades (50), poor trades (150), average services (250), poor services (150), temples (various deities)  
**First Impressions:** The sounds and smells of various ethnic ghettos mingle in rather unpleasant ways with the sloshed gurgling and fetid smell of the Ditch, a river of sludge and waste dividing the Lower Ward from the Hive.

The Ditch is Sigil’s only “natural” body of water, a refuse pit of waste (both humanoid and other) and rain water. The fluids in the Ditch are the corrosive run-off and residue of the various smogs and fumes, capable of dissolving anything that is bathed in it for any amount of time. This
makes it a favored dumping ground for certain groups of individual who would rather their victims remain anonymous. Any creature or object submerged in Ditch water takes 1d6 points of acid damage per minute of exposure. Even partial submersion is enough to deal damage.

**Bones of the Night:** The Bones of the Night is a cavern complex among the catacombs near the Ditch in the foulest-smelling region of the prodigiously odorous Lower Ward. A gaping hole that ills an entire fire-gutted building serves as the entrance to this underground repository of knowledge, where rogues, knights of the post, and unscrupulous mages come to gather information. The Bones of the Night is overseen by the Master of the Bones, Lothar the Old (N ♂ human Priest25 of the Free League), a powerful diviner said to be capable of draining the full extent of knowledge within a corpse. Lothar is served by a number of wererats, servants of the King of Rats who assist Lothar in exchange for information from the greybeard. The Master of the Bones charges all who come calling for information a single skull – of course, the nature of the skull depends on the nature of the question. A simple query (Gather Information or Knowledge DC 15 or lower) can be met with a simple skull (say, a wise servant who had an interesting yarn to spin). More complex or difficult subject matters require skulls of greater power and knowledge.

**Dirtball Grotto:** One of the many ethnic neighborhoods that abound in the Lower Ward, the Dirtball Grotto is a sizeable Prime neighborhood known to cater to a number of the Keyless (those poor sods who find themselves in Sigil after passing through a portal without a way to go back.) The Grotto houses Ossler’s Hostel, a small flophouse that offers cheap rates for a flea-ridden bed. Ossler himself (LG ♂ Knight7 of the Mercykillers) is a kind hearted Prime who will grant a sod a free place to kip up for the night if he shows the right need.

**The Mermaid’s Cups:** Located just out of the Ditch, the Mermaid’s Cups is most famous for its sign, a mermaid with two shell-like cups covering her breasts. It’s equally famous for the various dancers that perform at the Cups on a nightly basis, and for Larissa the Fence (CN ♀ Rogue11 of the Anarchists), a sharp cutter who’ll steal a berk blind and leave him aching for a repeat performance.

**Farhome**

**Population:** 18,700
**Social Class:** Middle class
**Character:** The twirling spires of Elven architecture dominate the district, a clean haven in a pit of filth.  
**District Type:** Elven neighborhood  
**Buildings:** Average residences, exotic trades (25), upscale trades (75), average trades (75), poor trades (100), fine services (10), average services (100), temple (Corellon Larethian, other minor elven deities)  
**First Impressions:** This district’s streets are the cleanest in the Ward. While the air retains the dim haze of the constant smog, the streets are brushed clear of the soot and ash that covers the rest of the ward.  

Farhome is Sigil’s only Elven neighborhood, located in the heart of the Lower Ward near the Great Foundry. Although it is considered an elven neighborhood, elves still remain the minority here. Most “elves” here are actually half-elves, or those of even thinner blood. Still, the architecture of the district borrows heavily from elven influences, and it’s known for its trade in magic spells and magical goods.

**The Green Mill:** This elven tavern sits at the heart of Farhome, and is considered the primary marker of the district. The restaurant sells all kinds of elven delicacies, specializing in elven pastries and breads. Every night, bards sing elven airs, the commons are decorated with fresh flowers to ward off ill scents, and the rich of the ward come to rest and listen to the music. The tavern is frequented by humans, half-elves, bariaur and primes as well as full-blooded elves, however gith and tieflings are not permitted on the premises. Sometimes, a dabus enters the premises to join in the festivities, adding their rebus speak to the chanted lyrics for a truly spectacular evening.

**The Friendly Fiend:** Nestled at the edge of the district, and arguably a part of the Foundry District, is a small, squat, round tower. A simple sign hangs outside the front doors, the face of a grinning feral wolf atop the words “The Friendly Fiend.” The place is a magical curio shop – never having a stable inventory, the Fiend can sell the legendary sword of an ancient warrior one day and a
set of color-shifting, mood-sensing orbs the next. Anyone who walks into the Fiend is treated to tea and biscuits from the shop’s enigmatic proprietor, A’kin (AL unknown ♀ arcanoloth). A’kin likes to speak personally with each of his customers, discussing menial things like the weather and asking personal questions as if the customer was an old friend – even if the customer has never met the fiend at all! Despite the depths of his knowledge, A’kin plays the harmless sod, and is generally well liked by his neighbors. In fact, not a single being who meets him has a bad word to say about him – for a yugoloth, A’kin has a surprisingly clean reputation. If a cutter’s looking for a special magical device or information on some new magical power or other, A’kin might just be the fiend to look up.

**The Ubiquitous Wayfarer:** This tavern is well beloved by planewalkers, and it’s the place where many bloods come to ply their deadly trade. It is said that the Wayfarer has more portals to other planes hidden somewhere within its halls than any other place in the Lower Ward – certainly more than any other tavern. It’s also quite popular due to the fact that the Wayfarer has three distinct entrances – all of them in different parts of Sigil! Aside from the main entrance, located in the Farhome district, the tavern also has an entrance located in The Lady’s Ward and another located in the Clerk’s Ward.

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**Foundry District**

**Population:** 35,000

**Social Class:** Middle class

**Character:** Smoke billows from workshops and warehouses dot the streets as people frenetically move about their business.

**District Type:** Industrial district

**Buildings:** Faction headquarters, Exotic trades (100), Upscale trades (50), Average trades (800), poor trades (400), average taverns, average lodgings

**First Impressions:** The massive, sprawling complex of the Great Foundry dominates the surrounding area, spewing hot gasses and smog into the district.

The Foundry District is the beating heart of the Lower Ward, the center of Sigil’s trade district. Here, craftsmen and businessmen constantly move around, shuffling wares and raw materials from warehouses to workshops and back to warehouses. At night, as the shops let out, the wary folk
wander to the district’s multiple taverns, dragging in dirt and grime with them where they go.

**The Dirk & Firkin:** One of the district’s many taverns, the Dirk & Firkin stands out from the crowd due to a pair of portals that lead to the elemental planes that keep the place well heated and well ventilated. The tavern is a favorite among the bariaur, einheriar, and aasimar that work in the district, occasionally even pulling in a visiting deva or lillend. Most who come here do so to “breathe in the vapors”, said to clean out the grime and filth of the Lower Ward smog.

**The Great Foundry:** The headquarters of the Believers of the Source is a massive, sprawling, gated complex of workshops and warehouses. At the center of the complex towers the Foundry proper, a complex building of towers, metal tubes, and chimneys spewing forth toxic gasses day and night. The windows of the Foundry constantly glow with the fires of the smelting pools within, casting the district in lights even in the darkest hours of antipeak. Only a few areas of the Foundry are open to the public – reception offices where a body can come to lay and pick up orders for projects.

**Harbinger House:** This large building a few blocks away from the Great Foundry is one of the better known secrets of the Cage. While the Bleakers run the Gatehouse, and that’s where the majority of the city’s Barmies go to stay to get better, the Godsmen have been tasked by the Harmonium with running this prison for barmies: Harbinger House. The barmies here are those that the Hardheads have scragged but been unable to put to trial due to their insanity – you see the Mercykillers won’t take ‘em if they can’t understand the reason for their punishment, and the Guvners agree that a sod who don’t know where he’s at when he’s being tried is a sod that’l never get the concept of law and order. So they lock ‘em up in this asylum in the Lower Ward, out of the way for anyone to see. The Godsmen keep Harbinger House as secret as they can – no visitors are allowed in, and the keeper of Harbinger House remains attached to the house until he moves on, either dying or advancing to the next level of ascension.

**THE PITS**

**Population:** 1,780  
**Social Class:** Lower class  
**Character:** Dark, seedy taverns cater to the most basest of desires.  
**District Type:** Red light district  
**Buildings:** Poor residences, poor lodgings, average trades (50), poor trades (100), poor services (100)  
**First Impressions:** Scantily clad women patrol the streets of the Pits, wearing scandalously revealing outfits and enticing comers into the inside of various establishments in a number of alleys and lower

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**Ombidias**

CR 7; AL NG; 9 voadkyn (wood giant) Spirit Shaman7-Barbarian7; Large giant; hp 119; Init: +3; AC 22, touch 13, flat-footed 22 (-1 size, +3 Dex, +4 natural, +5 +1 hide); Space/Reach: 10 ft./10 ft.; Spd. 30 ft.; F.Atk: large greatsword +18/+13/+8 (3d6+9/19-20) or +15/+10/+5 composite longbow (2d6+6/x3); SA spirit shaman abilities, rage; SQ +2 to will saves vs. enchantments, spirit shaman abilities, fast movement, low-light vision; Str 22, Dex 16, Con 18, Int 14, Wis 18, Cha 16.  
**Skills and Feats:** Concentration +21, Heal +21, Knowledge (Sigil) +19, Knowledge (History) +12, Knowledge (religion) +5, Spellcraft +19, Survival +21; Power Attack, Skill Focus (Heal), Spell Focus (Conjuration), Weapon Focus (Greatsword), Weapon Focus (Longbow)  

*Ombidias looks a little like a 9 foot tall elf, with dark brown skin that almost looks black. He wears woodsy colors – deep greens, dark browns, and blacks. His demeanor is calm and pensive, belying his large, imposing stature.*

Ombidias is a friendly overseer in the Great Foundry. Despite being a highly ranked factor, Ombidias always has time to spare for those namers looking for additional guidance in their struggles. He uses his magics to help ease the pain of working in the hellish environment of the Foundry floor.

**Initial Disposition:** Friendly  
**Modifiers:** Party includes a member of the Godsmen faction (+4), includes an elf (any except drow) (+2), includes a drow amongst its numbers (-2), includes a member of the Dustmen faction (-4).
basements.

The Pits is the Lower Ward’s most infamous red light district: either a haven of good natured, free spirited fun in a dreary ward or a cesspool of scum and villainy in a similarly dreary ward. Harmonium patrols don’t make it into the Pits, always managing to circumvent the neighborhood by the fastest way possible – good for them, as the neighborhood is run by a number of fiends who don’t like the Hardheads getting involved in their various businesses. Still, the ward remains popular with the locals and traveling merchants and fiends who come to Sigil, for it offers carnal pleasures the likes cannot be found anywhere else in the Cage.

Lilith’s Den: This demon brothel is tucked away into an alley in the middle of the Pits, nestled between a pair of warehouses and far away from the eyes and ears of peery bashers. Within, the brothel is decked out to make the experience as comfortable and pleasurable for customers as possible – frothy beverages are provided free of charge to paying customers, chairs, couches, and beds are comfortable, warmth (or cold, depending on a berk’s taste) are provided with special thermal stones, and a number of courtesans are available for every race and taste. Lilith’s Den is run by a former courtesan of the place named Abaxis (LE ♀ pleasure devil), whose seductive nature is enough to lure any sod, male or female, to her will. Rumors fly around that Abaxis is a spy for one of the Dark Eight, looking to lure unwary bloods to her side and recruit them to the Blood War, though whether or not this is true is so far unsubstantiated.

Society of the Luminiferous Aether: Once a cabal of respected spellslingers, the Society of the Luminiferous Aether has devolved into a group of bored mages looking to experience the next high – magical or otherwise. The Society now deals in a number of illegal, or at least highly questionable, substances that have been enhanced by magic to provide a prolonged psychotropic experience to the imbiber. Anyone with the right jink – 100 gold coins – can join the society if they show the right interest, and gain access to the Society’s stash. The first taste is always free, of course – after that, berks got to pony up the jink for the next hit. The Society has its own tower at the edge of the Pits near The Lady’s Ward, and it’s said that a number of Golden Lords send runners and messengers into the Society’s halls with orders to pick up large quantities of exotic substances for their latest bacchanals.

The Tenth Pit: One of the Lower Ward’s many fiendish taverns, the Tenth Pit caters specifically to those fiends and evil creatures that like a little pain mixed in with their pleasure. Here, a body can not only find bub to drink, but can (for a small fee): participate in a gladiatorial battle, endure some (light) torture, be forcibly bound and gagged, and perhaps more, if the berk’s got a silver tongue and an even larger coinpurse. The Tenth Pit has become a favorite among disaffected Sensates looking to experience some of the darker sides of the multiverse.

UNBELIEVER WAY

Population: 5,210
Social Class: Lower class
Character: The streets of this district seem ruined and deserted, with only the occasional street peddler passing along.
District Type: Ruined temple district
Buildings: Faction headquarters, average services (50), average trades (25), poor services (100), poor trades (80), poor lodgings
First Impressions: This district is surprisingly quiet – especially compared to the rest of the district. People hurry on their way, ignoring the occasional street preacher who has settled on his soapbox to preach to an unlistening crowd about the falsehood of the deities.

It’s difficult to believe that once Unbeliever Way was the heart of the City of Doors. Indeed, this district was the home of the Temple of Aoskar, father of Portals, and keeper of all of Sigil’s doorways. But one day Aoskar crossed the Lady of Pain, and she paid him a visit. After a brief and somewhat anticlimactic battle, the Lady wrote the Power into the Dead Book and shattered his temple (and the surrounding area) into so much rubble.
Now the district’s been cleaned up – although not exactly rebuilt. The people who live and toil here – most of them the Athar or their allies – do so amidst the ruins of what the district once used to be. The Athar like it that way: it’s a good reminder that the Powers are limited in their abilities, and that no Power can touch them while they sit in the Cage.

**The Shattered Temple:** The former seat of Aoskar’s power, the Shattered Temple now serves as the headquarters of the Athar Faction. And what better headquarters for a faction that believes in the fallibility of the powers? From the Shattered Temple, the Athar run what can only be described as an antichurch – it’s hierarchy and methods of operation are very similar to a church (there are priests and evangelists, books and pamphlets, and they even have their own orders of warriors and defenders) but the point isn’t to get people to believe in the divine, it’s to get them to disbelieve.

**The Clerk’s Ward**

“The Clerk’s Ward, the embodiment of Sigil’s bureaucracy and a beacon of cultural harmony, nestles between the Market and Guildhall Wards and the Hive Ward. It couldn’t be more different from its neighbors. Where the Hive Ward’s chaotic, the Clerk’s Ward’s orderly. Where the Market Ward’s competitive, the Clerk’s Ward’s cooperative. Where the Hive Ward’s filthy, the Clerk’s Ward’s pristine – for the most part.” – Konnor the Arrogant, Escort

The Clerk’s Ward is the home to Sigil’s government. Here, the Cagers who work to ensure that the great wheel of Sigil’s government continues to turn live, work and play. As such, the Ward is the safest, most orderly and most liberal of the various wards in Sigil. Harmonium patrols make hundreds of arrest each night in the Ward – mostly for disorderly conduct and loitering. Mercenaries and private guards also keep an eye on the various cases in the Ward.

**Administrator’s District**

Population: 28,250
Social Class: Upper class
Character: Various administrative buildings and government services lining busy streets.
District Type: Government district
Buildings: Faction headquarters, government buildings, university, average trades (40), upscale trades (20), exotic trades (5), upscale services (60), average services (100), upscale lodgings, upscale food, average food and lodging, upscale residences
First Impressions: The campus of the Hall of Records dominates the district. People mill around, moving quickly and not dawdling in the streets for long. It’s quiet, busy, and orderly.

The Administrator’s District is the heart of the Clerk’s Ward. The streets are swept by workers every day, the buildings are scrubbed fresh every week, and gutters and sewers are trimmed and kept free of razorvine. Harmonium patrols keep the peace and ensure that people go about their business without causing trouble.

**Grundlethom’s Automatic Scribe:** All of the various speeches and dialogues that occur in the Ward bring in a vast number of scribes. These sods jot down the words of the various important speakers for future posterity, selling the transcripts to libraries and graybeards for a small profit. An Indep wizard named Grundlethorn Blackdagger (LN ♀ Wizard15 of the Free League) has created a device that will cut out the middle man entirely, allowing anyone to speak into the device and produce a written record of their speech.

**Hall of Information:** Adjoined to the Hall of Records, the Hall of Information is where Cagers come to dig up information about the various goings on in Sigil. The Hall of Information provides information on government, social, cultural and private sector events. Other services provided include: Locating people, directions to various locales in Sigil, dispute mediation, and explaining current affairs on various popular planar destinations. The Information Chief is Bordon Mok (LN ♀ bariaur Fighter12 of the Fated), a no-nonsense Taker who lords over the Hall of Information with an iron fist.
Hall of Records: The Hall of Records is a vast, sprawling campus of buildings, formerly Sigil’s largest university. It was taken by the Fated for being behind on various payments, and now the campus serves as the faction’s headquarters. The Hall of Records is divided into a number of other bureaus that affect the day to day life of every Cager, from taxes to mercantile affairs to the regulation and use of portals. Navigating the various departments can be quite the hassle, and if a body doesn’t know what they’re doing they can spend an entire day roving from bureau to bureau getting forms filled out in triplicate. Attempting to do business in the Hall of Records will take 1d4+1 hours. A successful Knowledge (Nobility & Royalty) check DC 15 can cut this time to 1d20+5 minutes.

Rowan Academy of Learning: The only remaining scholastic part of the Hall of Records is the Rowan Academy of Learning. This is the largest institute of learning in the Cage, and here a body can receive instruction on any number of topics from hundreds of instructors willing to provide their expertise. Enrollment is free for Takers, but nonfactioneers can gain access to the classes for 500 gp.

CRYSTAL DEW LANE
Population: 34,600
Social Class: Upper Class
Character: Amphitheaters, opera houses, museums and open-air theaters
District Type: Theater District
Buildings: Faction headquarters, upscale entertainment, average entertainment, museums, exotic trades (10), upscale trades (40), average trades (20), upscale services (50), average services (100)
First Impressions: Jugglers, poets, and performers all fill the streets around Crystal Dew Lane with their various tricks and performances. The buildings around this district are mostly geared towards entertainment; even the taverns and restaurants are decked out to please their visitors with more than simple foodstuffs.

Crystal Dew Lane is the liveliest district in all of the Clerk’s Ward, and probably the most raucous. The Society of Sensation holds deed to most of the district, owning almost all of the buildings here. It’s hard for a berk to lack something to do in Crystal Dew Lane, as all kinds of entertainments can be found here for those who look hard enough.

The Civic Festhall: Sigil’s largest theater, the Festhall serves as the headquarters of the Society of Sensation. Within its walls, the citizens of the Cage are treated to a vast array of varying entertainments, from guest lecturers and speakers from across the Planes to the best musicians and acting troupes in the multiverse. Every night the Festhall hosts a new entertainment for Cagers – rare, indeed, is the performer worthy of a repeat performance. Most of these entertainments and lectures are open to any Cager – so long as he’s got the jink, of course. Factioneers are allowed to sit in for free in the lectures, and are offered a small discount for those other entertainments. Tickets sell out quickly, so curious cutters are advised to buy early.

The Greengage: A halfling establishment owned by Marda Farambler (CG ♀ halfling Expert6) that sells cider made from the orchards of the goddess Sheela Peryroyl. The place is built specifically to cater to halflings and other small folk – ceilings, chairs and tables are sized perfectly proportional to Small characters. Those larger folk who want to take in the cider need to drink it at the curb – a small price to pay for access to the divine (both literally and figuratively) brew.

SANDSTONE DISTRICT
Population: 21,450
Social Class: Middle class
Character: Sandstone bricked tall apartment buildings huddle around a group of closed-off streets and alleyways.
District Type: Racial ghetto
Buildings: Average residential, average lodgings, average trades (20), poor trades (100), average services (200), upscale services (40), poor services (100), upscale residences, poor residences
First Impressions: The buildings here are all closed off and darkened, the entrances hidden behind large iron gates and small alleyways. Private guards stand watching behind locked gates, beckoning you to move on and mind your business.

The Sandstone District lies squarely between the Clerk’s Ward and the Guildhall Ward, delineating the border between the two. It’s also where the ward’s tieflings and undesirables have migrated after a time. The area is small, closed in, and the buildings offer a greater amount of privacy given their claustrophobia and construction, making the secretive tieflings feel quite at home here.

Jeena Ealy’s Compound: One of the larger upscale residences in the Sandstone District belongs to the culler Jeena Ealy (CG ♀ human Swashbuckler9 Society of Sensation), an attractive older human known for her varying exposes on a number of topics dark and dreary. Her bestseller In Darkest Sigil chronicled the story of life in the Hive, and she spent an entire year living in the squallid mess compiling research before writing it. A few other books before and after cemented her reputation as a top shelf yarn spinner and adventurer, and Jeena’s greatly respected because of it. Nowadays, Jeena is too old to do her own adventuring, and is looking to hire top shelf bloods to do her research for her.

S P E A K E R’ S D I S T R I C T +

Population: 17,880
Social Class: Upper class
Character: Large, spacious avenues are busy with people going about their daily affairs, all crossing the last length of Crystal Dew Lane to arrive at the Hall of Speakers for the day’s debates.
District Type: Government district
Buildings: Faction headquarters, government buildings, fine lodgings, fine food, upscale services (100), average services (80), poor services (120)
First Impressions: This section of the Ward buzzes with a kinetic kind of energy, with folks discussing and philosophizing the topics of the day. Members of all creeds and factions meet peacefully in this neutral ground, where Hardheads are willing to listen to even Anarchists – up to a point, of course – and the peace is enforced by the ever watchful Signer guards.

Hall of Speakers: The center of legislative thinking in all of Sigil, the Hall of Speakers serves as a monument to the power of the individual. The statue at the front of the Hall depicts a woman holding an entire world: such is the philosophy of the Hall of Speakers and the Signers that call it home, that any one person can shape the world. Of course, in practice this becomes a slightly more difficult matter. Speeches and debates are held daily in the Speaker’s Podium, and these meetings are theoretically open to all Cagers. Factols, Factors and other High Ups have priority, however, and it’s rare that the day’s events allow for the small man to be heard fully. The daily talks are moderated by the Speaker of the Day – and every Signer at one point or another gets his chance at this responsibility, although whenever there is a meeting of the Council of Factions (about twice a month) the Speaker is the factol of the Sign of One. During these meetings, only Factols and those invited by the Factols may speak, and representatives from the thirteen represented factions (the Revolutionary League and Free League both lack representation) vote at the end of the meeting on new legislation. The Hall also serves as a meeting place – any berk can rent a meeting hall for 1 sp per hour, and privacy is assured.

The Tryanim: Those sods who can’t gain access to the Hall of Speakers due to time constraints can try their luck at the Tryanim, a public forum located a block away from the Hall of Speakers. Here, the Master of Debates, Sura Ekness (LN ♀ human Priest5 of the Fraternity of Order), picks a daily list of topics and interviews speakers when the Tryanim opens. She chooses one speaker from each faction (members of the Free League and Revolutionary League are allowed to speak, as are those without a faction affiliation) and forms them into groups of three to present their views on a given topic for one hour. The debates have no formal structure, and the participants may speak as much as they like so long as they remain on their speaker’s platforms. No magic or props are allowed, and any speaker who violates these rules is removed. Particularly interesting debates are transcripted by a group of scribes who write down everything a cutter says – the debaters are identified by their faction, instead of their name.
Tea Street

Population: 31,410
Social Class: Middle class
Character: Small, cloistered streets trickle from large avenues like creeks from a river, carrying with them people headed towards their homes and businesses.
District Type: Residential District
Buildings: Average residences, upscale residences, average lodgings, upscale services (40), average services (200), temples
First Impressions: This residential district is heavily trafficked by the people who live and work here. Lying directly between the Speaker’s District and the Administrator’s District, the area sees a lot of foot and carriage traffic.

Tea Street Transit: Pony rides are a common sight in the streets of the Cage as the cheapest form of fast transportation available to the average Cager. Only top shelf bloods travel in the more lucrative and expensive sedan chairs – so the average berk and basher needs to pass the jink to the nearby pony cab stations. Tea Street Transit provides the finest Arcadian pony rides to the Cagers of the Clerk’s Ward. The proprietor, a half-elf named Kyl Silkfoot (LG 3 half-elf Fighter3 of the Free League) ensures his drivers know the layout of every street in the Cage, often hiring former touts for his rides. Service is guaranteed, and the drivers are all equipped with high pitched whistles to call a Hardhead patrol in case the cab is attacked – or in case the berks refuse to pay the music after the ride’s done.

Triptyc Nic’Epona: Sigil’s largest monument, by far, is the Triptyc Nic’Epona – called Triona by the locals. This statue of a rearing, three-eyed nic’epona (a type of planar horse from the upper planes) stands over 200 feet tall, the front legs bucking defiantly to the sky and the mane flowing gracefully behind her. Three large, multi-faceted gems stand as the statues’ eyes, arranged in a circle on the statue’s forehead. These gems actually correspond to three platforms beneath the statue – and it is rumored that the platforms serve as portals to the Prime Material Plane, Mt. Celestia, and Elysium. A ring of Doomguard stand around the statue 24 hours a day, ensuring that only those with permission access the platform beneath the statue.

Worker’s District

Population: 17,020
Social Class: Middle class
Character: The buildings in this district are geared more towards labor than thought – smaller guildhalls and shops lying close to the Guildhall Ward.
District Type: Worker’s district
Buildings: Average trades (50), Poor trades (25), average services (100), poor services (80), average residences, average lodgings, temples
First Impressions: The ordered streets of the Clerk’s Ward differentiate this worker’s district from the rest of the Guildhall Ward beyond.

The Worker’s District lies in the border of the Clerk’s Ward and the Guildhall Ward. Many Cagers – particularly those of the Clerk’s Ward – argue back and forth whether the district belongs in the Guildhall Ward or the Clerk’s Ward. Two things maintain it squarely in the Clerk’s Ward, however: first, it’s not as busy as the rest of the Guildhall Ward, and second, Harmonium Patrols are still quite frequent in the area.

Lazz School of Vivid Unpleasantness: The Lazz School can be seen as a stark counterpoint to the expressionistic beauty of the Civic Festhall. The building features an alien architecture filled with improbable angles, ugly iron blades and spikes jutting out in all kinds of directions, randomly and without purpose. The school caters to those Cagers who prefer controversial forms of expressionism – it’s frequented by Chaositects, Indeps and Bleakers, and despised by Hardheads and Guvners.

Tensar’s Employment Services: Tensar’s is a small, squat building located in the middle of the Worker’s District. Here, an honest cutter looking for an honest pile of jink can come looking for a
steady source of income. Tensar (see sidebar, below) is an honest man who believes that hard work is the greatest gift a man can get. He takes applicants that come with recommendation from the Bureau of Education or letters from well-labeled bloods. After a rigorous screening interview process, he links applicants with the jobs that would fit well with them. Those who do well earn a friend in Tensar – those who turn stag on their employers or simply fail to live up to Tensar’s expectations earn a bitter, and very dangerous, enemy.

**GUILDHALL WARD & MARKET WARD**

“In the City of Doors, great profits are won and fortunes lost on the scales of Commerce. Herein are the Halls of the Guildmasters, and the secrets of their cunning Labours revealed!” – Etain the Quick, tout.

The Guildhall and Market Wards mean business: nonstop, round-the-clock trade conducted by the multiverse’s premiere merchants, craftsmen and jink jugglers. Sandwiched between The Lady’s Ward and the Clerk’s Ward, this is Sigil’s most cosmopolitan area – if it walks, crawls, or flies, and has jink to spend, it’s welcome here.

The Market Ward is where a basher comes to find goods of all kinds: food, medicine, clothing, tools, and weapons. The Guildhall Ward is where a body comes to find bloods who sell services. Here you’ll find anyone who sells a service, no matter how exotic or odd – from a team of professional dice players to mountaineers ready to guide you through an expedition to Mount Celestia. The reason the two are described here is that – moreso than any other ward in Sigil – it’s impossible to tell where the Guildhall Ward ends and the Market Ward begins. The differentiation is far more historic than actual: before the Great Upheaval, the Guildhall ward was the home of most of the former Guilds. Now, services and trade goods are sold side by side, so the borders are considered fluid.

Because of the chaotic nature of the Market and Guildhall wards, it is inconvenient to divide the list by the number of available districts. Players may consider every neighborhood in the two Wards to be either Market districts or Guild districts, depending on the surrounding buildings. Additionally, the players are able to find any kind of Trade or Service in this Ward with only minimal fuss – 1d4 hours of searching or a Gather Information DC 10 check to cut down the time to 1d4 minutes (but cost the berk 1d4 coppers for directions).

Notable buildings and areas are described below:

**Chirper’s:** This building is a combination vaudeville theater, inn and tavern, created by 10 wealthy merchants in Sigil to lure tourists to the ward and keep them there. Chirper’s is now over 200 years old and renowned throughout the multiverse for its tasty meals, spacious rooms and dazzling entertainments. Chirper’s has grown to a massive business enterprise, catering to the oddest of tastes – so long, of course, as the taste is not illegal. Visitors from the Plane of Fire, for example, can have molten lava filled bathtubs instead of the regular watery kind, or guests from the bleak wastes of

**U+ADAS TENSAR**

CR 10; AL LG; Male human Paladin10-Priest10 of the Fraternity of Order; Init: +4; AC 25, touch 12, flat-footed 25 (+10 +2 full plate, +3 +2 small steel shield, +2 ring of protection); Atks: +1 bastard sword +15/+10 (1d10+4/19x20); BAB/Grap: +10/+13; SA detect evil, smite evil 3/day, turn undead; SQ paladin abilities; Str 16, Dex 11, Con 14, Int 16, Wis 21, Cha 20.

Skills and Feats: Concentration +15, Diplomacy +18, Forgery +16, Knowledge (Sigil) +16, Sense Motive +18, Spellcraft +16; Divine Might, Exotic Weapon Proficiency (Bastard Sword), Improved Initiative, Quicken Spell, Weapon Focus (Bastard Sword).

A smiling older human male, Tensar still has the body of a much younger man – fit, taut and athletic, ready for battle. A twinkle to the man’s eyes makes him instantly trustworthy.

**Initial Attitude:** Indifferent

**Modifiers:** Party includes a member of the Fraternity of Order (+2), comes with a letter of recommendation from a high up (+4); has a reputation for laziness or betrayal (-4), includes a member of the Xaositects (-2).
Gehenna can rent a room painted in dull grays and filled with *continual darkness* effects that dim colors. The place also has a number of entertainments to suit all tastes – from the nightly vaudeville acts to a large museum and a collection of exotic animal species from around the Planes.

**Fell’s Tattoo Parlor:** A small shop located within the Market Ward, Fell’s Tattoo Parlor is an oddity among oddities. The shop’s proprietor is a fallen dabus named Fell. The dabus is said to be able to read the minds of his customers, and paint beautiful depictions of their memories on their bodies to forever honor these events. Fell also offers tattoos laced with magic, and has the unusual ability to finish these off faster than anyone else in the Cage – most tattoos take no longer than a day, regardless of the cost.

**The Great Bazaar:** This market district is truly the only differentiable neighborhood in all of the Market and Guildhall Wards, for it is the only place where Hardhead patrols are decidedly unwelcome. A pair of armed bashers greet the Hardheads at the borders, informing them that all is well within the borders of the Great Bazaar. The Hardheads typically observe these borders – after all, no sense going to war over a trifle district in all of the Market Ward. The reason they’re unwelcome is, of course, the Great Bazaar is the home of the Free League faction, and the Indeps dislike faction interference. Of course, the Great Bazaar is exactly as it says on the tin: a large, open air marketplace where merchants set up their carts on a daily basis to offer their wares to any and all comers. This fluctuation makes the Great Bazaar the largest and the busiest faction headquarters in all of the Cage.

**The Great Gymnasium:** With its gold-flecked marble walls, plush velvet carpets, and onyx chandeliers, the Great Gymnasium is perhaps the most luxurious of all the faction headquarters. The Ciphers take their relaxation as seriously as their physical training. Here, more berks have their backs in hammocks than their noses in books. Sounds louder than a whisper are considered unnecessary noise – unless a berk’s in the workout rooms. Though bashers of all persuasions are supposedly welcome at the Great Gymnasium, only Ciphers have free access. Everybody else has to follow a strict set of rules or, unless they know how to move really fast, face the wrath of beefy security guards. For starters, the Gymnasium’s only open to the public when the Ciphers say it is, usually for a couple of hours either side of peak, but admission times change faster than a Xaosman changes his mind. Weapons are forbidden, as are magical items and snacks. Food is available from various areas within the compound for 3 cp a piece.

**Tivvum’s Antiquities:** A tall wizard’s tower sitting in a corner of the Market Ward, Tivvum’s Antiquities is the Cage’s most famous Portal Key Shop. Run by Alluvius “Old Lu” Ruskin (CE ♀ human Wizard15), the shop sells all kinds of random nick knacks to adventurers and travelers looking to get around the Planes. Old Lu is said to be a fountain of information for portals and keys herself, and is always willing to help an eager customer.

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**The Sigil Market**

Cutters looking to find anything in Sigil are likely to find it somewhere in the Market Ward. If a merchant doesn’t have it on display, he can probably get access to it given a little bit of time. An old saying goes “if it can’t be bought in the Market Ward – then it can’t be bought at all”, and it’s true. Even illegal black market items are traded here – although less openly than the average wares.

Prices in the marketplace fluctuate from day to day, depending on supplies and the taxes and tollways imposed by the Guvners in any given week. Most folks in Sigil simply make due with the taxes and inflation as they stand – the price one pays for the convenience of having it all located at their fingertips. However, a member of the Free League who shops in the Great Bazaar can often find items at their market price – and often at a discount, to boot. Indeps have to look after each other, of course.

Anytime a party wishes to buy an item, the DM rolls 1d10 and divides by 2. This is the percentage amount by which an item’s price is inflated due to market forces and taxation. Of course, a canny cutter can still attempt to haggle down the price – a successful Diplomacy check opposed by the merchant’s Appraise check can lower the price of goods by as much as 5%, plus an additional 5% by every 5 points the player’s check beat the merchant’s.
“To understand the Hive you gotta listen to one of their stories. See, a while ago there was this boot-puller called Squinty Mak. He’d collar youths and pull them into an alley, then make off with their boots leaving the kid cryin’ for his momma. One day, Squinty took the boots off an 8 year old named Cynda, the daughter of an addle-cove named Neevie. When Cynda came home cryin’, Neevie decided it was time for Squinty to pay the music. She tracked him to the Slags, and raised her massive club and gave Squinty a good one, right where his left eye used to be. The scuffle drew along Kadyx – a monster few have seen and fewer still want to see. Kadyx gobbled up every bit of Squinty. He gobbled up every bit of Neevie too. Except her feet.

“That Kadyx. What a joker.

“Now anywhere else the locals would be grateful to Neevie. And one might think they’d miss her too, after all, she gave her life to take down a tormentor of children. But no one cared. So there’s one less boot puller, they yawned. Big deal. There’s plenty more to take his place. As for Neevie, she was too dumb to live. She knew where she was going, and she got what was coming to her.


There’s a saying about the Hive Ward: it’s got Sigil’s dumbest murderers. If they had any brains, they’d move to a safer ward.

For most, life in the Hive is a tedious journey down a road of despair, with death waiting at the end. And not just any old death. Death in the Hive wears a variety of disguises. Compared to the Hive, an Arcadian swine barn smells like a rose garden. It’s not just the filthy kips that cause the stink. And it’s not the lack of hygiene – though the only time a lot of these sods get a bath is when they fall in a mud puddle. It’s mostly because of the rainwater. The gutters of the Hive are filled with garbage, and no one comes to clean it up. The rain collects in brackish pools, some swelling to the size of small lakes. A lot of Hivers use the pools for trash pails.

Whoever planned the ward didn’t know the definition of a straight line, as the streets wind in every direction: some end abruptly in blind alleys, others circle back on themselves like snakes swallowing their own tails. With space at a premium, new structures’re built on top of old ones, giving a typical building the appearance of a stack of boxes about to collapse. It’s a mess alright – though a basher flying overhead might make some sense of it.

**Bedlam Run**

**Population:** 45,000 (approx.)

**Social Class:** Lower class

**Character:** The large, architectural nightmare that is the Gatehouse looms over the neighborhood, an ugly blot in an uglier skyline.

**District Type:** Slums

**Buildings:** Faction headquarters, poor residences, poor lodgings, poor trades (10), poor services (50), temples

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**The Streets of the Hive**

Walking around in the Hive is a difficult proposition. The streets were not only apparently designed by a blind minotaur, but the constant break down and rebuilding of buildings on top of each other, as well as the creation of new Mazes, means that the streets of the Hive literally change overnight. What today is a dead end might tomorrow be a four way intersection. The chant is that the Hive stretches and molds in a constant attempt to fit all of the sods living there comfortably. But given the pace of this “organic” growth coupled with the squalor that spreads from the ward, this only serves to confuse matters.

As such, those looking to navigate the Hive must use what few landmarks exist in the ward to make their way around. Characters attempting to navigate the Hive must make a Survival check, DC 15 to successfully reach their destination, and the trip takes 1d4+1 hours regardless of the distance crossed. If the check fails, the character wanders for 1 hour before realizing they are lost, and another Survival check must be made. This lost time, coupled with the hourly check for random encounters, makes the Hive a very dangerous place. Characters with 5 or more ranks in Knowledge (Sigil) get a +2 synergy bonus to this check.
**First Impressions:** The roundabout Bedlam Run is at least a predictable street, as it snakes around the Gatehouse and meets itself on the other end. The moans and screams of the barmies and desperate fill the neighborhood, and few Cagers want to be here after dark.

Bedlam Run is the neighborhood that’s centered around the Gatehouse. During the day, it is busy with the throngs of unfortunates hoping to get a helping hand from the Bleak Cabal. Bleaker guards patrol the area making sure people obey the rules and stay in line. Of course, they don’t patrol too hard – after all, what’s the point? At night, the lines clear, businesses close, and the predators come out to the streets.

**The Gatehouse:** This strangely shaped building is the home of the Bleack Cabal faction. Looking like a tower that sprouted three wings at impossible angles, the Gatehouse serves as an orphanage, insane asylum, and hospice for the barmies and sods of the Hive. Anyone can seek to get themselves admitted to the Gatehouse – whether for a night or until they get better or old enough, depending on the berk’s condition. Of course, space fills up fast, so you better make the lines early.

**Gatehouse Night Market:** When the light goes, the predators come out to play in Bedlam Run. These knights set up a mobile market somewhere near the area of the Gatehouse every night, bringing with them the previous night and day’s stolen goods. Fences, forgers, drug dealers and slave traders can all be found among the Night Market’s stalls. Goods are available at half the marked price, and there are no guarantees. A cunning cutter who was bobbed the night before can usually find his goods for sale at the Night Market the next antipeak. Starting trouble is ill advised, however – the Night Market also boasts it’s fair number of assassins and cutthroats, each eager and willing to spill the blood of a hapless addle-cove.

**Marble District**

**Population:** 560
**Social Class:** Middle class
**Character:** Drab, dinky, dirty marble faced buildings skirt the edge of the border with the Clerk’s Ward.
**District Type:** Residential
**Buildings:** Upscale housing, average housing, average lodgings

**First Impressions:** The Marble District appears to be the Hive’s upscale neighborhood – and for upscale, that isn’t saying much. None of the building faces really say much as to what’s in the building’s interiors – lush palaces might be hidden behind a façade of ruin and stone.

The Marble District is where the high ups of the Hive live and work. Comprising less than 1% of the population of the Hive, the Marble District is still surprisingly large, space-wise. Ruined marble exteriors hide vast, rich hideaways from prying eyes and grubby fingers. Not that it would do a knight of the post much good – most of these cases are well protected with their own band of thugs and bashers who are well maintained for their stations.

**Bottle & Jug:** It’s fair to say that the Bottle & Jug is the finest tavern in all of the Hive. In fact, nowhere else in the Cage is one likely to find a place quite like the Bottle & Jug. The place is owned by Barl Hoxun (LN ♂ human Fighter15 of the Free League), a sour-faced cutter as big as a bull who tolerates no nonsense, and his rules are enforced by a pair of snarling female trolls. The main room is divided by paper walls – painted with garish scenes from the Blood War – into different sections. First timers aren’t allowed too deep in the tavern, but those who come in regularly are allowed deeper and deeper access. Those who make friends with Hoxun and the staff are invited into the back rooms of the B&J – where a body can witness the spectacle that is the boxing arena. Here, Hoxun pits his “boy” Akra (CN ♂ Cyclops Barbarian??) against any challenger who coughs up the entry fee of 50 gp. No magic (including items), or armor is allowed, and the only weapons allowed are a pair of fighting gloves provided by Hoxun. Combats last to the death or 10 rounds – whichever comes sooner (Hoxun makes more than enough jink to raise Akra should he fall in combat). If a challenger wins, he and up to five others are allowed access to the Bottle & Jug’s true treasure: a portal chamber with links to various Prime Material worlds, and all of the Inner Planes.
RAGPICKER’S SQUARE

Population: 16,890
Social Class: Lower
Character: Ugly, stacked buildings appear to have been tumbled into place after a great earthquake, and rickety bridges lead across deep chasms that lead into the warrens below.
District Type: Slums
Buildings: Poor residences, poor lodgings, poor trades (40), poor services (300), temples
First Impressions: The people of this ward are dressed in dirty, patchwork rags cobbled together from other pieces of clothing. No one stops in the streets, every person hurring along their way, and staying out of the way of the large wagons carrying corpses surrounded by Collectors.

Ragpicker’s Square lies at the edge of the Hive Ward and is bordered by the black walls of the Mortuary. Here, the Dustmen and those who live off of the Dustmen make their trade and living, lending the area a bleak, funereal feeling.

The Mortuary: The headquarters of the Dustmen faction is also the place where all of Sigil’s dead - except, perhaps, for a few Golden Lords - come to be interred. Bands of collectors roam the streets of the Hive looking for corpses, or meet bands of Hardheads at the edges of the Hive waiting to pick up the day’s load to take to the Mortuary. Only the Dead and those who make their living off of the dead come to the Mortuary willingly. The Mortuary itself has a few public areas, restricted to the lower floor of the Mortuary which is where visitors may come to mourn the dead. The rest of the Mortuary is kept secret, and rumors fly around the Cage of foul necromancy and evil experiments being done with the corpses of the dead. These rumors aren’t far from the truth – though the Dead are less sinister than many Cagers would like to believe them.

Weary Spirit Infirmary: At the far end of Ragpicker’s Square, near Bedlam Run, lies the Weary Spirit Infirmary, the Hive’s only hospital. If a berk is about to keel over and pay the music, he’s got a few options in the Hive: he can find a kip and pray the Powers patch him together, he can find a healer and cough up the jink to get fixed up, he can go to the Weary Spirit Infirmary, or he can simply wait in the street to die. The latter two options both lead to the same place – ‘cept a body’s likely to suffer less in the streets. The Weary Spirit is run by a particularly sadistic Bleaker named Ridnir Tetch (NE ♂ human Priest9 of the Bleak Cabal), a barmy sod who’d rather experiment on his charges – or victims, as they’re likelier to be – than get them better. Sure, a few sods might get healed following Tetch’s treatments, but just as many – probably more – get writ up in the dead book in the process. Rumor has it that Tetch and the infirmary are financed by wealthy Taker investors from the Clerk’s Ward, hoping to profit from any medical breakthroughs the barmy makes in his tinkering.

THE HIVE

Population: Anywhere between 1,200 to 24,380
Social Class: Lower
Character: Empty, distraught tenement buildings haunt the empty, winding streets.
District Type: Slums
Buildings: Poor residences, poor lodgings, poor services (100)
First Impressions: The walls of the buildings in this district are covered in graffiti of varying talents. People tumble around going from place to place, mostly from nameless tavern to nameless tavern, in an attempt to forget their bleak existence.

The Hive district in the Hive Ward is actually the headquarters of the Xaositects. No one building in the district serves as the headquarters – rather, the place moves from place to place, day to day. A canny cutter looking for the place knows to look for a pair of purple-lit torches over the door of the building. ‘Course, sometimes the doormen forget to light the torches, or bring out the red ones instead, or light every other torch in the district purple...

The rest of the district is mostly abandoned tenement housing, filled to the brim with squatters and coney catchers. Canny cutters best get about their business and leave.
The Slags

Population: 3,450
Social Class: Lower
Character: Ruined buildings create a jumbled mess out of what was already a jumbled mess.
District Type: Ruined slums
Buildings: Ruins, military garrisons
First Impressions: If there was a place in the Hive that would be considered “the worst”, it would be this place. Shattered buildings litter the streets with piles of debris, making what was an impenetrable maze entirely impassable.

Ages ago, the Slags were a slum neighborhood like the rest of the Hive. Then one day, a troop of tanar’ri bent on taking over Sigil crossed a portal and used the place as a garrison, setting up troops and supply caches throughout the district. When the Baatezu heard of the tanar’ri’s plans, they sent a number of troops themselves in. The two forces collided, bringing a small part of the Blood War into the Hive. The resulting chaos devastated much of the neighborhood, pulverizing it into an impenetrable maze of monsters and degenerates which is today called the Slags. Nowadays, the fiends are (mostly) gone, and the streets of the Slags are hunted by another creature: a monster called Kadyx.

Allesha’s Pantry: At the edge of the Slags, Allesha’s Pantry is a beacon of hope in a drowning wasteland of sorrow. The remnants of an old attempt by the citizens of the Clerk’s Ward to help feed the hungry Hivers, the Pantry is a charity kitchen run by an Indep called Allesha Sheevis (CG ♂ human Fighter5 of the free League). Everyone is welcome into the Pantry, and what they find inside is a cheery, colorful interior filled with inspirational posters. Allesha doesn’t charge for her meals, though she might ask a few of the stronger sods who come in to help out with dishes, cooking and cleaning. Those who help out also earn the right to spend the night – they can sleep on the floor or, for a copper, rent a clean bed.

Fiendish Supply Depots: Cutters looking for adventure in the Hive don’t need to look much further than the Slags. It’s rumored that there are hundreds of tanar’ri and Baatezu supply depots still undiscovered lying somewhere in the Slags, waiting for the right blood to pry them open. These depots can contain anything – from spoiled foods and supplies, to locked away mindless fiends of destruction, to stores of magical weapons and armor. Few berks are barmy enough to brave the Slags for these treasures, but those that do – and manage to get through the potent traps the fiends left behind – can usually find enough jink to leave the Hive behind for good.
Chapter Three: The Politics of Belief

Sigil is the largest metropolis in the Planes, and the most important city in the Multiverse. If you don’t believe that – just think of the number of sheer impossibilities that must be broken in order for the Cage to actually exist.

First, the City of Doors is located at the top of an infinite Spire. By definition, infinity has no end: the Spire’s roots are well known to be located in the center of the Outlands. So the Spire is infinite upwards – and therefore must not have an end. And yet, Sigil sits, right atop it, with a wide view of the Outlands right below.

Second, the Cage is located at the center of an infinite multiverse. This one takes a little more thought to develop – after all, just because it’s located at the center of the Outlands doesn’t make it the center of the ‘verse. But the Outlands is the center of the Great Wheel, so the Outlands stands at the center of the multiverse. The Spire is the axis upon which the Great Wheel turns, so Sigil sitting at its top sits right smack dab in the center of the multiverse.

Third, not even the Powers themselves are capable of walking into Sigil. The Powers – theoretically the most powerful beings in the multiverse – are powerless against the Lady of Pain. The Lady’s certainly not a Power – anyone who worships her ends up flayed or worse. A city filled with portals to the Planes can’t be crossed into by the Powers.

If none of this convinces you, just remember the three rules of the Planes: the Rule of Threes, the Unity of Rings, and the Center of All. These are axioms that are said to be repeated everywhere throughout the Planes, and Sigil embodies all of them. The Rule of Threes states simply that things in the Planes tend to happen in threes – Law, Chaos and Neutrality; Yugoloth, Tanar’ri, and Baatezu; Modron, Slaadi and Rilmani. Sigil embodies these concepts because nowhere else in the multiverse will you find all three such things living in harmony. The Unity of Rings says that things tend to cycle into each other. Sigil itself is a ring – no beginnings, no endings, simply eternal, in both physical dimensions and historical. And, finally, the Center of All says that at the end of the day, everything revolves around one central point. Sigil, standing at the center of the multiverse, embodies this principle.

Of course, it could all just be scree, and more than a few bashers think this way. Sigil’s important on a far more basic level: it’s the City of Doors, berk. Anyone who controls the City of Doors gains access to possibly every plane known to existence. And that’s a mighty powerful weapon to have, a weapon so powerful that no blood in the multiverse – from Power to politician – has resisted its lure.

Government

At its core, Sigil is an independent city-state, like many of the cities scattered throughout the Planes. See, things in the Planes are just too big to wrap under a single, unified nation-state. Sure, the Baatezu might all owe fealty to Asmodeus – but that’s a top shelf blood, some whisper even a Power, that you’re talking about. Most rulers – mortal or immortal – don’t have the kind of muscle necessary to hold large territories in the Planes.

Still, such an analysis is pointless: the Lady rules Sigil, and she’s not interested in extending her territories any time soon. The Lady’s rules – simple as they may well be – are the final word in the Cage: No Powers can step foot in Sigil, no one can worship Her Serenity, and no one can damage the Dabus.

The Dabus are the Lady’s hand maidsens. These floating outsiders go about the Cage with hammers, picks, brooms and other tools, ensuring that the city functions properly from a practical perspective. They fix walls, build pipes, fill in potholes, and mop up after a heavy rainfall. Their constant presence in the City of Doors makes them ubiquitous – and the fact that they are found nowhere else in the multiverse makes them unique. Most Cagers ignore the Dabus – which suits the
outsiders just as well. Of course, it’s kind of hard to ignore the dabus when one is waking you in the early hours before peak, claiming the need to install new pipework beneath your room.

The Lady has left the running of the city to the various factions, and it’s the Factions that are the true powers that an average cutter needs to worry himself over in the Cage. The factols are the players in the chess board that is the kriegstanz, the battle for the heart of the City of Doors, and everyone else the pieces in the game. Such a bleak view might make a body wonder why they should get involved with the factions in the first place if they’ll just end up a pawn in some high up’s games. The dark is simple: you’re a pawn one way or the other – being a factioneer just gives you a reason, and maybe one day, if you’re a top-shelf blood, you’ll be more than just a lowly pawn.

THE COUNCIL OF FACTIONS

Thirteen of the fifteen factions are overseen by a Factol (the other two are the Revolutionary League – who do not believe in any overlarge hierarchy – and the Free League – who find the concept of anyone telling them what to do anathema.) The Factols are the true high ups in the Cage, as they comprise the Council of Factions – the legislative body of the Planes.

The Council of Factions is the only body in Sigil capable of passing new ordinances and laws. The Council meets about once a fortnight in the Hall of Speakers, where the topics of the day are kept to those new legislative acts which have been debated for the past fortnight in the Hall. The Factols listen to the speakers – usually an expert on the given act, and members from one or two factions who feel particularly strongly on the issue – and then vote according to their whim. A vote of ten factols is required to pass a new piece of legislation and make it a new law.

One might think such a thing might well be impossible – no sodding way a berk can get ten of the factols to agree on anything. But a berk would be wrong – after all, the factols are more than just the leaders of their factions, they’re politicians. Top-shelf politicians, and they know how to maneuver alliances and when to turn a blind eye to indiscretions.

THE Factions

The fifteen factions of Sigil are detailed as follow, including information for Player Characters in the form of affiliation scores. It should be remembered that the fifteen factions here detailed are not the only factions that ever there were. A little over six hundred years ago, there were over fifty faction-like guilds that called case in Sigil. All of the varying groups, however, got too close to bloodshed, and the Lady of Pain got tired of their bickering. She ruled that fifty was too many – the groups had to consolidate into simply fifteen factions or be destroyed. Some of the groups left Sigil – these groups are now smaller groups called Sects, detailed later in Chapter Five. Others melded together and banded to form the factions that exist today. Still others simply disbanded.

Factions use the affiliation rules as described in the Players Handbook II. Unlike standard affiliations, factions follow a few additional rules.

Type: All Factions gain the Faction type (and are of the social subtype.) The Faction affiliation type gains access to a few new executive powers than otherwise allowed. Additionally, an individual can claim membership in only one faction at a time – if an individual attempts to rise through the ranks of more than one faction, he gains an automatic -20 to all Faction affiliation scores from then onward. (The Revolutionary League is more forgiving, and is an exception to this rule.)

Associated Skills: In addition to all of the benefits gained from a faction affiliation, characters also gain access to a number of skills. All members of the faction can gain training in a particular subset of skills.

Clerics Domains: Factions, being philosophical groups as well as just social affiliations, also have a number of domains associated with themselves. A factioneer with levels in the Cleric class can choose to be a cleric of the faction, instead of a particular deity. They choose their domains from those listed here. Note that a cleric need not be devoted to the Faction in order to be a member of the Faction; however, a cleric who wishes to be devoted to a Faction must, almost inherently, be a member of the Faction.
House Rule: Characters automatically get the membership benefit of all of the affiliations they have earned. In this way, a character needn’t choose which affiliation is “active” at the beginning of the day.

The Athar [Defiant, the Lost]

Philosophy: The Athar believe that the Gods are frauds. They believe that the Powers-that-be are simply common men, women, and other, who found some ancient dark that gave them access to their Godhood, and are now bobbing the poor sods of the ‘verse and taking all the power to themselves. The truth of the matter is that there is some greater, unknown power behind the Gods, some dark that’s more powerful than any of them.

Background, Goals and Dreams: The faction began centuries before the Great Upheaval, when two individuals – a destitute priest of Loki and the victim of one of Poseidon’s rages – met in the Shattered Temple. One man loved his newfound freedom, and took towards philosophy, while the other hated the Gods for what they did to him and his family. The two men met at the Shattered Temple and fought a duel, each believing the other to be a priest of Aoskar. The duel of swords then became the legendary Duel of Words, which ended in a pledge that each would return within a year with tales of their deeds against the Powers. Yearly, this tradition continued, each time either man would bring more followers, until they numbered in the hundreds. The Harmonium, discontent with the group’s propagandistic and anti-establishment philosophy, attempted to put a stop to it by openly attacking the Shattered Temple during one of the meet-ups. The Lady appeared and put a stop to the violence forthright, marking the gathered Athar, as they had come to call themselves, as one of her favored groups, which would later become the Factions.

The Athar’s goals revolve around the derailment of the Powers. They openly write and spread propaganda about the “truth” of the Powers, the type of pamphlets that lure zealots and disbelievers. Sometimes, a factotum gets it in his head to step up his campaign a little, by openly setting up false churches to “prove” the lack of deific power.

Members: The Athar are not too particular about their members – anyone can join, so long as they do not worship a deity. (Notably, Clerics can only worship the Faction, or the Greater Unknown.) This makes Wizards, Sorcerers and Psions very common among their number, as these classes tend to favor individualized thinking than others.

Type: Faction
Scale: 12 (Sigil, the Outlands, and the Astral)
Associated Skills: Forgery, Heal, Knowledge (Religion) and Knowledge (Sigil).
Clerics Domains: Knowledge, Magic, Trickery, Protection

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1/2 PC’s level</td>
</tr>
<tr>
<td>5 or more ranks in Knowledge (religion)</td>
<td>+1 for every 5 ranks, up to +4</td>
</tr>
<tr>
<td>Completes a mission on behalf of the Athar</td>
<td>+1 per mission</td>
</tr>
<tr>
<td>Publicly denounced his worship of a deity</td>
<td>+2</td>
</tr>
<tr>
<td>Actively defiles the temple of a deity</td>
<td>+6</td>
</tr>
<tr>
<td>Witnesses the death of a deity or proxy</td>
<td>+8</td>
</tr>
<tr>
<td>Is friendly with priests of a deity</td>
<td>-1</td>
</tr>
<tr>
<td>Regularly visits the temple of a deity</td>
<td>-2</td>
</tr>
<tr>
<td>Is of celestial or fiendish blood</td>
<td>-4</td>
</tr>
</tbody>
</table>

Titles, Benefits and Duties: The Lost aren’t a hyper-organized faction. Any berk can join the Athar by presenting themselves to the Shattered Temple and declaring his allegiance. A namer is tasked with writing pamphlets and providing a living for his superiors – after all, the Shattered Temple doesn’t
have enough room for all of the faction’s higher ups. While namers who put up houses and the like receive a bit of jink for their trouble, it’s not near enough to cover the expenses. The rest is considered the namers’ due. The factotums of the Lost are referred to as Athaons, meaning “godless” in an ancient tongue now forgotten. Athaons do the real work for the factors. Athaons who wish to attain the rank of factor must cause a significant victory over a power or its proponents. Finally, the factol is chosen from among the factors when the old factol dies or resigns.

As you advanced within the Athar, you receive greater ability to defy the Powers and their minions. At the same time, you make enemies amongst the Powers and their chosen representatives, making you an enemy of all things divine.

<table>
<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
</tr>
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<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation.</td>
</tr>
<tr>
<td>4 – 10</td>
<td>Namer: You can seek shelter within the Shattered Temple, and can find work there being paid 1d4 gp per week writing pamphlets. You must do menial labor for the Athaon and higher-ups, and if you have a house you must allow higher members of the Faction to stay there at no charge. No priest of a deity can knowingly cast a beneficial spell upon you.</td>
</tr>
<tr>
<td>11 – 15</td>
<td>Athaon Fourth: The character gains a +2 sacred bonus to all saves vs. divine magic. You can kip up with a namer, not having to expend money on maintaining a lifestyle. Divine entities of the Powers who recognize you (Knowledge check of appropriate type DC 30 minus ½ CL) receive a +1 morale bonus to attack and damage when fighting you.</td>
</tr>
<tr>
<td>16 - 22</td>
<td>Athaon Third: The character is immune to all divine detection magic. Priests of a deity who recognize you or your Athar affiliations receive a +1 morale bonus to attack and damage rolls when fighting you.</td>
</tr>
<tr>
<td>22 - 29</td>
<td>Athaon Second: The character is immune to all divine mind-affecting and enchantment effects. The bonuses in combat against you made by divine beings and priests increases to +2, and is automatic (they don’t have to know you’re an Athar beforehand, they instinctively know.)</td>
</tr>
<tr>
<td>30+</td>
<td>Athaon First: +6 bonus on Intimidate checks when dealing with agents of the divine. (Whether it be outsiders or priests.) You can borrow any item worth up to 50,000 gp from the faction’s vaults for 1 week. Cannot step foot within the temple of a deity, or face an effect similar to a bestow curse (automatic, without save.) Possibly even call down the wrath of a deity if the temple lies outside of Sigil.</td>
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**Executive Powers:** Crusade, Pariah, Research

**FACTOL TERRANCE**

*hp 157 (19 HD)*

Male human planar Noble 19-Priest 17-Heirophant 2 of the Greater Unknown

LG medium humanoid (Athan)

Init: +1; Senses: Listen +7, Spot +7

Languages: All, he can also read magic at will.

<table>
<thead>
<tr>
<th>AC 19, 15 touch, 18 flat-footed</th>
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<tr>
<td>(+1 Dex, +4 deflection, +4 natural)</td>
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</tbody>
</table>

Resistance: +2 to saves vs. divine magic.

Immunity: Divine detection magic, divine mind-affecting and enchantment effects

Fort +13; Ref +11; Will +22

Speed 30 ft. (6 squares)

Melee warhammer +18/+13/+8 (1d8+4/x3) or
**Ranged** touch +15 (by spell);  
**Atk options** Spells, Rebuke Outsiders (14/day, DC 26), demand +4, command 4/day (DC 24)  
**Space** 5 ft.; **Reach** 5 ft.;  
**Base attack** +14; **Grapple** +15;  
**Spells:** Terrence casts spells as an 18th level priest (though he memorizes spells as a 17th level priest.) He has access to the Healing and Magic domains.  
6/7/7/6/5/4/2/1.  
**Spells typically prepared:** create water, detect magic (x2), guidance, light; bane, bless, cause fear (DC 18) (x2), divine favor, obscuring mist, sanctuary (DC 18), magic aura; aid, align weapon, bear’s endurance, eagle’s splendor, calm emotions (DC 19), hold person (DC 19, x2), identify; bestow curse (DC 20), create food and water, daylight, dispel magic; invisibility purge, magic vestment, prayer, protection from energy; death ward, dimensional anchor, discern lies, divination, freedom of movement, sending, imbue with spell ability; commune, flame strike (DC 22), scrying, true seeing, wall of stone, spell resistance; mass bull’s strength, mass bear’s endurance, greater dispel magic, forbiddance, heal, heal; destruction (DC 24), repulsion (DC 24), quicken prayer, empowered flame strike (DC 22, x2), spell turning; holy aura, fire storm (DC 25), protection from spells; storm of vengeance (DC 26), mass heal  
**Abilities:** Str 13, Dex 12, Con 16, Int 16, Wis 24, Cha 20  
**Feats:** Divine Armor, Divine Metamagic, Divine Vigor, Extra Turning, Extra Turning, Improved Turning, Maximize Spell, Quicken Spell, Self-Confident, Skill Focus (Knowledge: Religion), Scribe Scroll  
**Skills:** Bluff +27, Concentration +24, Diplomacy +31, Forgery +25, Gather Information +27, Intimidate +27 (+33 against agents of the Divine), Knowledge (Sigil) +25, Knowledge (Religion) +25, Knowledge (the Planes) +25, Spellcraft +25  
**SQ:** Favor +9, Superior Resource Access, Demand +4, Greater command 4/day, Eloquence (Intimidate, Diplomacy, Bluff), Strategery, Affluent, Divine Reach, Spell Power +1  
**Possessions:** ring of protection +4, amulet of proof against detection and location, boots of the winterlands, hood of comprehend languages and read magic, +3 warhammer, drums of panic, vest of natural armor +4, ring of wisdom +4, cloak of resistance +4, gloves of dexterity +2, belt of health +2, holy symbol of the great unknown.

Terrance seems much less bitter than many of the Athar. He feels a trust in the multiverse at large, and in simple existence. He’d like to teach his viewpoint to all the Defiers and to the denizens of the Great Ring, but this desire is a muted one. See, Terrance is no fire-eater. As he guides the Athar through the maze of intrigue enmeshing Sigil, he can enlighten a few deceived sods along the way. That’s good enough.

The factol realized the fraud of godhood more gently than most. A former hierarch of the Power of healing Mishakal, Terrance simply one day realized that he achieved his goals through his own hard work and intellect. No Power ever gave him divine guidance or strength. He realized he no longer reverenced Mishakal as divine. He still respected the Mishakal, and her sphere of influence, but felt no proper religious fervor. As a man of integrity, Terrance resigned his post, and departed from his
homeland. He found Sigil, joined the Athar, and became quite popular with the other Defiers. He rose through the ranks quickly, converting to belief in the Great Unknown, and became factol. **Alliances:** Terrance gets along well with Factol Ambar of the Godsmen. He likes the half-elf’s compassion and lack of egotism, and the two often cooperate on initiatives in Sigil. He pities Factol Pentar of the Doomguard and considers her an enemy. **Tactics:** Terrance does not engage in combat personally, although his vast command of magic makes him a dangerous foe. He leaves the fighting to the more passionate upstarts in the faction, and often travels with a number of bodyguards.

**Believers of the Source [Godsmen]**

**Philosophy:** The Believers of the Source’s primary philosophy is that all beings can, ultimately, achieve Godhood. They see all of existence as a test, a great forge meant to create more and better Powers. Those who fail in their tests are broken and tossed back into the fires, while those who succeed may one day achieve the ultimate dream of ascension.

**Background, Goals and Dreams:** The first recognized Factol of the Godsmen was an athlete named Perrine, a man who was not just content with achieving the strength necessary to succeed at his sport, but who took the extra time and effort necessary to understand the nature of his sport. In understanding the philosophy behind the game, he figured, he could better himself and become the best sportsman on the field. Perrine gathered others who thought like him, that they could puzzle out the truths of the universe together. At the time of the Great Upheaval, a woman named Augy arose who claimed she could remember each and every one of her thousands of past lives. She introduced the modern philosophy of reincarnation and intuition, and that one should strive to do well in this life in order to achieve perfection.

All Godsmen follow, to one extent or another, the ideal of “sequential living.” That is to say, every action has a consequence, and one should strive to learn from these consequences in order to make a better go of it the next time around. The ultimate goal of any Godsman is to achieve the perfect self, and at that point, it is largely believed, one achieves Ascension.

**Members:** The Godsmen accept members from all walks and creeds of life, so long as they understand and accept the lessons that life throws at them. For this reason, Godsmen tend to be cheery and upbeat, with a *laissez faire* attitude. They despise those who sulk and sullen under woe, and aren’t afraid to teach a few life lessons of their own if its required. Despite their cheeriness, and their general friendliness – vis a vis, giving people assistance to achieving their goals – they’re also somewhat ruthless at times, allowing people to revel in their failures. Life is tough, they figure, and some lessons are harder than others.

**Type:** Faction

**Scale:** 9 (Sigil, some minor planar retreats)

**Associated Skills:** Appraise, Craft (any one), Knowledge (Sigil), Listen

**Cleric’s Domains:** A cleric of the Godsmen can choose any two domains he desires, so long as he aspires to those two ideals.

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1/2 PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the Godsmen</td>
<td>+2 per mission</td>
</tr>
<tr>
<td>5 or more ranks in any Craft skill</td>
<td>+1</td>
</tr>
<tr>
<td>10 or more ranks in any one skill</td>
<td>+2 (only once)</td>
</tr>
<tr>
<td>Has taken a Focus feat (Skill Focus, Weapon Focus, Spell Focus)</td>
<td>+1 for every feat</td>
</tr>
<tr>
<td>Completes 5 levels of any Prestige Class</td>
<td>+1</td>
</tr>
<tr>
<td>Completes 10 levels of any Prestige Class</td>
<td>+2</td>
</tr>
<tr>
<td>Attains 20th level in a single class</td>
<td>+8</td>
</tr>
</tbody>
</table>
Has failed in a task in a major way -4
Associates with a member of the Bleak Cabal or the Dustmen -2
Changes alignment -6
Fails to live up to an ideal (violates a Code of Conduct, for example) -8

**Titles, Benefits and Duties:** Namers first joining the faction are put to hard labor, working in the foundry. Those with skill at building things are put to working the forges; others are set to bringing materials to and from the workshops; and finally those who have skill at fighting are put to menial guard duty and running drills. Namers seeking advancement must receive the sponsorship of a factotum, who then administers several tests to see towards proving the namers’ skills. Factotums receive a similar set of skills when they wish to advance to the rank of factor.

The faction’s training molds individuals towards being more receptive towards the lessons that life teaches them. Factotums and factors aren’t looking for perfection, for no one alive has achieved it yet – at least no one in this plane of existence. Instead, they’re looking to see how malleable a body is, and to teach a cutter to learn everything they can and be more flexible, thinking outside the box towards the next problem that life throws their way.

<table>
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<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
</tr>
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<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Namer:</strong> Godsmen are generally well liked throughout the ‘verse, granting them a +2 bonus to all charisma-related skill checks when dealing with Planar creatures.</td>
</tr>
<tr>
<td>11 – 20</td>
<td><strong>Apprentice:</strong> A godsmen factotum has worked so long and hard at the Forge, he has grown resistant to certain elemental difficulties of working there. Choose either Acid, Fire or Electricity; the character is now immune to that element. A godsman who has achieved this status cannot be raised or resurrected.</td>
</tr>
<tr>
<td>21 - 30</td>
<td><strong>Journeyman:</strong> A godsmen factorum gains the ability to perfect his self, if only for a short while. He gains the spell like abilities righteous might and divine power, once per day, as a caster of his hit die.</td>
</tr>
<tr>
<td>30+</td>
<td><strong>Master:</strong> Wisdom of the Empyreans (Su): The Masters of the Godsmen can commune with the spirits of their former lives, granting them a +4 bonus to all skill checks. Masters must also continually strive towards their own superiority; failure to do so means they are ousted and humiliated in some fashion.</td>
</tr>
</tbody>
</table>

**Executive Powers:** Beatify, Craft, Trade

**FACTOR AMBAR VERGROVE**  
CR 19

*hp: 153 (19 HD); Miss chance: 50% (displacement)*
Male half-elf Bard19-Ranger19
NG Medium humanoid (elf, Godsmen)

**Init:** +6  
**Senses:** Low-light vision, listen +4, spot +4

**Languages:** Common, Elven, Sylvan

**AC 24, 20 touch, 18 flat-footed**

  (+6 Dex, +4 shield, +4 deflection)

**Immunities:** Fire

**Fort +14; Ref +17; Will +15**

**Speed** 30 ft. (6 squares)

**Melee** Longsword +26/+21/+16/+11 (1d8+6/19-20);
**Melee** Shortsword +26/+21/+16/+11 (1d6+6/19-20) or;
**Melee** Dual wield +24/+19/+14/+9/+24/+19/+14 (1d8+6/19-20 and 1d6+6/19-20);
Atk options Favored Enemy (Orcs +4, Goblinoids +2, Evil outsiders +4, Animals +2), Two-weapon fighting, spells

Space: 5 ft.; Reach: 5 ft.;
Base attack +19; Grapple +23;

Bard spells: 6/7/7/6/6/5/5; Spells known: 4/4/4/4/4/3; dancing lights, detect magic, message, light; disguise self; comprehend languages, charm person (DC 17), sleep; cure moderate wounds, mirror image, suggestion (DC 18), tongues; confusion (DC 19), displacement, haste, speak with animals; cure critical wounds, dimension door, dominate person (DC 20), legend lore; greater dispel magic, mind fog, greater heroism, shadow walk; analyze dweomer, find the path, project image

Ranger spells: 4/4/4/3; Spells usually prepared; delay poison, detect poison, detect snares and pits, longstrider; bear’s endurance, barksun, wind wall, owl’s wisdom; Darkvision, neutralize poison, tree shape, water walk; freedom of movement, nondetection, tree stride

Combat gear:

Abilities: Str 18, Dex 22, Con 16, Int 13, Wis 18, Cha 22


Skills: Bluff +26 (+28 on Planars), Concentration +23, Diplomacy +36 (+38 on Planars), Knowledge (arcane) +15, Knowledge (nobility & royalty) +19, Knowledge (Sigil) +26, Perform (poetics) +32 (+34 on Planars), Sense Motive +22, Spellcraft +25

SQ: Animal companion, Bardic lore, Bardic music (Countesong, fascinate, inspire courage +4, inspire competence, suggestion, inspire greatness, song of freedom, inspire heroics, mass suggestion), camouflage, evasion, hide in plain sight, spells, swift tracker, wild empathy, woodland stride

Possessions: amulet of the planes, ring of protection +4, boots of elvenkind, brooch of shielding, crown of telepathy, robes of displacement, gem of seeing, ioun stone (iridescent spindle), +2 longsword of dancing, +2 shortsword, masterwork quarterstaff, masterwork harp

A half-elf born in a forgotten realm in the Outlands, Ambar’s life was one of struggle. His mother was cast away from her people for birthing a half-breed, and he spent his childhood in abject poverty. One day, he met a beautiful noble from his homeland, and attempted to court her. Her father spurned his advances, and his mother taught Ambar of social class and status. Ambar was not convinced, and despite the lord’s protestations he courted the daughter. The lord sent assassins after Ambar, but ended up killing Ambar’s mother and beloved instead.

Ambar trained in the ways of the woodsman and warrior, in order to seek his vengeance. He harried the noble’s men until one day he was caught and captured, brought before the lord for banditry. Ambar confronted the noble, and in a torrent of beautiful words convinced the noble of his sins against Ambar. The noble sent Ambar away with a casket of gold and gems. Ambar took his new fortune and created a business guiding people through the Outlands, constantly looking for a place to call home. He never found such a place, but did find the Believers of the Source.

With his friendly demeanor and his ability to drop into song at a hat, not to mention the hardships he endured growing up, Ambar rose through the ranks of the faction. He is well beloved by most of his factors, factotums and namers, half of whom believe him close to ascension to Powerhood, and all would gladly lay their lives for him. He has never asked any such factioneer to make that sacrifice, as Ambar values individuals more than the philosophies they aspire to.
Alliances: Ambar is a close friend to many of the factols on the Council of Factions, but is closest to Terrance of the Athar. He does not get along at all with Factols Lhar and Skall, as he finds their attitudes disconcerting.

Tactics: Ambar prefers to talk his way out of situations, if at all possible. He’ll avoid bloodshed at all costs, reverting to charm spells and other such magics if absolutely necessary. If pressed, he’s a capable fighter, and enters combat with two swords swinging.

The Bleak Cabal [Bleakers, the Mad]

Philosophy: There is no meaning to the ‘verse, except for whatever meaning you bring to it. This fatalistic existentialism has led to many factioneers simply joining the faction out of confusion – if there are so many conflicting ideologies – embodied by the factions, - they figure there really must be no meaning to the multiverse. It leads many younger factioneers to try to improve their lot in life by doing charity work and good deeds, but the utter futility of the ultimate message (that, at the end of the day, if there is no meaning to the ‘verse, then nothing they do matters anyhow) drives most elder members of the faction barmy. Luckily, they run the city’s asylum as well.

Background, Goals and Dreams: The Bleak Cabal is one of the oldest factions in existence. Since the beginning of time, when folk have been able to question the why of the multiverse, there have been those who have answered the question in the negative. The factioneers’ numbers ebb and flow with the passage of time, according to the latest philosophical fad that is sweeping across Sigil – the more ideologies shift around the city, the more people are driven to the Bleak Cabal’s belief of the futility of trying to figure it all out. And the greater the number of Bleakers about, the faster the high ups descend into the dementia of the Grim Retreat.

A Bleaker typically has no dreams or aspirations, except to perhaps enlighten others as to the wrongfulness of their beliefs. They generally try to make the best of things, however, by helping out whenever they can, particularly around the Hive. They run soup kitchens and homeless shelters, and the Gatehouse has a wing dedicated to an orphanage.

Members: Madmen come from all over the place, accepting anyone who, ultimately, accepts that the multiverse is meaningless. This philosophy precludes anyone with a Lawful alignment – after all, the lack of meaning presupposes a lack of Order in the multiverse, and Lawfully-aligned people simply can’t understand that concept.

Type: Faction
Scale: 14 (Sigil, Pandemonium)
Associated Skills: Concentration, Heal, Knowledge (Sigil), Sense Motive
Cleric’s Domains: Chaos, Knowledge, Luck, Protection, Strength

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1/2 PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the Madmen</td>
<td>+2 per mission</td>
</tr>
<tr>
<td>5 or more ranks in Heal</td>
<td>+2</td>
</tr>
<tr>
<td>Donates to charity (up to 10,000 gp)</td>
<td>+4</td>
</tr>
<tr>
<td>Donates to charity (more than 10,000 gp)</td>
<td>+2 per 10,000 gp</td>
</tr>
<tr>
<td>Volunteers at a soup kitchen, homeless shelter</td>
<td>+2 per month of time volunteered</td>
</tr>
<tr>
<td>Runs a charity (soup kitchen, shelter, etc.)</td>
<td>+6</td>
</tr>
<tr>
<td>Preaches there is some meaning in the multiverse</td>
<td>-10</td>
</tr>
<tr>
<td>Is naturally cheery</td>
<td>-2</td>
</tr>
<tr>
<td>Believes in something grander than himself (IE, worships a deity)</td>
<td>-2</td>
</tr>
</tbody>
</table>
**Titles, Benefits and Duties:** The Bleakers have very little internal structure. Namers volunteer throughout the Hive and Gatehouse in the various soup kitchens, almshouses and shelters. Some take up adventuring, preferring to experience the pain of the multiverse firsthand, and donating some part of their proceeds to charities or faction funds. Factotums and factors are little different, save that their experiences with their daily threat of insanity have led them to be better able to deal with the insanity of the world around them.

A madman’s training revolves around dealing with a multiverse that simply offers no meaning. Coping with this idea is a difficult – some say impossible – task. To truly believe that the ‘verse means *nothing*, that conclusion alone will crack a mind open and send a berk to the Gatehouse right quick.

### Affiliation Score

<table>
<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Namer:</strong> A Bleaker is immune to all mind-affecting effects that affect emotions (such as <em>fear, emotion, great hope</em>, etc.) and to effects that induce a state of madness (<em>confusion, insanity.</em>). In return, every day a Bleaker must make a will save DC 5 or fall into an utter state of depression and hopelessness for the day. The bleaker will feel like doing nothing, for he sees no point in doing anything; not even seeing his friends in direct danger will snap him out of it. Typically, a well presented philosophical argument (mechanically, a DC 30 Diplomacy check, although this only for NPCs) is enough to convince the bleaker to do something. Should the Bleaker fail this save three days in a row, he is considered to have entered the Grim Retreat, and is fully insane.</td>
</tr>
<tr>
<td>11 – 20</td>
<td><strong>Factotum:</strong> A bleaker factotum gains a Messiah complex to go along with his periods of depression. Should the factotum roll a natural 20 on his daily Will save, the madman is instead on a euphoric high for the rest of the day. He gains a +2 morale bonus on his attack rolls, damage rolls, saving throws, skill checks and ability checks – and suffers a -2 penalty to his armor class due to his “I can take on the world!” carelessness. Additionally, a bleaker factotum can absorb the madness in others as a natural extension of his immunity to (magical) insanity. In order to do this, the Bleaker must succeed on a Concentration check (DC 25), clearing his mind of all troubles; he then proceeds to draw the madness from the insane individual, a process which takes hours. For a period of 2 days afterwards, the Bleaker undergoes mental anguish that results in a -4 penalty to his Wisdom and Charisma scores. The Will save to avoid depression for a Factotum is increased to 10.</td>
</tr>
<tr>
<td>21 - 30</td>
<td><strong>Factorum:</strong> A bleaker factorum gains the Slippery Mind ability, as the special ability of the Rogue, allowing him to make a second Will save on many effects. The Will save to avoid depression for a Factor goes up to 15.</td>
</tr>
<tr>
<td>30+</td>
<td><strong>Factor:</strong> A Bleaker factor is most cursed of all the members of the faction. His Messiah complex ability is active whenever he succeeds on his daily saving throw, not just when he rolls a natural 20. Additionally, the Will save to avoid depression for the day is increased to DC 25.</td>
</tr>
</tbody>
</table>

**Executive Powers:** Gift, Research, Terrorize

**Factol Lhar**

*CR 8*

*hp 82 (8 HD); raging +16 hp; DR 1/-*

Male half-orc Fighter8-Barbarian8

CN medium humanoid (orc, Bleaker)

*Init* -1; *Senses:* Darkvision 60 ft., listen +8, spot +7

*Languages:* Common

*AC 19, 13 touch, 16 flat-footed; improved uncanny dodge*
**Immunities:** Mind affecting that affects emotions and cause insanity  
**Resistances:** Slipper mind ability  
**Fort** +11; **Ref** +7; **Will** +8  
**Speed** 30 ft. in banded mail, 40 ft. unarmored  
**Melee** bastard sword +17/+12 (1d12+8/19-20)  
for  
**Melee** short sword +15/+10 (1d6+6/19-20);  
**Atk options** rage (+2 to attack/damage, +16 hit points, -2 AC, +2 to Will saves), power attack, improved bull rush  
**Space** 5 ft.; **Reach** 5 ft.;  
**Base attack** +8; **Grapple** +12;  
**Abilities:** Str 18, Dex 16, Con 16, Int 10, Wis 14, Cha 8  
**Feats:** Exotic Weapon Proficiency (Bastard sword), Greater Weapon Focus (Bastard sword), Improved Bull Rush, Iron Will, Power Attack, Quick Draw, Weapon Focus (Bastard sword), Weapon Specialization (Bastard sword)  
**Skills:** Heal +10, Knowledge (Sigil) +7, Listen +10, Sense +14, Spot +9, Survival +15, Literate  
**SQ:** Fast movement, uncanny dodge, trap sense +2, improved uncanny dodge, DR 1/-, rage 3/day  
**Possessions:** Masterwork greensteel bastard sword, mwk. banded armor, mwk. short sword, mwk. large wooden shield  

**Messiah Complex:** Lhar’s Messiah complex is constantly active whenever he makes his saving throw against the Grim Retreat. The save DC that Lhar must make every morning is equal to 25. He gains a +10 bonus to this save so long as he has not completed building a new wing for the Gatehouse. The abilities given above reflect this state, as it is the state he will most likely be encountered in if he finds himself in combat. (He otherwise doesn’t care enough to fight, though he will defend himself if necessary.)

Lhar of the Bleak Cabal is a typical Sigil orphan: born in the Hive to a blind human father and an orc mother, his parents had come to the Cage hoping to find acceptance. They found acceptance – but acceptance doesn’t put food on the table. On his twelfth birthday, his mother became pregnant again – and his parents decided that, unable to care for two children, they would send Lhar to live at the orphanage at the Gatehouse.  

Since his arrival there, the Gatehouse is all that the half-orc knows. He’s intimately familiar with every square inch of the Gatehouse, and is all too aware of the growing need to expand the facilities to care for all of the orphans and indigents of the Hive. He’s planning on building an additional wing to the Gatehouse to house an expanded orphanage and almshouse, and is planning on expanding membership to help cover the staff of this expansion. The only thing keeping Lhar from falling into the Grim Retreat that takes all factols of the Bleak Cabal is his completion of this new wing. (This purpose grants him a +10 bonus to his Will save against the Grim Retreat). Once this project is done, Lhar is well aware that the Grim Retreat shall take him fully: but unlike other factols of the past, he plans on returning from it.  

**Allies:** Lhar has few allies on the Council, often serving as a swing vote on contentious issues. He rarely sides with Darius of the Sign of One, a rivalry spawned from an ancient rift between the Bleakers and the Signers.  

**Tactics:** Lhar does not believe in magic items, believing they only speed along the process of the Grim Retreat. As such, he chooses to fight only with his masterwork weapons and armor. He has no real reason to enter combat, however, as he rarely leaves the Gatehouse.
DOOMGUARD [SINKERS]

Philosophy: The Doomguard believe that the ultimate goal of the multiverse is to break down. They call this destructive force entropy, and it is all that defines the ‘verse. Some Sinkers want to encourage entropy, some Sinkers want to find a way to oppose it, but most simply find it a curious state of affairs that should be studied and glorified. For the Doomguard, there is but one truth: Nothing lasts forever.

Background, Goals and Dreams: While the Doomguard as they are today have only existed since the Great Upheaval, the faction’s philosophies extend to the beginning of time. The Doomguard, however, started off on the right step: war against the Harmonium. They took the Armory in Sigil and from there they withheld the Harmonium’s assault for months; it took the threat of revocation of their charter as a faction to finally get the Doomguard to call peace.

The Doomguard are one of the most active factions in Sigil, for their members are constantly looking to spread their chaos and entropy throughout the multiverse. Their ultimate goal, of course, is to see the final doom of the multiverse come to pass; that being said, very few members of the faction actually have the conviction to push the multiverse in this direction. Most, in fact, are quite happy to simply sit back and observe, as they believe this is where the multiverse is headed anyhow. Eventually, the cities will fall, the races will kill each other off, and the natural forces of the ‘verse will erode the last field of earth into dust.

Members: The Sinkers are a varied lot, with almost all members of all races and classes and creeds represented. Most factioneers are militaristic, however, thus Fighters, Barbarians, Psychic Warriors and Rangers are the most common. Due to the faction’s focus on destruction, they do not attract many good clerics or druids, and paladins are all but unheard of.

Type: Faction
Scale: 16 (Sigil, Abyss, the Inner Planes)
Associated Skills: Bluff, Intimidate, Knowledge (Military Tactics), Knowledge (Sigil)
Cleric’s Domains: Chaos, Destruction, Strength, War

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level +1/2 PC’s level</td>
<td></td>
</tr>
<tr>
<td>Base Attack Bonus +5</td>
<td>+1</td>
</tr>
<tr>
<td>Base Attack Bonus +10</td>
<td>+2</td>
</tr>
<tr>
<td>Base Attack Bonus +15</td>
<td>+4</td>
</tr>
<tr>
<td>Completes a mission on behalf of the cause of entropy</td>
<td>+2</td>
</tr>
<tr>
<td>Completes a minor act of entropy (non-trivial destruction on a minor scale)</td>
<td>+1</td>
</tr>
<tr>
<td>Completes a major act of entropy (destruction on a major scale)</td>
<td>+4</td>
</tr>
<tr>
<td>Stops a being from completing an act of reparation</td>
<td>+2</td>
</tr>
<tr>
<td>Lawful-aligned</td>
<td>-1</td>
</tr>
<tr>
<td>Good-aligned</td>
<td>-1</td>
</tr>
<tr>
<td>Repairs something, or allows something to be repaired</td>
<td>-3</td>
</tr>
<tr>
<td>Stops an act of entropy from taking place</td>
<td>-4</td>
</tr>
<tr>
<td>Accepts resurrection or magical healing</td>
<td>-8</td>
</tr>
</tbody>
</table>

Titles, Benefits and Duties: For being such a militaristic faction, the Doomguard also have very little order. The most powerful and ruthless Sinkers are picked to be Doomlords, and the most powerful of these are then picked to be the Greater Doomlords. Only four Greater Doomlords exist at any given point in time.
The doomguard’s training revolves around harnessing destructive energies – whether it be the energy of magic or the cold steel of a blade.

<table>
<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Namer:</strong> Sinker Namers gain the Melee Weapons Proficiency (Longsword, Shortsword, and Greatsword) feats. If they already have these feats, they gain one weapon proficiency feat of their choice. Sinkers prefer the symbolism and power of heavy blades over other weapons, favoring them almost exclusively. Sinkers cannot willingly accept any Conjuration (Healing) spells or Healing powers; they must attempt a will save whenever one of these spells is cast to affect them.</td>
</tr>
<tr>
<td>11 – 15</td>
<td><strong>Factotum:</strong> Sinker factotums can use an <em>entropic blow</em> once per day. The factotum adds their Charisma bonus (if positive) to their attack bonus, and deal an additional damage equal to their hit die.</td>
</tr>
<tr>
<td>15 – 20</td>
<td><strong>Factorum:</strong> Sinkers that reach this level of devotion can sift through destroyed or ruined material and gain an effect similar to a <em>sensitivity to psychic impression</em> as manifested by a Seer of their hit die. Sinkers of this level have a resistance 10 to positive energy – that is, all positive energy effects against them are lowered by 10 points (so <em>cure</em> and <em>heal</em> spells heal 10 points less hit points).</td>
</tr>
<tr>
<td>21 – 25</td>
<td><strong>Doomlord:</strong> Sinkers of this level of dedication can be picked to be Doomlords. Should they accept, they must participate in a fasting ceremony in one of the four Citadels in the Inner Planes. There, they undergo a procedure which costs them 2 points of Constitution (cannot be repaired in any way by magic) and are gifted an <em>entropy blade</em>. In exchange, a Doomlord gains immunity to the energy type they chose (this energy type is tied closely to the citadel they choose).</td>
</tr>
<tr>
<td>25 – 30</td>
<td><strong>Greater Doomlord:</strong> A Sinker of this affiliation score is granted the Greater Doomlord template, undergoing a secret ceremony in the appropriate citadel. An individual cannot arise to the level of Greater Doomlord without first supplanting the existing Greater Doomlord. In addition to the template, the Greater Doomlord can also use one of the Doomguard’s executive powers at $\frac{1}{2}$ the faction’s Scale, chosen at the time of ascension.</td>
</tr>
<tr>
<td>30+</td>
<td><strong>Lord of Entropy:</strong> the Lord of Entropy can use his entropic blow a number of times a day equal to his hit die. In return for this, the Lord must constantly ward against assassination attempts, both from within the faction and from without. (Simplify this to a DC 15 Fortitude save every month; failure means death.)</td>
</tr>
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</table>

**Executive Powers:** Assassination, Craft, War

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<tr>
<th>FAC+ΩL PEN+AR</th>
<th>CR 2Ø</th>
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</thead>
</table>
hp 192 (20 HD); raging +40; **Regeneration** 2; |
Female human planar Ranger15-Barbarian6-Fighter14-Champion of Entropy5 |
CN medium humanoid (Doomguard) |
Init: +4; Senses: Listen +25, Spot +25 |
Languages: Common, Modron, Abyssal, Infernal, Slaadi |
AC 30, 17 touch, 26 flat-footed; Dodge, Combat expertise, melee evasion, rage, mobility |
(+4 Dex, +8 armor, +1 shield, +3 deflection, +4 natural) |
Immunities: Acid |
Resistances: Positive energy 10 |
Fort +15; Ref +16; Will +8; Evasion, rage |

56
**Speed** 40 ft. (8 squares)

**Melee** *sword of the planes* +34/+29/+24/+19 (1d8+16/19-20) or;  
**Melee** *blade of modron death* +34/+29/+24/+19 (1d6+15/17-20 plus 2d6 disintegration plus 2d6 chaotic plus +2/2d6 vs. lawful outsiders) or;  
**Melee** Dual wielding +32/+32/+27/+22/+22/+17 (1d8+16/19-20 and 1d6+15/17-20 plus 2d6 disintegration plus 2d6 chaotic) or;  
**Ranged** Composite longbow +28/+23/+18/+13 (1d8+10/x3);  
**Atk options** Favored enemy (lawful-outsiders +6, good outsiders +4, harmonium +2, guvners +2), rage, Combat expertise, Slashing flurry, Robilar’s gambit, entropic blow (+4 to attack, +20 damage, 23/day)

**Space** 5 ft.; **Reach** 5 ft.;  
**Base attack** +20; **Grapple** +26;  
**Spells:** 3/2/1/1

**Abilities:** Str 22, Dex 18, Con 16, Int 18, Wis 14, Cha 18  
**Feats:** Ambidexterity, Combat Expertise, Combat Reflexes, Dodge, Endurance, Improved Two-weapon fighting, Greater two-weapon fighting, Greater weapon focus (longsword), Greater weapon specialization (longsword), Melee evasion, Melee weapon mastery (slashing), Mobility, Robilar’s Gambit, Slashing Flurry, Track, Two-Weapon defense, Two-Weapon Fighting, Weapon focus (longsword), Weapon focus (shortsword), Weapon Specialization (longsword)  
**Skills:** Athletics +29, Hide +25, Intimidate +27, Knowledge (sigil) +27, Knowledge (the planes) +27, Listen +25, Move Silently +25, Spot +25, Survival +25  
**SQ:** Favored enemy (Lawful outsiders +6, Good outsiders +4, Harmonium +2, Guvners +2), Rage 2/day, wild empathy, Woodland stride, Swift tracker, Evasion, Camouflage  
**Possessions:** *blade of modron death* (lawful outsider-bane anarchic keen dust blade +5), *sword of the planes*, composite longbow +4 (str +6), +4 glamered mithral chain shirt, Daern’s instant fortress, cubic gate, ring of protection +3, amulet of natural armor +4, gloves of dexterity +4

In many ways, Pentar’s the model of the perfect Sinker, preferring to elt her long, raven tresses flow freely rather than tie them back, no matter how impractical. She’s completely without fear in battle or any other hazardous situations. And that attracted the attention of the Doomlords, who early on imbeded her with the power and responsibility of a champion of entropy. When the previous factol of the Doomguard met a glorious end in the midst of a slave uprising he himself had sparked, the Doomlords voted to appoint Pentar the new factol. The decision’s proven well founded. Pentar’s been factol for over three years now, and she’s always eager to perform her duties: she even sleeps garbed in battle gear, her swords and bow at the ready. Pentar also has an ancient *entropy blade*, historically titled the *blade of modron death*, that’s been handed down from one factol to the next. It was forged specifically to quell the Great Modron March. So far though, every factol who’s tried to stop the march has failed – some’ve died in the attempt.

Pentar is aware that many of her Sinkers disagree with her call for active, violent disorder. Fact is, she secretly delights in the growing seeds of rebellion, hoping to push the faction to the point where it’ll display a little entropy of its own – perhaps by falling apart completely. Now that the Modron March has taken off early, she and a pack of her most trusted bloods have taken to the planes to cause...
as much havoc as possible. She’s left behind her most top shelf blood behind, however, to run the Armory: Ely Cromlich. (See the sidebar above for more information on Cromlich).

**Alliances:** Pentar is closest to Skall, in whom she finds a kindred soul of devastation. She is disliked by Ambar of the Godsmen – for though he agrees that some day the multiverse will end, he doesn’t see destruction as the purpose of the multiverse itself. Additionally, Sarin of the Harmonium and Mallin of the Mercykillers see her as wreckless and dangerous, and are bitter enemies of Pentar.

**Tactics:** Pentar is one of the few factols that the PCs are likely to face in combat, due to her extreme proclivity towards it. She is a fierce enemy, wading into battle with her full array of weapons. If she can’t reach her target in a charge, she’ll use her bow up until she gets close enough to charge, then do so. She prefers to take down big, beefy tank types first, letting the blaster-types live as long as possible in the hopes of them causing as much devastation to the battlefield and its occupants as possible. She will retreat only if absolutely necessary to ensure her own survival – a dead Pentar is a Pentar that can’t cause havoc the next day.

**Dustmen [The Dead]**

**Philosophy:** We’re all Dead – some people simply refuse to accept it. The Dead feel that only through purging oneself from all passion can we achieve true death, thus one should strive to eliminate these things from our lives.

**Background, Goals and Dreams:** The Dustmen are one of the oldest factions – in fact, many say it is the oldest faction. No one but one man is quite sure how true this may be – and that one man is the faction’s founder, current – and only – factol, the lich Skall. The Dustmen are generally a grim, unemotional, unmoving lot, and no history of the faction exists because they care more for endings than for beginnings. It is this very *boringness*, however, that has made them so benign in the eyes of the other factions, thus ensuring the Dead’s survival throughout Sigil’s history.

The Dead have few overall plans, and none that can be easily seen by anyone. This quiet placidity may have to do with the fact that everyone, at one point or another, will die, and thus its only a matter of time until they join the faction. Or it could well be that Skall’s patience as an undead lich is immortal, and his plans move so torpidly slowly they will not unfold for millennia. Only the Archdukes of Hell have such patience and vision, and they’re not criticizing the faction for anything.

**Members:** The Dead welcome anyone and all. That being said, the majority of the Dustmen’s membership is comprised of the shorter lived races – probably because they feel closest to death. Wizards and other intellectual types are the most common, with Bards and Barbarians – who rely more on passion and emotions – the least. Druids are surprisingly common – death is a part of nature, after all. Alignment-wise, the Dead accept death *factually*, rather than *maliciously*, so the faction tends towards Neutrality over any other alignment.

**Type:** Faction

**Scale:** 9 (Sigil, a few fortresses across the Planes)

**Associated Skills:** Heal, Knowledge (Arcana), Knowledge (Sigil), Use Magic Device

**Cleric’s Domains:** Death, Knowledge, Magic

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1/2 PC’s level</td>
</tr>
<tr>
<td>5 or more ranks in Craft (Alchemy)</td>
<td>+1</td>
</tr>
<tr>
<td>Can cast arcane or divine spells</td>
<td>+1</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>Is specialized in Necromancy</td>
<td>+2</td>
</tr>
<tr>
<td>Can cast necromancy spells of 5th level or higher</td>
<td>+6</td>
</tr>
<tr>
<td>Of Neutral Alignment</td>
<td>+2 per axis</td>
</tr>
<tr>
<td>Is Undead</td>
<td>+4</td>
</tr>
</tbody>
</table>
Is an Outsider  -2
Accepts a *raise dead* or other form of resurrection magic -4
Was Undead (but is now Cured) -8

**Titles, Benefits and Duties:** There’s little glamorous about rising in rank in the Dustmen. Namers are body collectors and attendants at the mortuary. Factotums are called *Initiates*, and accepted into the Fifth Circle. Factors are accepted into the Fourth circle, and from then on rising is based entirely on merit.

<table>
<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Name:</strong> All Faction namers can benefit from the Dead Truce. Effectively, undead will not attack the namer unless the namer attacks them first. Even intelligent undead are affected by the Dead Truce. The Dead pay for this, however, by having a resistance to all resurrection magic. Resurrection spells cast on the Dead have a flat 50% chance of simply failing.</td>
</tr>
<tr>
<td>11 – 20</td>
<td><strong>Initiate of the Fifth Circle:</strong> An Initiate of the Fifth Circle learns how to <em>rebuke undead</em> as a cleric of their hit die. They can use this ability once per day, and cannot use it to power Divine feats (as it is not a Divine ability, per se.) If the individual can already rebuke undead, he instead rebukes undead as a cleric of 2 levels higher.</td>
</tr>
<tr>
<td>21 – 25</td>
<td><strong>Initiate of the Fourth Circle:</strong> An Initiate of the Fourth Circle improves his ability to <em>rebuke undead.</em> He can now <em>command undead</em> instead of simply <em>rebuking</em> them. The undead’s hit die doesn’t matter as to whether or not the undead is commanded or rebuked. They can use this ability three times per day, plus an additional time per day plus their Charisma score. If the individual can already rebuke undead, he instead rebukes undead as a cleric of 4 levels higher.</td>
</tr>
<tr>
<td>26 – 30</td>
<td><strong>Initiate of the Third Circle:</strong> An Initiate of the Third Circle can recruit a number of undead for a particular mission. He must petition his masters for use of the faction’s undead servants, and if they agree he can recruit a number of undead equal to the number of undead he can normally command.</td>
</tr>
<tr>
<td>31+</td>
<td><strong>Initiate of the Second (and First) Circle:</strong> An Initiate of the Second and Third circles is granted one of the Undead templates, except his alignment takes one step towards True Neutrality (instead of reverting to Evil.)</td>
</tr>
</tbody>
</table>

**Executive Powers:** Assassinate, Research, Shadow War

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**Fac+@l Skall**

*hp* 246 (19 HD); *DR* 15/bludgeoning and magic

Male lich (former human?) Wizard15-Archmage4/Priest19 of the Dustmen
NE medium undead (augmented humanoid, Dustmen)

_Init:_ +2; _Senses:_ Darkvision 120 ft., Low-light vision; Listen +14, Spot +14

Languages: Skall has a permanentized version of *tongues* and *comprehend languages* active on his person at all times, and can therefore speak and read all languages.

Aura: Fear Aura (DC 15, 5 HD cap)

_AC_ 41, touch 17, flat-footed 39;

(+2 Dex, +10 armor, +4 shield, +5 deflection, +10 natural);

Resistances: turn resistance +4

Immunities: cold, electricity, polymorph, and mind-affecting attacks, *magic missiles*

_Fort_ +11; _Ref_ +8; _Will_ +17
Speed 30 ft. (6 squares), fly 60 ft. (good maneuverability)

Melee paralyzing touch +15/+10/+5 (1d8+5 plus paralysis, will save DC 21 halves);

Ranged touch +16 (by spell);

Atk options: paralyzing touch, fear aura, spells, rebuke undead

Spells: Skall casts spells as a 19th level wizard and as a 19th level priest. His chosen domains are Death and Magic. Skall has had centuries to compile his spellbook, and therefore knows every necromancy, evocation, and transmutation spell available, as well as all other spells of 4th level or lower. The rest of his grimoires are filled with various protection spells. The base DC for his spells is 20 + spell level for arcane spells and 19 + spell level for divine spells. He has a +4 to his DCs to his necromancy spells, and a +2 to the DC of his evocation and transmutation spells. In combat he is more business-like than sadistic, preferring a quick death to his enemies rather than prolonging a fight.

Base attack +14; Grapple +15

Abilities: Str 12, Dex 14, Con –, Int 30, Wis 28, Cha 20

Feats: Craft Construct, Craft Magic Arms & Armor, Craft Staff, Craft Wondrous Items, Forge Ring, Greater Spell Focus (Necromancy), Greater Spell Penetration, Heighten Spell, Maximize Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Necromancy), Spell Focus (Transmutation), Spell Penetration, Quicken Spell

Notable Skills: Concentration +22, Hide +10, Knowledge (arcane) +32, Knowledge (religion) +32, Sense Motive +39, Spellcraft +37, Use Magic Device +27

Possessions: Skall has had centuries to scour the planes and craft hundreds and thousands of magic items for himself. He only consistently wears a crown of mental vigor (providing a +6 enhancement to all of his mental scores), ring or protection +5, vest of natural armor +5, and an amulet of the unsouled (granting him the Unholy Toughness ability which allows him to treat his Charisma score as if it were his Constitution score to determine his hit points). He also has experimented with permanency and various spells, granting himself wide-ranging darkvision, a constant mage armor effect that grants him a +10 bonus to his armor class and a shield spell. When preparing for battle, he can deck himself out with an additional 200,000 gp worth of equipment a few rounds’ notice, making him a truly formidable opponent in battle. Skall’s phylactery is unknown, though it is presumed by most to be in his fortress in the Negative Energy Plane.

Spellbooks: Skall’s grimoires – vast, magical arcane volumes that contain the secret to all of Skall’s spell repertoire, including the seed formulas of various spells – are located in a vault in Skall’s personal fortress in the Negative Energy Plane. He retreats here whenever he requires rememorization of spells.

The Dustmen have only known one Factol – their founder: Skall the lich. Few people have ever seen Skall in person – the fact is, he spends most of his time in his fortress in the Negative Energy Plane, using an advanced version of project image to attend faction meetings and meetings of the Council of Factions. He is always cloaked in a number of illusions, and usually takes the form of an elderly human male. For faction meetings, though, he prefers a simpler illusion: an empty black robe with the faction’s symbol serving as a head floating above.

Most Dead know that Skall is walking the path of the True Death, and that he has stuck around for so long only out of a sense of necessity. Skall is a difficult creature for his enemies to figure out – he is as void of emotion and passions as can be, and often takes months – years, even – for any retributive strikes to come from him. His plans are so advanced they require a fiend’s eye view of the world to truly appreciate – a view that few in the Planes lack. As such, Skall isn’t seen as an active force of evil
in the Planes: his plans plod along as such a maddeningly slow pace, he ends up doing very little evil in any given century.

Alliances: Skall has found a firebrand soul in Pentar, whose wanton love of destruction he admires, if doesn’t fully back. He sees her more as a dangerous ally than true friend, and keeps her at an arm’s length. Factols Darius of the Signers and Montgomery of the Sensates see Skall as a freakish pariah, a danger to their faction’s philosophies and someone to be avoided at all costs.

Tactic: Skall is perhaps the most dangerous factol, due to his incredibly vast intellect and his centuries of practice. There are few bloods in the Planes capable of taking him on in a head to head fight. Not only is his true form hidden behind layers of protections in his fortress in the Negative Energy Plane (the most inhospitable environment to living beings in the Planes), he is a top-shelf spellslinger, and doesn’t play around with introducing those who would attack him to the True Death.

THE FATED [THE TAKERS, THE HEARTLESS]

Philosophy: Take what you can, and to the pits with the rest. If you want it, can take it, and can hold onto it, you deserve to keep it. This makes most folk respect them, but at the same time it makes them peery – who knows what they’ll get their eye upon next? And, more importantly, who knows what exactly they can do to get it?

Background, Goals, and Dreams: The Fated run Sigil’s Hall of Records – where, for a small fee, individuals must register births, deaths and property – as well as Sigil’s Office of Tax Collection, which makes them a big hit with Cagers everywhere. There’s a tax on almost everything that can reasonably be taxed. Up until recently, however, the Takers have been content to play a more behind-the-scenes role with Sigil’s politics. With the rise of Rowan Darkwood, however, they’ve moved to the forefront of Sigil’s leadership, forming alliances (and, necessarily, enemisties) with the other factions.

A Taker’s dream is for self-improvement. They think only of themselves and how they can better their station in life. If this translates into how they can help the Faction, then everyone is all the better for it.

Members: Individuals of a Lawful Good persuasion don’t hold well with the Fated’s selfish, mercenary outlook. For this reason, the faction precludes any Paladins from joining. Likewise, individuals devoted to a sacrifice of personal possessions aren’t welcome. This makes the Rogue the most likely class among the faction’s ranks.

Type: Faction
Scale: 9 (Sigil, some planar retreats and safehouses)
Associated Skills: Appraise, Gather Information, Knowledge (Sigil), Knowledge (the Planes)
Cleric’s Domains: Luck, Protection, Strength, Trickery

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1/2 PC’s level</td>
</tr>
<tr>
<td>5 or more ranks in Appraise</td>
<td>+1</td>
</tr>
<tr>
<td>10 or more ranks in Appraise</td>
<td>+2</td>
</tr>
<tr>
<td>5 or more ranks in Knowledge (Sigil)</td>
<td>+2</td>
</tr>
<tr>
<td>10 or more ranks in Knowledge (Sigil)</td>
<td>+4</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>Individual amasses more than 10,000 gp in wealth</td>
<td>+1</td>
</tr>
<tr>
<td>Individual amasses more than 100,000 gp in wealth</td>
<td>+4</td>
</tr>
<tr>
<td>Individual amasses more than 200,000 gp in wealth</td>
<td>+8</td>
</tr>
<tr>
<td>Individual is Lawful</td>
<td>-2</td>
</tr>
<tr>
<td>Individual is Good</td>
<td>-2</td>
</tr>
<tr>
<td>Individual is caught stealing, petty theft or larceny</td>
<td>-4</td>
</tr>
<tr>
<td>Individual loses over half his net wealth</td>
<td>-4</td>
</tr>
</tbody>
</table>
Individual loses all of his net wealth

Titles, Benefits and Duties: A Taker’s training revolves around taking what he deserves. This means identifying the potential value of items and the eventual taking and protection of these things. A smart taker understands that sometimes its better not to take, and the Faction’s always looking for smart cutters to fill its ranks.

<table>
<thead>
<tr>
<th>Affiliation Score</th>
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</tr>
</thead>
<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Namer:</strong> A Taker Namer is allowed entrance into the Hall of Record’s Rowan Academy of Training. This grants the Namer a +1 bonus to their skill points per level. (IE, a Taker gets an additional skill point every time he levels; this bonus stacks with the Taker’s Intelligence and any racial bonuses, for being human for example.)</td>
</tr>
<tr>
<td>11 - 17</td>
<td><strong>Planar Knowledge:</strong> A Taker Factotum gains the ability to make Knowledge (the Planes) checks as if they had ranks in Knowledge (the Planes), even if they previously didn’t. They make this check at a +2 bonus on top of their existing bonuses.</td>
</tr>
<tr>
<td>18 - 25</td>
<td><strong>Haggler:</strong> A Taker factotum learns the art of haggling and the hard sell, trying to get the most out of his valuables. In effect, whenever he is buying or selling something, he gets a bonus equal to 1% per point of Charisma bonus as a discount (or bonus) when buying equipment. (This ability has a minimum of 1%).</td>
</tr>
<tr>
<td>26 - 30</td>
<td><strong>Jack of all Trades:</strong> A Taker factorum can buy cross-class skills at the cost of 1 skill point per rank. His maximum ranks is still equal to ½ his class-skill maximum ranks, however.</td>
</tr>
<tr>
<td>31+</td>
<td><strong>Administrative Blacklisting:</strong> The Taker Factor can blacklist a certain amount of funds equal to 50,000 gp from the Taker’s tax collection once per month for his own personal use. He must pay back the money within a year, including any additional funds he has borrowed, or face the public scrutiny of anyone outside the Faction looking over his records. The Factor, must also constantly watch his back, for there are many in the Cage who’d like to see him put in the dead book – every month, he succeed on a DC 15 Fortitude save or fall dead to an assassin’s attack.</td>
</tr>
</tbody>
</table>

Executive Powers: Plunder, Research, Trade

**DukE RowAn darkWood**

hp 202 (20 HD)
Male human Ranger20-Priest15-Hierophant5 of Heimdall of the Fated
CG medium humanoid (extraplanar, Taker)
Init: +8; Senses: Darkvision 120 ft., low light vision, listen +17, spot +16
Languages: Most active planar languages

AC 28, touch 19, flat-footed 24;
(+4 Dex, +8 armor, +1 shield, +5 deflection);

Immunities: Due to magical experimentation with wishes, Darkwood is immune to the following spells: cause fear, charm person, command, forget, friends, hold person, hypnotism, ray of enfeeblement and scare. He is also immune to aging effects for the same reason.

Fort +17; Ref +16; Will +17;

Speed 30 ft. (6 squares)
Melee Longsword +29/+24/+19/+14 (1d8+8/17x20 plus 2d6 giant-bane) or;
Melee Short sword +27/+22/+17/+12 (1d6+3/17-20) or;
Melee dual wield +27/+25/+22/+20/+17/+15/+12;
**Atk options** spells, favored enemy (Giants +6, evil outsiders +6, lawful outsiders +2, goblinoids +2), two-weapon fighting combat style

**Spells:** Darkwood prefers spells that augment his combat abilities. His domains are Strength and Glory. The statistics presented here represent an unbuffed Rowan Darkwood. Armed with magic, he is a much more formidable opponent.

**Base attack** +20; **Grapple:** +25

**Combat gear:** potion of enlarge person, potion of bull’s strength, potion of bear’s endurance, potion of barkskin (+4)

**Abilities:** Str 20, Dex 18, Con 20, Int 18, Wis 20, Cha 18

**Feats:** Alertness, Craft Magic Arms & Armor, Craft Wondrous Items, Greater Two Weapon Fighting, Improved Critical (Longsword), Improved Initiative, Improved Two Weapon Fighting, Maximize Spell, Quick Draw, Quicken Spell, Scribe Scroll, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (Longsword), Weapon Focus (Shortsword)

**Notable Skills:** Concentration +28, Hide +27, Knowledge (Sigil) +27, Listen +17, Move Silently +27, Spellcraft +27, Spot +16

**Possessions:** combat gear plus +3 giant bane longsword, +1 keen short sword, ring of protection +5, ring of teleportation, +3 mithril breastplate, portable hole, red ioun stone (grants water breathing), brooch of shielding (78 hp left)

Most people who meet the Duke come out more impressed than they might have expected. His 6'4” frame is lean but muscular – he looks quick as a hellcat and just as tough to boot. His tanned, craggy face, hands, and arms are marked with permanent scars, a lifelong reminder of his run-in with a lieutenant of the Lords of the Nine. Fact is, one of the facial scars went a little *too* deep, leaving him blind in his right eye.

Darkwood’s been through a lot in his lifetime. He was born on a small prime world and had a good life there, with a wife and children. One day, his kids were taken by a Baatezu lieutenant for a sacrifice, and Darkwood followed the fiend. He bartered with the fiend and even managed to get a one-up on him, freeing his sons but enslaving himself in the process. The fiend spent the next few decades torturing Darkwood in Infernal slavery, but the canny blood kept his wits about him. The fiend grew to respect Darkwood’s spirit, and eventually freed him and left him to his own in the Planes. Darkwood wandered the planes for a while, even returning home to find his life had moved on without him.

A few months ago, Darkwood made his way to Sigil, where he learned of the existence of the Fated. He’s made Sigil his home and joined the faction, quickly vaulting to the position of Factol (some say not without a bit of cross-trading.) Some now whisper that Darkwood’s goal is to take over the other factions, possibly by installing himself as the head of the Council of Factions. To this end, Darkwood’s begun to compile a book of all the other faction’s dirty secrets, a book he calls *The Secret History of Sigil*. There’s many who would pay dearly for a spy to peek a garner at the book and learn some of the darks contained within, but only top shelf Takers are allowed into the Vaults beneath the Hall of Records where the book is kept in storage.

**Alliances:** Rowan Darkwood has few allies, and many enemies. His quick rise to the position of Factol spurned many heads, and none other than Factol Montgomery of the Sensates recognizes what a danger Darkwood is to the stability of Sigil. She is Darkwood’s primary opponent in the Council, and the two enter heated debates in the Hall of Speakers constantly.

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**Tactics:** Darkwood’s not as young as he used to be, although he has used magics to prolong his life and keep his body as young as magically possible. He’s a formidable combatant, but still prefers to leave the dirty work to his minions.

**Fraternity of Order [The Guvners]**

**Philosophy:** The Guvners believe that knowledge of the laws of the ‘verse is the path to ultimate power. They believe that, since laws govern the actions of all people and things, and given that knowledge is power, then knowledge of the law is the ultimate power over all people and things. They not only believe that studying the *current* laws will make them more powerful through understanding them, but by understanding the current laws they can create new ones to make themselves more powerful.

**Background, Goals and Dreams:** The Fraternity of Order considers itself the first faction. They are technically correct, in that they were the first faction to charter themselves some 982 years ago. They were not, however, the first philosophical group to be around. Regardless, arguing this minor technical point with a Guvner is likely to bore anyone *not* a Guvner into submission, and so nobody challenges their claims seriously. They are, indisputably, the most organized faction – as they still have the minutes for the meeting 982 years ago that chartered their course for nearly a millennia.

The Guvners control the legislature and the judicial branches of Sigil’s day to day affairs. They were handed the reigns of the legislature by the Lady following the Great Upheaval, and the Guvners naturally assumed that, logically, the best people to interpret the law of the land would be their creators, and thus set themselves to the running of the Courthouse as well.

All Guvners lust for knowledge, in a way that no one has quite managed to understand. They seek to find patterns and rules and permutations in everything, seeing all things as a sequence of events that follow logically from a given cause, whether the cause is immediate or removed hundreds or thousands of years into the past. Needless to say, they aren’t very fun at parties.

**Members:** The faction attracts the Lawful minded, and basically nobody else. Neutral individuals just find the faction too *boring*, and Chaotic individuals are simply too disruptive and can’t bear the days of testing required to enter the faction anyhow. That restriction aside, the faction welcomes members of all classes, but Wizards and Psions number in the majority due to their academic centrality.

**Type:** Faction  
**Scale:** 14 (Sigil, Mechanus)  
**Associated Skills:** Decipher Script, Forgery, Knowledge (Sigil), Speak Language  
**Cleric’s Domains:** Knowledge, Law, Protection, Trickery

<table>
<thead>
<tr>
<th><strong>Criterion</strong></th>
<th><strong>Affiliation Score Modifier</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1/2 PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>5 or more ranks in Profession (Lawyer)</td>
<td>+1</td>
</tr>
<tr>
<td>10 or more ranks in Profession (Lawyer)</td>
<td>+2</td>
</tr>
<tr>
<td>20 or more ranks in Profession (Lawyer)</td>
<td>+4</td>
</tr>
<tr>
<td>Has access to the Law domain</td>
<td>+4</td>
</tr>
<tr>
<td>Character is a monk or paladin</td>
<td>+2</td>
</tr>
<tr>
<td>5 or more ranks in any one Knowledge skill</td>
<td>+1</td>
</tr>
<tr>
<td>10 or more ranks in any one Knowledge skill</td>
<td>+2</td>
</tr>
<tr>
<td>15 or more ranks in any one Knowledge skill</td>
<td>+3</td>
</tr>
<tr>
<td>20 or more ranks in any one Knowledge skill</td>
<td>+4</td>
</tr>
<tr>
<td>Keeps relationship with a Xaositect</td>
<td>-1</td>
</tr>
<tr>
<td>Is a Chaond</td>
<td>-2</td>
</tr>
<tr>
<td>Has been arrested</td>
<td>-4</td>
</tr>
</tbody>
</table>
**Titles, Benefits and Duties:** The Fraternity of Order probably requires the most out of any of the other factions. While adventuring is encouraged – so long as the individual files the proper paperwork and reports both before and after leaving for a mission – all factioneers must complete a set amount of hours in service to the Faction, be it in Sigil or in the various fortresses across Mechanus.

<table>
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<th>Affiliation Score</th>
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<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Aide:</strong> A Guvner namer is called an aide. Aides are menial laborers that do menial tasks about the Court house and the various planar fortresses. They serve as messengers, guards, bailiffs, clerks, staffers, and general hangers on for the more important administrators and bureau chiefs. All aides gain the ability to cast <em>comprehend languages</em> as a caster of their level once per day. This helps them in their duties about the Courthouse and elsewhere.</td>
</tr>
<tr>
<td>11 - 20</td>
<td><strong>Administrator:</strong> An administrator works directly under a bureau chief to accomplish a particular goal, often overseeing a group of aides. Administrators also gain the ability to partially shift probability in their direction. This effect is similar to the <em>guidance</em> spell, except it is usable as a swift action once per day.</td>
</tr>
<tr>
<td>21 - 30</td>
<td><strong>Bureau Chief:</strong> A Bureau Chief is in charge of one of the various departments, or is put in charge of one of the courtrooms as a judge. Bureau chiefs can use their <em>guidance</em> ability at a +2 bonus, instead of a +1. Additionally, a Bureau Chief can activate a <em>probability snare</em> once per day. This ability affects an area 60 feet around the Guvner for 1 round per the Guvner’s level; everything within the <em>probability snare</em> is averaged.</td>
</tr>
<tr>
<td>31+</td>
<td><strong>Reality Loophole:</strong> An individual who rises this far has grown to become a BC-1. The Factol is culled from the rank of the BC-1s should the current factol step down. All BC-1s have found some loophole or another in the laws of the multiverse. In effect, this allows them to manifest <em>reality revision</em> as a manifestor of their level once per week.</td>
</tr>
</tbody>
</table>

**Executive Powers:** Holiday, Law, Research

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**FACTORY HASHKAR**  
CR 1  
*hp 20 (2 HD); DR 10/magic; Fast Healing 1*  
Male dwarf Expert20*  
LN medium outsider (augmented Humanoid, Guvner)  
Init: +0; Senses: Darkvision 60 ft., listen +6, spot +6  
Languages: Common, Dwarven, Infernal, Draconic, Celestial, Abyssal, Modron, Undercommon; Hashkar can also *comprehend languages* 1/day as a member of the Fraternity of Order.  
Aura: *Probability Snare* (1/day, 60 ft., 20 rounds)  
AC 10, touch 10, flat-footed 10  
**Resistances:** Electricity 10, Fire 10, SR 10  
**Immunity:** Mind-affecting abilities, petrification, polymorphing  
Fort +7; Ref +3; Will +9  
**Speed** 20 ft. (4 squares)  
**Melee** unarmed +1 (1d3-1);
Atk options: Guidance (+2), probability snare, reality revision 1/week, Summon Modron (10 monodrone modrons)

Base attack +2; Grapple +1;

Abilities: Str 9, Dex 10, Con 18, Int 24, Wis 22, Cha 8

Skills: Due to Hashkar’s extreme intelligence and wide array of studies, he is known to have at least 5 ranks in all Knowledge skills, granting him at least a +12 bonus with all Knowledges. Other skills of note include: Knowledge (Arcana) +30, Knowledge (History) +33, Knowledge (Nobility & Royalty) +30, Knowledge (Sigil) +30, Knowledge (the Planes) +33, Profession (Advocate) +32.

Feats: Hashkar’s feat choices are limited almost exclusively to various Skill Focuses. He also has Toughness. He also has proficiency in all armor, shields, and weapons, though he does not actually engage in combat due to his weak combat skills.

Possessions: Hashkar has few possessions. His personal collection of books and tomes (overall which grant him a +5 circumstance bonus to his Knowledge checks if he takes 1d4+1 hours to research a subject) have a total market value of 50,000 gp.

*Although Hashkar has the hit points, saves, and attacks of a much weaker creature, Hashkar is treated for all other intents and purposes as a 20th level Expert

For a factol, Hashkar doesn’t appear too impressive. He’s short and dumpy, with a big red nose an a long white mustache. His eyes constantly look bloodshot from reading, and he always carries one or more books or scrolls. When not reading, he’s usually lecturing. Faction members get used to seeing him shuffling down the halls of the City Court, mumbling to himself, barely aware of his surroundings. Most folk find it extremely difficult to carry on a conversation with the boring old Guvner. Any berk fool enough to ask him a question better brace himself for The Answer. Hashkar lectures at the drop of a hat, launching into a discourse to answer the berk’s question, including the history of the answer and a comparison of the answer to what others have thought of the answer. Anyone trying to simply walk away from the droning factol will simply find the factol tagging along behind them, oblivious to any hint that the unlucky berk has anything better to do than to listen. This pattern applies to all sorts of questions – from “What’s the meaning of existence?” to “Which way’s the bathroom?” To Hashkar’s mind, there’s no such thing as a simple answer.

Alliances: Hashkar has no true allies, although Factol Sarin of the Harmonium is the closest member of the Council to him. He gets along well enough with Factol Montgomery of the Sensates, and the impressive speaker is often able to sway his vote her way. Hashkar is entirely unable to comprehend Factol Karan of the Xaositects, and often gives up trying in a flurry of rants an raves about how the factol is simply wrong, wrong, wrong.

Tactics: Hashkar has absolutely no combat experience; all of his learning has come from books. He leaves the fighting to a pair of Guvner minders that accompany him whenever he’s out of the Court, and if caught in the streets of Sigil he’ll run to the nearest Hardhead patrol. Outside of the Cage, Hashkar can also summon a pack of 10 monodrone modrons as a spell like ability.

**THE FREE LEAGUE [INDEPS]**

Philosophy: The Free League believes that the factions in and of themselves are a joke. A body should live by his own rules, and not have some greybeard telling him what he should or shouldn’t be doing with his life. The Indeps are a faction only by necessity – the poor sods had to ban together in order to stand up to the real factions who were looking to press their members into service. As such, they don’t see themselves as a faction, per se, more like a brotherhood of associated independent thinkers. Hence, the name – indeps.

Background, Goals and Dreams: The Indeps have been around for as long as there have been Factions. Following the Great Upheaval, disillusioned members of the 49 other Factions that were forced to disband flocked to the Indep’s beck and call. The League saw its numbers swell from the thousands into the millions, giving it the political and societal backing it needed to become one of Sigil’s 15
surviving Factions. However, those numbers quickly died down, as individuals gave up the call of Independence, returned to one of the 14 other factions, or simply died of a mysterious ailment some say was brought on by the Lady to keep the Indeps from getting too rowdy.

That being said, the Indeps don’t really consider themselves a faction, and so have no major plans overall. A few might talk of allying themselves politically and electing a factol, but such thoughts are anathema to the Indep thinking and will likely never come to pass. For the most part, Indeps sell themselves as mercenaries and sellswords to the other factions, willing to work for the highest bidder, wallowing in the hypocrisy of it all while taking the faction’s money.

Members: The Faction welcomes anyone and everyone who chooses to shun the other fourteen factions for a belief in individual integrity and independence. That being said, bashers who care too strongly one way or other for things like Law, Chaos, Good and Evil tend to find the Indep’s aloof independence discomforting, and will likely find better company among other factions. Rogues, bards and fighters, whose ideals are best represented independent of others, are the most represented classes among the factions’ ranks.

Type: Faction
Scale: 12 (Sigil, Outlands)
Associated Skills: Appraise, Bluff, Gather Information, Knowledge (Sigil)
Cleric’s Domains: None. Nobody believes in the Free League as a concept, and therefore clerics cannot choose to be clerics of the Free League.

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1 per PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>True Neutral alignment</td>
<td>+4</td>
</tr>
<tr>
<td>5 or more ranks in Sense Motive</td>
<td>+1</td>
</tr>
<tr>
<td>10 or more ranks in Sense Motive</td>
<td>+2</td>
</tr>
<tr>
<td>5 or more ranks in Diplomacy</td>
<td>+1</td>
</tr>
<tr>
<td>10 or more ranks in Diplomacy</td>
<td>+2</td>
</tr>
<tr>
<td>Amasses more than 20,000 gp in wealth</td>
<td>+4</td>
</tr>
<tr>
<td>Has an extreme alignment</td>
<td>-4</td>
</tr>
<tr>
<td>Friendship with a Harmonium</td>
<td>-2</td>
</tr>
<tr>
<td>Forcibly takes someone else’s independence (including through magical compulsions)</td>
<td>-8</td>
</tr>
</tbody>
</table>

Titles, Benefits and Duties: The Free League has no titles, and holds none of its members to any duties. That being said, brothers have to look after each other, and the Indeps see themselves as one extended family, united against the Factions across the Planes.

<table>
<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
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<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 - 10</td>
<td><strong>Namer:</strong> An Indep namer can claim the brotherhood of the other faction members. When shopping in Sigil’s Great Bazaar, the namer gains a 10% discount to all purchases, and doesn’t have the prices artificially inflated. Unfortunately, the Namer also faces a 10% chance of a random encounter with a Harmonium patrol (starting attitude Unfriendly) every hour he walks along Sigil’s streets.</td>
</tr>
</tbody>
</table>
| 11 - 20           | **Factotum:** More powerful and influential Indeps begin to see the effects of their beliefs for independence. They gain a +2 bonus to all saves vs. mind-affecting abilities and effects. The chance of a random encounter with a Harmonium patrol rises to 20% per
hour, and the patrol is automatically Hostile.

21 - 30  **Factor:** At this point, the Indep gains a +2 bonus to all saves vs. enchantment effects and abilities, as well as any attempts to control his mind. If the effect would not normally allow a save, the Indep now gains one at the listed bonus.

31+  **Leader’s Resolution:** An Indep leader can no longer be swayed, by magic or otherwise. In effect, the Indep gains the benefits of a *mind blank* spell constantly that cannot be dispelled. Additionally, they gain a +10 bonus to Sense Motive checks, and the DC for influencing them via Diplomacy increases by +20. Unfortunately, Indep leaders are constantly targeted by the Harmonium, who aren’t afraid to send assassins and arrange accidents to keep the dissidents at bay. Every month the Leader must succeed on a DC 15 Fortitude save or find himself the victim of an arranged Harmonium accident.

**Executive Powers:** Gift, Raid, Trade

**The Harmonium [Hardheads]**

**Philosophy:** The Harmonium believes that the Multiverse can find peace through unity, and that unity implies doing things the way they want you to do them. (After all, if we all work in concert, that is the very definition of unity.) They are peaceful aggressors who are willing to bludgeon the universe into their way of rightful thinking, having done so in a number of Material Planes, casting off the chaotic elements to provide a peaceful, harmonious society.

**Backgrounds, Goals and Dreams:** The Harmonium was born in a Prime Material world a long time ago, when a group of radical Paladins decided that it would be best for their kingdom to simply exterminate the radical elements who were making war and difficulty for everyone. They succeeded in driving out the filth from their city, so they set their eyes upon their continent. When they succeeded there they moved on to the rest of the world. Soon – enough, anyhow – they had set up a perfectly harmonious and peaceful society in their entire world. But every once in a while, chaos would rear its ugly head. So the Harmonium figured that something outside their world must be causing all the trouble, and set out to the Outer Planes to conquer the Chaos there.

The Harmonium have taken the job of policing Sigil. Who better than a job of heavy-handed, righteous, right-minded berks? And so they cull the streets of Sigil looking for cut throats and knights of the cross-trade, looking out for the troublesome elements and keeping them behind bars. Not content to simply patrol the streets, some Harmonium actively set out to find the scum where it lives, and set Sigil to be the righteous beachhead on their path to the domination of all the Planes.

**Members:** Only the Lawful would find purchase in the Harmonium – and if you aren’t Lawful when you join their training camps beat it into you. Because ultimately what the Harmonium wishes to bring is peace and harmony, evil individuals aren’t exactly common, though there are a few of them around. After all, even a pit fiend admires the need for order and discipline.

**Type:** Faction

**Scale:** 15 (Sigil, Arcadia, several Prime worlds)

**Associated Skills:** Intimidate, Knowledge (Sigil), Spot

**Cleric’s Domains:** Law, Protection, Strength, War

<table>
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<th>Criterion</th>
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<tbody>
<tr>
<td>Character level</td>
<td>+1/2 per PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>Base Attack Bonus +5</td>
<td>+2</td>
</tr>
<tr>
<td>Base Attack Bonus +10</td>
<td>+4</td>
</tr>
<tr>
<td>Base Attack Bonus +20</td>
<td>+8</td>
</tr>
</tbody>
</table>
Intimidate 5 ranks or more  +1
Knowledge (Tactics) 5 ranks or more  +2
Is of the Paladin or Monk class  +3
Has the Leadership feat  +4
Arrests a criminal  +1/4 the CR of the criminal
Associates with a Chaotic individual  -2
Associates with a Xaositect  -1
Associates with a member of the Doomguard  -2
Associates with a member of the Free League  -4

**Titles, Benefits and Duties:** All Harmonium must serve in the Sigil patrols at one point or another in their careers within the Harmonium. Additionally, all Harmonium must be active and willing to serve the Harmonium should an emergency require their assistance. The Harmonium has the most structured hierarchy of ranks and systems: Namers are called Notaries and are scaled from Notaries First through Fifth class, Factotums are called Measures and are scaled from Measures First through Fifth class, and Factors are known as Movers First through Fifth class. The factol is called the Captain and Commander (sometimes just Captain, sometimes just Commander), and he commands the entirety of the faction.

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<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
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<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 - 10</td>
<td><strong>Notary:</strong> Notaries are the rank and file of the faction, having the job of patrolling Sigil’s streets and maintaining the peace throughout all of the Harmonium’s holdings. A notary can use <em>command</em> as a spell like ability three times per day as a caster of his level. (Save DC is based off the notary’s charisma modifier.)</td>
</tr>
<tr>
<td>11 - 20</td>
<td><strong>Measure:</strong> A Harmonium Measure typically commands a squad of notaries. Such individuals receive a +2 bonus to saves vs. all enchantment and mind affecting spells and abilities.</td>
</tr>
<tr>
<td>21 - 30</td>
<td><strong>Movers:</strong> A mover is in charge of a company of measures and notaries. Movers’ ability to use <em>command</em> as a spell like ability is instead upgraded to <em>greater command</em>.</td>
</tr>
<tr>
<td>31+</td>
<td><strong>Conductor:</strong> The Conductor of the Harmonium is treated as if they had the Epic Leadership feat for purposes of determining the number of followers available. Additionally, they may requisition up to 20,000 gp worth of equipment from the Faction’s storehouses once per week, so long as they return the item in time before borrowing another one.</td>
</tr>
</tbody>
</table>

**Executive Powers:** Crusade, Inquisition, War

**FACTOLO SARIN**

hp 198 (16 HD)
Male human Paladin 16/Knight 16 of the Harmonium
LG medium humanoid (extraplanar, Harmonium)
Init: +5; Senses: Listen +12, Spot +21
Languages: Common, Celestial, Elven
Aura: Courage, Bulwark of Defense

AC 29, 14 touch, 28 flat-footed; shield block +2
(+1 Dex, +13 red full plate, +1 shield, +3 ring)
Resistances: Fire 10, +2 to saves v. enchantment and mind affecting
Fort +21; Ref +15; Will +18
Speed 30 ft. (6 squares)

**Melee** scimitar +25/+20/+15/+10 (1d6+8/15x20) or;
**Melee** scimitar +25/+20/+15/+10 (1d6+8/18x20 plus 3d6 nonlethal) or;
**Melee** dual scimitars +23/+23/+18/+18/+13/+13/+8 (1d6+8/15-20 and 1d6+5/18x20 plus 2d6 nonlethal);

**Atk options** divine might, power attack, spells, turn undead, smite chaos 4/day, smiting charge, fighting challenge +3, test of mettle, improved shield ally, call to battle, daunting challenge, lay on hands (96 hp), bonded loyalty

**Space** 5 ft.; **Reach** 5 ft.

**Base attack** +16; **Grapple** +22

**Spells** As a 16th level paladin. Caster level is 8th. 3/3/2/2;
Spells typically prepared: bless weapon, divine favor, lesser restoration; bull’s strength, remove paralysis, resist energy; cure moderate wounds, dispel magic; cure serious wounds, holy sword

**Spell-like abilities:** 3/day - greater command (DC 18) CL 16th; 4/week - remove disease CL 16th

**Abilities:** Str 22, Dex 19, Con 18, Int 14, Wis 14, Cha 20

**Feats:** Combat Expertise, Diehard, Divine Might, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Power Attack, Quick Draw, Run, Two-Weapon Fighting, Two-Weapon Defense, Weapon Focus (Scimitar)

**Skills:** Athletics +8, Diplomacy +16, Knowledge (Sigil) +21, Knowledge (Military tactics) +21, Listen +12, Spot +21

**Possessions:** Red plate of command (+4), +2 keen scimitar, +2 merciful scimitar, gauntlets of ogre power, ring of minor fire resistance, vest of resistance +2, ring of protection +3, steadfast boots, cloak of charisma +2

**Note:** These are the factol’s standard abilities on any given day. When expecting an actual battle, the Factol uses his factol affiliation ability to increase his equipment. He borrows an amulet of natural armor +2 and a belt of health +4, increasing his AC to 31 and his hit points to 230.

Factol Sarin was born and raised in the Harmonium home world of Ortho. There, he joined the Harmonium at the youngest possible age and pledged himself to the Hardhead cause. He has risen steadily through the ranks through hard work and determination, and when the post of Conductor for the city of Sigil became open, Sarin volunteered eagerly for the job. He was appointed to the position with the full backing of the other Hardhead high ups.

Sarin is a gentleman and an officer. In the Council he always treats everyone fairly – and he’s always the first to point out a procedural misstep. He’s generally well liked for this, though his position as Factol of the Harmonium doesn’t win him any real friends. Outside of the Council, he respects the office of the position he has been given, and rarely mingles with the troops. Still, his philosophy is one of hard work, and so he assigns himself a patrol route through The Lady’s Ward every day, accompanied by a pair of his top shelf battlemagi, doing his own part to keep the streets of the Cage safe.

**Alliances:** Sarin is closest to Factol Mallin of the Mercykillers, in whom he finds a kindred spirit. Though Mallin is less interested in Order than Sarin, the two men recognize a need for structure, and the wants of Justice often coincide with the ends of the Harmonium, so relationships are warm between the two men. He also has the ear of Factol Hashkar of the Guvners, though the old dwarf’s propensity to rattle on and on grates on Sarin’s outlook of efficiency and economy. Sarin grievously dislikes Pentar of the Doomguard, and the feeling is very much mutual, and extends to Pentar’s lackey Cromlich who sits in her stead now in the Council.
**Tactics:** Sarin is a very hands-on type of leader, and will rush to the front if combat should ensue. He prefers to use nonlethal tactics to arrest his enemies rather than full lethal force, reverting to full force only if absolutely pressed. Sarin always travels with a pair of battlemages who can cast *sending* and *whispering wind*, quickly alerting all nearby Harmonium troops to an attack on the Factol. These additional reinforcements begin to arrive 1d4+1 rounds after initiating Sarin in combat, and will continue to arrive every two rounds for 10 minutes or until the battle ends.

**The Mercykillers [The Red Death]**

**Philosophy:** The Mercykillers believe that the ultimate answer of the Multiverse lies in properly applied ideals of justice. Through justice the multiverse can be purged, and those who stand against this goal should be shown the light – by whatever method proves most efficient.

**Backgrounds, Goals and Dreams:** The Mercykillers are one of the youngest factions, formed after the Great Upheaval when two former factions – the Sons of Mercy and the Sodkillers – joined forces. The Sons of Mercy were a knightly order dedicated to finding and closing loopholes in the law by which criminals could safely operate. The Sodkillers were a band of elite mercenaries who would right perceived “wrongs” for a bit of jink. Together they became the Mercykillers, those who would hunt down criminals and injustices in the pursuit of justice.

All Mercykillers seek to uphold Justice. They are the executioners of Sigil’s laws – once a criminal has been captured and convicted, the Mercykillers see to it that they face their final punishment. It’s important to note that Mercykillers do not see themselves as Judge and Jury to their Executioner – that’s the job of the Fraternity of Order. A Mercykiller will no judge, he will simply execute.

**Members:** The faction requires that its members be Lawful, for only a Law minded berk can truly come to appreciate cold and hard Justice. Of them, only Lawful Neutral members can achieve the cold calculation required to truly appreciate Justice. Good tends to weigh towards leniency and Evil can too easily twist the law to its own ends. The martial classes tend to find the faction the most appealing, although members of all classes are represented.

**Type:** Faction

**Scale:** 9 (Sigil, a few Prisons across the Planes)

**Associated Skills:** Gather Information, Knowledge (Sigil), Sense Motive, Survival

**Cleric’s Domains:** Destruction, Law, Strength, Travel

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<tbody>
<tr>
<td>Character level +1/2 per PC’s level</td>
<td></td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>Base Attack Bonus +5</td>
<td></td>
</tr>
<tr>
<td>Base Attack Bonus +10</td>
<td>+2</td>
</tr>
<tr>
<td>Base Attack Bonus +20</td>
<td>+8</td>
</tr>
<tr>
<td>Urban Tracking feat</td>
<td></td>
</tr>
<tr>
<td>5 ranks Gather Information</td>
<td>+2</td>
</tr>
<tr>
<td>10 ranks in Gather Information</td>
<td>+1</td>
</tr>
<tr>
<td>Lawful Neutral alignment</td>
<td>+2</td>
</tr>
<tr>
<td>Arrests an escaped criminal +1/4 the CR of the criminal</td>
<td></td>
</tr>
<tr>
<td>Fails to capture an assigned criminal</td>
<td>-2</td>
</tr>
<tr>
<td>Hindering an ongoing investigation</td>
<td>-2</td>
</tr>
<tr>
<td>Assisting a criminal’s escape</td>
<td>-4</td>
</tr>
<tr>
<td>Hindering the cause of justice</td>
<td>-8</td>
</tr>
</tbody>
</table>

**Titles, Benefits and Duties:** The training of the Mercykillers goes towards the catching, finding, and keeping of convicted criminals. Mercykillers have a strict hierarchy based on where specifically an
individual is stationed – those ordered to guard the prison are called Wardens, those charged with hunting down criminals are Justiciars, and those charged with investigating escapees or interrogating prisoners are called Inquisitors. Each of these have ranks First through Fifth, with Fifth being the highest rank.

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</tr>
</thead>
<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses. Name: All Mercykiller namers are trained in discerning truth from fiction, and to tell when they are being lied to. Thus all namers receive a +2 bonus to Sense Motive checks.</td>
</tr>
<tr>
<td>4 - 10</td>
<td>Justice Strike: Mercykiller factotums gain a special attack known as a justice strike. This attack is useable once per day, plus one additional time per day per class level. The Mercykiller can choose a number of hit points to subtract from his current total, up to a maximum of his hit die. His next attack deals twice that much damage to his opponent if it successfully hits. (If the attack misses, the special attack is wasted but the Mercykiller still loses hit points as if it succeeded.)</td>
</tr>
<tr>
<td>11 - 20</td>
<td>Blood of Justice: Mercykiller factotums gain access to the faction’s store of special poison from the trapped Mercykiller wyrm (see below). The Mercykiller gains three vials of the blood per month; he can requisition no more than this. He gains no special ability to use the poison, although the poison is not harmful to simple exposure (though it might well be wasted if he rolls poorly on his poison use check.)</td>
</tr>
<tr>
<td>21 - 30</td>
<td>Tenets of Justice: A Warden, Inquisitor or Justiciar Fifth can impose a mark of justice on any individual she desires as a spell like ability three times per day.</td>
</tr>
</tbody>
</table>

Executive Powers: Arrest*, Law, Shadow War
*Mechanically, as Assassinate, except the target is not dead, he is instead captured and placed in the Prison.

**FACTOL MALLIN**

hp 147 (15 HD)
Male aasimar Paladin15-Urb.Ranger15
LG medium humanoid (extraplanar, Red Death)
Init: +5; Senses: Listen +21, Spot +21
Languages: Common, Undercommon, Draconic

AC 27, touch 13, flat-footed 26
(+1 Dex, +11 armor, +3 deflection, +2 natural)
Fort +19; Ref +20; Will +14

Speed 30 ft. (6 squares);
Melee double sword +22/+22/+17/+17/+12/+12 (1d8+8/19x20 and 1d8+8/19x20) or;
Ranged composite greatbow +22/+17/+12 (1d10+7/x3 nonlethal);
Atk options Smite Guilty, Favored Enemy (Evil outsiders +4, Revolutionary League +6, Xaositects +2, Indeps +2), Charging Smite
Base attack: +15; Grapple +21;
Abilities: Str 23, Dex 20, Con 18, Int 12, Wis 16, Cha 18
Notable Skills: Listen +21, Knowledge (Sigil) +19, Spot +21, Survival +23
Feats: Ambidexterity, Exotic Weapon Proficiency (Double-sword), Exotic Weapon Proficiency (Greatbow), Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Power
Attack, Two Weapon Fighting, Urban Tracking, Weapon Focus (Double-sword), Weapon Focus (Composite Greatbow)

Possessions: +2/+2 cold iron/silver double sword, +3 spiked adamantine full plate, ring of protection +3, amulet of natural armor +2, +1 merciful composite greatbow (Str +6), gauntlets of strength +4, vest of resistance +2

One with Armor: Factol Mallin has trained night and day in his armor, and has learned how to incorporate his armor into his life. He essentially wears it as a second skin. This allows him to ignore the armor’s movement penalties, as well as to use his ranger abilities with his heavy armor.

An imposing man of enormous stature, Factol Mallin of the Mercykillers is a ruthless pursuer of the tenets of Justice. Born in Acheron to a human mother left behind after a long campaign to penetrate the lower planes, Mallin grew up in a martial environment. His village was constantly overtaken by one warring troop or another, and from a young age the aasimar saw the results of disorder and criminality run rampant as the village was sacked time and again.

Mallin was eventually taken out of that place by a returning troop of paladins from the Mercykillers, coming to Acheron to establish a new prison there. Mallin’s mother had long died, a victim of the brutal war crimes he faced in his village, and he found the paladin’s philosophy of ultimate justice much to his young, impressionable liking. Mallin joined the faction and trained under the paladins, then moved to Sigil once their mission in Acheron was over.

In Sigil, Mallin became a Justiciar, dedicating himself to tracking down escaped and wanted criminals. He was among one of the faction’s best Justiciars, and his reputation quickly grew, along with his power. When the old factol died, Mallin was quickly nominated to the position. Mallin took the reigns of his faction in a conservative fashion, ensuring that criminals faced a harsh punishment to learn their lessons.

Alliances: Mallin is good friends with Factol Sarin of the Harmonium. Although Sarin’s view of the multiverse is futile, the two share a commonality of purpose which often drives them to vote together. Mallin is also good friends with Factol Darius of the Signers, appreciating her conservative nature and agreeing with her on several points of legal redesign for Sigil’s criminal population. He does not quite share Sarin’s hatred of Pentar, for he sees entropy as the process by which criminals are purged of their iniquity, but dislikes her wanton use of the entropic forces and considers her a loose cannon.

Tactics: Mallin is not afraid to enter combat, though most of these days he stays behind the walls of the Prison overseeing the prisoner population. When he does enter combat, he’s usually surrounded by a group of loyal Wardens and Inquisitors, making any fight with Mallin a particularly dangerous fight.

THE REVOLUTIONARY LEAGUE [ANARCHISTS]

Philosophy: The Anarchists believe that any kind of structure – specifically, for now, the Factions – are dangerous. See, structures imply hierarchies, and hierarchies mean that there’s one guy on top who’s ruling over everyone else in the bottom. To the Anarchists, this power-of-the-few represents a danger greater than any Blood War. So they stand to oppose the current power structures. What comes afterwards, doesn’t really matter to them. Someone will set up another power structure, and someone else will come in and tear it down.

Backgrounds, Goals and Dreams: The Anarchists have no history. Ever since there have been factions there have been those who have been called anarchists before them. The first mention of the Revolutionary League in Sigil’s records occurred some seven hundred years ago.

One thing that can be said for them is that they have no love for the other factions. They might get along with a few of them, and tolerate some others, but the fact is all factions are generally a bad idea. They seek to put spies into each and every faction possible, and then cause as much trouble as they possibly can, hopefully bringing down the house of cards that is Sigillian politics when its time to pay the music.
Members: Anyone is welcome into the Revolutionary League, but only Chaotic cutters are capable of truly coming to grips with the faction’s ideals. Lawful minded berk’s don’t quite understand the Structure-is-bad idea of the Anarchists, and so gravitate away from the Anarchist’s mindset.

Type: Faction
Scale: 13 (Sigil, various safehouses across the Planes, Carceri)
Associated Skills: Bluff, Disguise, Forgery, Knowledge (Sigil)
Cleric’s Domains: Chaos, Destruction, Trickery, War

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<td>Character level</td>
<td>+1/2 per PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>Member of the Spymaster prestige class</td>
<td>+4</td>
</tr>
<tr>
<td>5 ranks in Knowledge (Sigil)</td>
<td>+2</td>
</tr>
<tr>
<td>10 ranks in Knowledge (Sigil)</td>
<td>+4</td>
</tr>
<tr>
<td>Infiltrates another Faction</td>
<td>+1 (+1/2 their affiliation score of the Faction)</td>
</tr>
<tr>
<td>Assists a member of the Harmonium or Mercykillers</td>
<td>-4</td>
</tr>
<tr>
<td>Is Lawful</td>
<td>-2</td>
</tr>
<tr>
<td>Speaks of unification or setting up some form of structure</td>
<td>-4</td>
</tr>
</tbody>
</table>

**Titles, Benefits and Duties:** The Anarchists aren’t particularly organized as a faction. Even distinctions between Namers, Factotums and Factors aren’t understood. An Anarchist simply is, and if he wants to find the comfort of a faction he should turn to the faction that he’s infiltrating.

<table>
<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Infiltrator:</strong> An Anarchist namer can infiltrate a faction and act as if they were a member of that faction. Essentially, they can begin to ascend in another faction’s hierarchy and gain affiliation points without penalty (unless, of course, they’re revealed as Anarchists, at which point they suffer the penalties for having multiple factions.) The namer never gains faction abilities for having a high affiliation score in the faction they are attempting to infiltrate, however.</td>
</tr>
<tr>
<td>11 - 20</td>
<td><strong>Emulator:</strong> An Anarchist at this level can <em>emulate</em> the faction abilities of a member of his chosen faction’s affiliation score. He can <em>emulate</em> one special faction ability per day, but does so at half potency. For example, if the faction ability is a weapons proficiency feat, he suffers only a -2 nonproficiency penalty instead of a -4; if it is a spell like ability, his caster level is halved, etc. A member of the faction whose ability he is attempting to emulate can make a Sense Motive check opposed by the anarchist’s Bluff check to tell that something is wrong. If the ability has a duration longer than instantaneous, the emulation lasts only 1 round per point of charisma bonus (minimum 1 round.)</td>
</tr>
<tr>
<td>21 - 30</td>
<td><strong>NonDetection:</strong> An anarchist of this level is constantly warded by a <em>nondetection</em> spell. It can be dispelled, but the anarchist can reactivate it as a free action.</td>
</tr>
<tr>
<td>31+</td>
<td><strong>A Thousand Faces:</strong> An anarchist at this level gains the Thousand Faces ability of the Druid. Additionally, his emulator ability works at full potency. An anarchist at this level constantly faces the threat of going too deep undercover – every month they must make a Will save DC 15 or completely abandon their ideals for the ideals of the faction that they have infiltrated. In effect, their Affiliation score to the Anarchists drops to 0, their alignment shifts (if necessary) to better reflect their faction and they function as a</td>
</tr>
</tbody>
</table>
factioneir of the new faction at whatever Affiliation score they previously had.

**Executive Powers:** Assassinate, Research, Shadow War

**SIGN OF ONE [SIGNERS]**

**Philosophy:** The Signer’s core philosophy is that the multiverse is a self-imposed test, that the mind of the individual is at the center of everything and that everything a cutter experiences is a trial created by his own ego in order to progress to the next test. Therefore, all Signers seek to harmonize their minds and understand the extent to which reality exists within themselves.

**Backgrounds, Goals and Dreams:** The Signers are an old faction, and they retain the stories of the first few Signers in existence as part of their faction records. The faction’s origins lie in the simplest of beginning: a group of artists looking to better their lives through positive thinking. Thinking positively led to positive things in their lives. And so they reasoned that the reason for all of the good changes was because they were thinking of the good things happening. They reasoned they were creating their own reality.

Each individual Signer has a different take on the faction philosophy – such cannot be controlled on such an individualistic faction. Ask any different Signer what the action believes and they’ll all give you a different answer. Not surprisingly, they all believe that they have the right of it, and the divergent philosophies are just erroneous manifestations meant to test the faith of the individual member.

The Signers run the Hall of Speakers, and with good reason. See, despite their self-centric philosophy – in fact, probably because of it – the Signers are very open minded. The whole point is that the mind if a vast and varied place, and that different viewpoints may very well be valid. As such, everyone deserves their own voice, no matter who you are or what your station is. Who knows – you might be right.

**Members:** A Signer can be of any alignment, race, and class. That being said, the faction tends to attract those of a more mental persuasion – Psions and Wilders, specifically, though Wizards are just as common. Given the faction’s particular philosophy, certain classes aren’t as well represented – particularly paladins and clerics, who believe in things other than themselves.

**Type:** Faction

**Scale:** 9 (Sigil, various retreats)

**Associated Skills:** Autohypnosis, Diplomacy, Gather Information, Knowledge (Sigil)

**Cleric's Domains:** Signer priests can choose any two domains.

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1/2 per PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>Makes a prediction that comes true</td>
<td>+1 - +5 (+1 for simple, up to +5 for complex)</td>
</tr>
<tr>
<td>Able to manifest 1st level powers</td>
<td>+1</td>
</tr>
<tr>
<td>Able to manifest 6th level powers</td>
<td>+5</td>
</tr>
<tr>
<td>Able to manifest reality revision</td>
<td>+6</td>
</tr>
<tr>
<td>5 ranks in Knowledge (the Planes)</td>
<td>+1</td>
</tr>
<tr>
<td>Acknowledges a physical reality beyond themselves</td>
<td>-4</td>
</tr>
<tr>
<td>A prediction they made ends up being proven wrong</td>
<td>-2</td>
</tr>
<tr>
<td>Associates with a member of the Bleak Cabal</td>
<td>-2</td>
</tr>
</tbody>
</table>

**Title, Benefits and Duties:** Signers tend to the Hall of Speakers, and participate in speaking engagements and act as diplomats and mediators throughout the Cage. Namers do menial labor about the Hall of Speakers, whereas Factotums act as guards and operate the actual Hall. Factors perform the
more complicated functions, including overseeing other factioneers of lesser rank to ensure that their predictions about forthcoming events have come to pass.

<table>
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<th>Affiliation Score</th>
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<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Namer:</strong> The most basic ability of all Signers is their ability to pierce the veil of the imaginary. As such, they gain a +2 bonus to all saving throws vs. illusion spells and effects.</td>
</tr>
<tr>
<td>11 - 20</td>
<td><strong>Imagining:</strong> A Signer factotum has the ability to imagine. With a successful Wisdom check, the Signer can use any spell or power of any class as a spell like ability. He can use this spell like ability once at the time of that he uses the imagining. The DC for the Wisdom check is 15 + the level of the spell or power. A factotum cannot mimic a spell or power of greater than 4th level in this fashion. The caster level for the spell or power mimicked is equal to the factotum’s character level. He can use this ability once per week; for each additional time that week he attempts to use it the DC increases by +5.</td>
</tr>
<tr>
<td>21 - 30</td>
<td><strong>Greater Imagining:</strong> A Signer factorum’s imagine ability covers any spell or power of up to 9th level.</td>
</tr>
<tr>
<td>31+</td>
<td><strong>Master of the Mind:</strong> The Signer factor has complete immunity to all illusion and enchantment spells and effects. He can see through figments, glamers, cannot be affected by mind-affecting spells or effects, cannot be compelled into doing something he doesn’t want to. The factor simply understands everything that lies around him. Unfortunately, the factor faces moments of identity crises – every month, he must succeed on a DC 15 Will save or imagine himself out of existence. Nothing but a wish or miracle can bring him back.</td>
</tr>
</tbody>
</table>

**Executive Powers:** Beatify, Pariah, Terrorize

**FACTOIL DARIUS THE VEYL**

*hp 72 (11 HD)*

Female human Seer11-Noble11

NG medium humanoid (Signer)

Init: +1; Senses: Listen +3, Spot +3

Languages: Darius has tongues as a psionic ability permanetized, allowing her to speak any language.

AC 13, touch 12, flat-footed 12

(+1 Dex, +1 deflection, +1 natural)

Resistances: +2 to saves v. illusions

Immunities: Illusions, enchantments, figments, glamers, mind-affecting, compulsions.

Fort +5; Ref +4; Will +10;

Speed 30 ft. (6 squares)

Atk options powers, psi-like abilities, Demand +3

Powers: Darius manifests psionic powers as an 11th level Seer. She has 133 power points per day. Powers known: temporal acceleration, second chance, adapt body, power resistance, remote viewing, divination, telekinetic maneuver, fate link, mind trap, body adjustment, swarm of crystals, object reading, ego whip, vigor, defensive prescience, destiny dissonance, energy ray, crystal shard, force shield, inertial armor.
Darius the Veyl currently serves as factol of the Sign of One. This olive-skinned woman has soft gray eyes and a flawless complexion. Her vague, unfocused demeanor matches her soft appearance, yet somehow she holds a body’s attention. Something in the fleeting moments of steadiness in her gaze or in the deliberate grace of her movements commands respect.

Darius was born a seer in the realm of Tir Na Og, the daughter of her village’s major. One day, she was approached by an assassin assigned to kill a man named Mason by his tanar’ri overlords. The problem was, Mason had saved the assassin – Toddy was his name – many a time before, so he sought Darius’ advice on what he should do. Darius foresaw that the fiend who gave the contract would die of wounds in battle. She then left her home village to find the warrior Mason, having also foreseen only he would have the skill and cunning to lead the people of the realm in their defense against the tanar’ri invaders.

In her absence, however, the tanar’ri raided her home and destroyed her village. With nothing left of her former life, the Veyl relocated to Sigil and joined the Sign of One. She proved an able dreamer, and quickly rose to the rank of factol – some say she even imagined her way into the position. She doesn’t share as much of the self-centeredness of the other members of her faction, and hopes to preach the tolerance for diversity she is known for to all of her faction members.

Alliances: Darius is generally well liked within the Council of Factions. She is on friendly terms with almost all of the Factols, and most see her as a font of great wisdom with her divinatory abilities. Only Factol Terrance of the Athar seethes with bitter enmity towards Darius, as the two factions have butted heads over the ages.

Tactics: Darius disdains personal combat. Her known powers are geared towards divination and personal defense. As such, Darius is a difficult one to pin down – she’s never really there to be attacked, having realized the coming danger and chosen to be unavailable to receive it.

Society of Sensation [the Sensates]

Philosophy: Revelation comes through experience. The Sensates believe that the multiverse is a place to be experienced, and through those experiences we reveal more about ourselves and learn more about the ‘verse in general. After all, how are we to know about the Abyss if one does not travel there oneself to feel the heat of the Abyssal fires or bathe in the aftermath of a Blood War battlefield?

Backgrounds, Goals and Dreams: The Sensates have been around for a while. Before the Great Upheaval, the Sensates were a group of like-minded men and women who preferred to experience the finer things in life. Little more than hedonistic tourists, they went through the Planes and the Cage offering and taking entertainments of all kinds, exploring the arts and the sciences with true gusto and curiosity, but never focusing too long on one thing – and never repeating. Following the Great Upheaval, however, the Sensates got together and chartered a faction, electing a Factol among their members. They then set to owning the entirety of Sigil’s social scene – the Sensates control over 90% of all of Sigil’s bars, clubs, restaurants, museums, brothels and theaters.

A Sensate’s goal is to experience life. Whether this is a mental or a physical pursuit is up to the individual – although Factol Montgomery has attempted to move the faction away from pointless hedonism towards more intellectual pursuits.

Base attack +8; Grapple +8

Abilities: Str 10, Dex 12, Con 14, Int 20, Wis 16, Cha 18

Feats: Bravado, Courly Intrigue, Psicrystal Affinity, Psionic Meditation, Quicken Power, Self-Confidence, Skill Focus (Diplomacy), Will of One

Notable Skills: Concentration +16, Diplomacy +21, Knowledge (Sigil) +19, Sense Motive +17

Possessions: vibrant purple ioun stone (stores up to 5 power points worth of powers), ring of charisma +4, ring of protection +1, amulet of natural armor +1
**Members:** The Sensates do not turn anyone away – the body just better be willing to show a love of experiencing new things. The faction tends to attract bards and wilders, both individuals who thrive more on feelings and emotions than cold facts, although this does not stop wizards and psions from joining. Ultimately, the only *under* represented class is the Monk, whose tastes generally turn away from the aesthetic.

**Type:** Faction  
**Scale:** 10 (Sigil, several Planar retreats)  
**Associated Skills:** Listen, Knowledge (Sigil), Sense Motive, Spot  
**Cleric’s Domains:** Healing, Knowledge, Luck, Travel

<table>
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<tr>
<th>Criterion</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1/2 per PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>5 or more ranks in Perform</td>
<td>+2</td>
</tr>
<tr>
<td>Is of a strange, uncommon race</td>
<td>+1</td>
</tr>
<tr>
<td>Comes from a strange, uncommon background</td>
<td>+2</td>
</tr>
<tr>
<td>Has visited a plane</td>
<td>+1 (per Plane visited)</td>
</tr>
<tr>
<td>Creates something new to be experienced</td>
<td>+4</td>
</tr>
<tr>
<td>Disseminates faction secrets</td>
<td>-6</td>
</tr>
<tr>
<td>Fails to seek out new experiences</td>
<td>-2/month</td>
</tr>
<tr>
<td>Refuses to try a new experience without a valid concern</td>
<td>-2</td>
</tr>
</tbody>
</table>

**Titles, Benefits and Duties:** Sensates don’t hold each other to too many expectations. Lower ranked factioneers are kept around the Festhall to run the day to day affairs. Higher ranked factotums and factors may be sent out on faction missions, especially recently to spy against Duke Darkwood of the Fated. However, other than these occasional missions, Sensates are just expected to go out and experience as much of the ‘verse as they can, and whenever they’re in Sigil to spend some time in the Lecture Halls either teaching or learning from others about the wonders of the ‘verse.

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<th>Affiliation Score</th>
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<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 - 10</td>
<td><strong>Heightened Senses:</strong> If anything, life in the Festhall teaches one to heighten their senses in order to fully appreciate the world around them. Sensates at this level gain a +2 bonus on Spot and Listen checks. This understanding also extends to body language and expression, granting Sensates a +2 bonus on Sense Motive checks as well.</td>
</tr>
<tr>
<td>11 - 20</td>
<td><strong>Sensory Touch:</strong> A Sensate Factotum can use <em>sensory touch</em> to transfer the wounds of one person to herself. The sensate touches the target and opens her mind to the pain, easing some of the pain from the target. This ability works like the Paladin’s <em>lay on hands</em> ability, allowing the Sensate to heal up to her Charisma bonus * her character level per day. In turn, the Sensate takes that damage at the time of transference. This damage the Sensate takes cannot be healed by healing or restorative magics – only natural bed rest can heal the wounds, as the Sensate internalizes the experience.</td>
</tr>
<tr>
<td>21 - 30</td>
<td><strong>Experienced Lore:</strong> A sensate at this level can attempt to answer a question as if she had the bardic lore ability of the bard. Her bonus for this check is her Intelligence + her character level.</td>
</tr>
<tr>
<td>31+</td>
<td><strong>Master of Experiences:</strong> A sensate at this height in the Faction has mastered the art of internalizing her experiences. She gains a +15% bonus to all experience gained.</td>
</tr>
</tbody>
</table>

**Executive Powers:** Gift, Holiday, Pariah
Factol Erin Darkflame Montgomery

hp (9 HD)
Female human Noble9-Priest9 of Diancecht
LG medium humanoid (Sensate)
Init: +3; Senses: Listen +6, Spot +6
Languages: Common, Celestial, Undercommon

AC 13, touch 13, flat-footed 10
(+3 Dex)
Fort +8; Ref +6; Will +10
Speed 30 ft. (6 squares)
Melee mace +8/+3 (1d8+2 plus 2d6 holy)
Ranged touch +9 (by spell);
Atk options spells, sensory touch (36 hp), experienced lore
Spells: Erin Montgomery casts spells as a 9th level priest. Her domains are Healing and Magic.
Base attack +6; Grapple +6
Combat gear wand of magic missiles (9th level caster, 24 charges remaining)

Abilities: Str 10, Dex 16, Con 14, Int 14, Wis 18, Cha 18
Notable Skills: Bluff +19, Diplomacy +23, Intimidate +16, Knowledge (Nobility & Royalty) +9, Knowledge (Sigil) +14, Sense Motive +18, Use Magic Device +16
Feats: Courtly Intrigue, Craft Wondrous Items, Open Minded Savant, Scribe Scroll, Skill Focus (Bluff & Diplomacy), Wild Talent
Possessions: combat gear plus crystal mace (+2 holy mace, double damage against undead, can create searing light 3/day CL 5), ring of counterspells

Erin Montgomery shares some background with the factol of the Signers, Darius the Veyl. Born on the other end of the same realm, her family too fell victim to the same Blood War raid that ripped Tir na Og apart. As a priestess of the Celtic god of healing, however, she was pressed into service by the tanar’ri to heal the leader of the tanar’ri invasion. Her magic did not prove up to the task, however, and the fiend died of grievous wounds received in battle.

The demon lord who favored the lieutenant sent assassins after Montgomery. At 17, she fled her village to distance the assassins from her family, and took to walking the various prime material planes. She spent the next 10 years doing so, eventually earning the title of “Darkflame”. It was also during these travels that Montgomery learned a taste for the finer things in life – sweet wines, fine foods, and debauched entertainments. She fell in love with a slave in a noble’s court that she often frequented, and when the slave (a half-elf named Da’namin) came to find himself the victim of the debauched lord’s next game, Erin intervened. She freed Da’namin and the two jumped a portal to Sigil. There, she found a kindred soul in the Sensates, and she joined the faction along with her new life mate and bodyguard.

At the age of 33, Montgomery is now factol of the Society of Sensation. She has attempted to curb the hedonistic aspects of the faction towards a more intellectual understanding of the multiverse, well aware of her past with such debauched entertainments. Her command of the faction has also placed her as Sigil’s most powerful blood in terms of political capital.
Alliances: Erin is a well-lanned blood, and it’s easy to mark. A natural politician, Montgomery weaves intrigues and alliances with a masterful skill that would make Maladomini proud. Her most frequent
ally is Darius of the Signers. With the rise of Rowan Darkwood to the Council of Factions, however, the Darkflame’s enmity has been reserved solely for him.

**Tactics:** Erin doesn’t do well in combat. Wherever she goes, she is followed by her consort Da’nanin, allowing him to do all of the fighting. She takes a support role, healing Da’nanin of any injuries he might sustain in battle.

**The Transcendent Order [Ciphers]**

**Philosophy:** The ciphers believe that action and thought can truly be perfect only when accomplished at the same time. It is intuition and instinct which is the greatest force of man, so trust it always. Do not think when you can act is their motto.

**Backgrounds, Goals and Dreams:** The Transcendent Order is a pretty old faction – but for being such an old faction it has no written records or history. The Ciphers live in the *here* and in the *now*, and don’t bother writing down things for posterity. They don’t really much care for learning the *why* a body’s placed where he is – they just really would rather focus on where he’s going next. As such, their history is a mystery to pretty much everyone.

In fact, the whole of the philosophy is mysterious to most folk – that’s why they call them Ciphers. Truth is, every Cipher sees things a little differently – the only exception is that they all act in the now. Whatever reason gives them that push to fully immerse themselves in the present, the Ciphers will be the first to act and the first to see something through to its completion. Ciphers seek to harmonize themselves with the world around them, listen to that Universal Cadence that brings order to all things. This makes them great mediators, as they respond and react perfectly with the flow.

**Members:** The only requirement to membership is that, alignment-wise, a person seeking to join must maintain some facet of neutrality. What, exactly, that facet might be, is up to the individual. This makes classes with extreme necessities – such as the Paladin – unwelcome in the eyes of the Ciphers. Of the other classes, the martial classes are represented in greater number, with Druids making up the majority of the spellcasters in the faction.

**Type:** Faction

**Scale:** 9 (Sigil, some Planar retreats)

**Associated skills:** Athletics, Concentration, Diplomacy, Knowledge (Sigil)

**Cleric’s Domains:** Animal, Magic, Sun, Travel

<table>
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<tr>
<th>Criterion</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1 per PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>Has Improved Initiative feat</td>
<td>+2</td>
</tr>
<tr>
<td>Achieves some feat of Harmony with the multiverse</td>
<td>+6</td>
</tr>
<tr>
<td>Acts as a quick thinking individual, not wasting too much time on decisionmaking</td>
<td>+1</td>
</tr>
<tr>
<td>Delays in action</td>
<td>-2</td>
</tr>
</tbody>
</table>

**Titles, Benefits and Duties:** The hierarchy within the Ciphers is fairly loose – all Ciphers are respected, more or less equally. That being said, a Namer is still a Namer, and isn’t likely to get any more slack from a Cipher than any other faction.

The Cipher’s training revolves around harmonizing body and spirit, making decisions and acting as quickly as possible.

<table>
<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
</tr>
</thead>
</table>

80
3 or lower  No affiliation or membership without bonuses.

4 – 10  **Namer:** All factioneers try to act as fast as possible. For this reason, they gain a +2 bonus to their Initiative bonus. However, a Cipher must act when he is given the opportunity to act – he cannot use the Delay action in combat.

11 – 20  **Master of the Heart:** A Master of the Heart has learned how to enter a Cipher Trance. The Trance grants him an additional +2 bonus to his Initiative, and a +2 bonus to all attacks and damage made in the first round of combat, as well as to saves vs. mind-affecting effects.

21 – 30  **Master of the Mind:** The bonuses from the Cipher Trance increase to +4 at this level of involvement.

31+  **Master of the Spirit:** The Cipher has trained himself to work so hard and so quickly that at this point he is treated as if constantly under the effects of a *haste* spell. This ability is extraordinary, and cannot be dispelled.

**Executive Powers:** Beatify, Plunder, Raid

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**FACT+ØL RHYS**  
**CR 15**

*hp* (15 HD)
Female tiefling Rogue15-Sorcerer15  
N medium humanoid (Cipher)

**Init** +16; **Senses:** Darkvision 60 ft., Listen +1, Spot +1

**Languages:** Common, Infernal, Abyssal, Undercommon

**AC** 27, touch 19, flat-footed 27  
(+8 Dex, +2 natural, +6 armor, +1 dodge)

**Resistances:** Cold 5, Electricity 5

**Fort** +8; **Ref** +19; **Will** +10

**Speed** 60 ft. (12 squares), fly 60 ft. (good maneuverability)

**Melee** quarterstaff +20/+15/+10 (1d6+7); **Atk options** spells, metamagic mastery (replaces of spell affinity), Cipher trance, sneak attack +8d6

**Spells:** Rhys prefers spells of the divination and enchantment schools, but has a few evocations for offense. She knows no necromantic effects. The base DC of her spells is 15 + spell level.

**Base attack** +12; **Grapple** +16

**Abilities:** Str 18, Dex 26, Con 16, Int 17, Wis 12, Cha 20

**Notable Skills:** Athletics +22, Concentration +21, Diplomacy +23, Hide +28, Move Silently +23, Spellcraft +21

**Feats:** Improved Initiative, Maximize Spell, Quicken Spell, Short but Sweet, Spell Focus (Evocation), Spell Penetration

**Possessions:** cloak of the bat, mwk. dagger, staff of the magi, gloves of dexterity +6, bracers of armor +6

Rhys, a darkly beautiful tiefling, has long, pointed ears; dusky skin; reddish eyes; and thick, dark hair. Her legs resemble the hind legs of a horse. This tiefling also boasts a reptilian tail and a partial carapace, like that of an insect. (The carapace grants her a +2 natural armor bonus, replacing her normal tiefling resistance to fire). Even in calm conditions, her hair moves as if ruffled by the wing; sometimes the strands seem to writhe on their own, like serpents.

Rhys seemed a natural Cipher from the day she was joined, considering her introspective nature and the decisiveness she gained having depended on herself almost since birth. After only a couple of years in the Transcendent Order, she became a master of the highest order. Then, when
former Factol Valny Hawkins reached personal harmony, she and the other masters, in unspoken accord, decided she would ascend to the post.

While many factols prove difficult to reach, Rhys remains accessible. The Ciphers have no true hierarchy to prevent those of “lower rank” from speaking to the factol, and she never bothers with personal guards when travels in public. ‘Course, just because Rhys makes herself equally available to all, don’t think finding her’s easy; she spends her time training, working on behalf of the faction, or just acting however the multiverse pulls her.

**Alliances:** Rhys has many friends and few enemies in the Council. As is expected of a Cipher, she keeps cordial relationships to all members of the Council of Factions. At the same time, her introspective nature has not made her any close friends. Her only opposition stands to Hashkar’s tendency to drone on and on – she finds the prattle useless, and sometimes votes against him to spite him when the multiverse doesn’t pull her otherwise.

**Tactics:** Rhys is a formidable combatant, knowing a wide array of spells for any situation. She prefers to use her agility and mobility to her advantage, darting through the field of battle to place the right spells in the right place. Her metamagic mastery allows her to use metamagic feats normally without extending their casting time – this allows her to quicken many of her lower level spells, a tactic she prefers when wading into melee combat.

**The Xaositects [Chaosmen]**

**Philosophy:** There is no meaning – there is only chaos. Law, love, hate, death, life – it’s all random, bub, and there’s nothing that can be done with it. Unlike the Bleak Cabal, the Chaosmen don’t try to impose any of their own meaning into the great mystery: there’s no need. It’s all random anyway.

**Membership:** Unknown – estimated at around 25,000 members in Sigil; Chaosmen don’t really can’t be bothered to keep things like membership ledgers, and their factotums are constantly changing anyhow. Really, no one can guess who will be the flavor of the day for the Chaosmen, so attempting to do so is impossible. The only constants? All of the Chaosmen are chaotic. That means no paladins, monks or knights.

**Headquarters:** The Hive, in the Hive Ward. Yes, it’s actually a section of the Hive called the Hive. No, it doesn’t make any sense – but that’s kind of the point isn’t it? In the planes, the Chaosmen hole up in Limbo.

**Factol:** The Xaositect factol is likely to change three or four times any given hour. That being said, a barmy blood by the name of Karan (male planar githzerai) has managed to claim himself factol more often than not for the past few years.

**Official Position:** The Chaosmen don’t really have a position in the governance of Sigil. They serve to counter the other factions, but not in the same extremes as the Anarchists do, more in an annoying foil kind of way.

**Associated Class Skills:** Knowledge (Sigil), Sense Motive, Sleight of Hand, and Tumble

**Cleric’s Domains:** Chaos, Luck, Travel, Trickery

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Affiliation Score Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character level</td>
<td>+1 per PC’s level</td>
</tr>
<tr>
<td>Completes a mission on behalf of the faction</td>
<td>+2</td>
</tr>
<tr>
<td>Lives in the Hive</td>
<td>+2</td>
</tr>
<tr>
<td>Is unemployed</td>
<td>+4</td>
</tr>
<tr>
<td>Has the Leadership feat</td>
<td>+2</td>
</tr>
<tr>
<td>Causes an act of major chaos</td>
<td>+6</td>
</tr>
<tr>
<td>Opposes an act or force of major chaos</td>
<td>-½ the EL of the encounter</td>
</tr>
<tr>
<td>Associates with a member of the Fraternity of Order</td>
<td>-2</td>
</tr>
</tbody>
</table>
**Titles, Benefits and Duties:** The Chaosmen really don’t have very much of a structure. They use a loose structure of titles that differentiate one sod’s path from another, as well as how trusted a given body might be, but the title itself confers very little responsibility. Even the position of factol is rather fluid – the mantle is put down and picked up by as many as a half dozen individuals in any given day.

<table>
<thead>
<tr>
<th>Affiliation Score</th>
<th>Title: Benefits and Duties</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 or lower</td>
<td>No affiliation or membership without bonuses.</td>
</tr>
<tr>
<td>4 – 10</td>
<td><strong>Name:</strong> A xoasitect namer can use the <em>babble</em> spell like ability once per day, creating a field 30 feet around the caster where communication is impossible. In effect, this spell is the opposite of <em>tongues</em>, making all communication unintelligible.</td>
</tr>
<tr>
<td>11 – 17</td>
<td><strong>Lackey:</strong> A xoasitect lackey can <em>locate object</em> once per day as a spell like ability. However, this ability can only be used on objects that the chaosman doesn’t really care about at all. He can use this spell like ability even if he doesn’t know a lot about the object – simply <em>what</em> he’s looking for is enough. Likewise, the range of this spell-like ability is extended to all of Sigil.</td>
</tr>
<tr>
<td>18 – 24</td>
<td><strong>Goon:</strong> A xoasitect goon is constantly warded as if by a <em>nondetection</em> spell.</td>
</tr>
<tr>
<td>25 - 30</td>
<td><strong>Boss:</strong> A xoasitect boss can use a form of speech called <em>scramblespeak</em>. This language ensures that all xoasitects within earshot can understand him, so long as they succeed on a Sense Motive check DC 20. Anyone else can attempt to eavesdrop, but their Sense Motive check DC is 30, plus the Boss’s charisma modifier.</td>
</tr>
<tr>
<td>31+</td>
<td><strong>Big Boss:</strong> A Xaositect who reaches this level of involvement has several bonuses. First, he can declare himself Factol, and drop the mantle whenever he wants. Second, he can, 1d4 times a day, use the abilities of a <em>rod of wonder</em> without actually needing a <em>rod of wonder</em> as a spell-like ability.</td>
</tr>
</tbody>
</table>

**Executive Powers:** None. You really weren’t expecting any were you?

---

**FAC+ØL KARAN**

*hp 94 (9 HD); DR 1/-*

Male githzerai Fighter9-Barbarian9

CN medium humanoid (extraplanar, Chaosman)

*Init:* +4; *Senses:* Varied.

*Languages:* Common, Githzerai, Slaadi, Githyanki, Undercommon

*AC* Varies; as given 19, touch 14, flat-footed 19

(+4 Dex, +5 *inertial armor*)

*Resistances:* SR 20

*Fort* +10; *Ref* +7; *Will* +6

*Speed* 40 ft. (8 squares)

*Melee* weapon +17/+12 (+8 damage);

*Atk options* Varied, rage, spell-like abilities, psi-like abilities

*Psi-like abilities:* Standard for a githzerai.

*Spell-like abilities:* *babble* (DC 17), *locate objects*, *rod of wonder* effect (1d4/day), *major creation* (3/day)

*Base attack* +9; *Grapple* +13

*Abilities:* Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 18

*Feats:* Karan has been known to use psions friendly to the Xaositect call to alter his known feats through *psychic reformation* on more than a few occasions, and is therefore difficult to pin down. You can bet for
sure that he’ll always have the Weapon Focus tree (WF, GWF, WS, and MWM) for the weapon he is currently wielding. One feat that the barmy always keeps is his Skill Focus in Perform (Pan flute).

**Skills:** Likewise, Karan’s skills fluctuate from week to week as he visits with psions to perform his *psychic reformations*. His only constant skills are Athletics, which he keeps at max ranks (for a +16 total bonus without armor check penalty) and he always has a rank in Perform (Pan Flute), despite the fact he has never been seen playing the pan flute nor does he actually own one.

**Possessions:** Karan’s equipment shifts from day to day, as he discards items and picks up other items. The only thing that never leaves his possession is a rock that is purported to have the abilities of a *luckstone* and allows Karan to determine the alignments of creatures within line of sight. He uses this stone to his endless amusement, randomly calling out the alignments of strangers on the street.

Karan isn’t the typical factol. Fact is, he’s *not* factol all the time – only when he wants to be. See, when he gets tired of the job, he stops for a while – he quits two or three times a day, sometimes. So far, he keeps coming back to the job, ’cause it suits him most of the time.

‘Course, there’s a small bunch of other Xiaositects, each of whom’ll tell a body he’s the factol. Sometimes one of ‘em is – whenever Karan’s not in a ‘factol mood’ for more than a few hours another Xiaositect jumps in for a bit, but steps back aside when Karan wants the job back. Why do other Xiaositect follow this githzerai? It’s sure not because Karan’s impressed them with his past accomplishment. Still, the faction members clearly have a few reasons for letting Karan lead them. The major reason is of course he wants to do it, and ot make Xiaositects want that headache. He’s also as chaotic as they come, and other Xiaositects respect that.

**Alliances:** His flighty nature has caused Karan to be despised and ignored and loved all at the same time in the Council of Factions. His greatest accomplishment had to be the day he forged an alliance between all of the Councilors in secret – of course, the alliance was broken about 12 minutes in when the factols all learned what Karan had done. He generally tends to side with Factol Lhar – he likes the barmy’s sense of the multiverse and where it’s headed (*nowhere*, of course) and likes to spite the more orderly factions. Of course, just as often he’ll vote for the Harmonium or the Guvnners, just to spite them *even more*.

**Tactics:** An encounter with Karan should rarely devolve into combat. Fact is, he’s just not a dangerous blood, and killing Karan isn’t likely to accomplish anything. Still, he’s a lucky sod, and should he ever find himself attacked without a pack of Chaosmen to help him, he’ll always run into a group with an encounter level equal to his attacker’s that is willing to protect him – or at least that is willing to challenge his attackers and perhaps allow Karan a chance to escape.
Chapter Four: Law and Order

Sigil’s a tough burg, and lures more than its fair share of knights of the post, coney-catchers, cross traders and bootpullers. From full blooded fiend to misanthropic halfling, it’s apparent to most canny cutters who live in the Cage that the cross trade is seen as the path to power and influence in the City of Doors – leastwise, the fast path. A dangerous city needs a powerful group of bashers willing to enforce order, and Sigil has a complex system set up to do just that.

Using the Law

Before you delve into the finer points of Sigil criminal procedure, a note about urban campaigning and the law. A standard Dungeons & Dragons adventure takes place in a remote, lawless location – oftentimes referred to as the “dungeon”. The dungeon is often underground, not ruled by any party save for the monsters that lair there. It’s the definition of a “might makes right” scenario. The PCs can feel free – and are expected – to pull all of the stops, loot, pillage and plunder at their leisure.

In an urban adventure, however, the needs of civilization take precedence over “might makes right.” Adventures set in an urban area pose a different sort of challenge than adventures set in a dungeon area. Urban adventures often revolve around answering questions over killing the bad guy. Most civilizations frown on murder for the sake of murder – even if the murder is that of an evil man who arguably had it coming to him.

As such, when running an urban adventure, player characters and DMs should keep the law in mind.

But, this is still Dungeons & Dragons. From a certain point of view, the PCs are above the law. They should be granted a little more lee way than would be otherwise realistic in determining whether or not the watch shows up. Of course, this guide takes the point of view that adventurers like the PCs are commonplace – and therefore assumes the law already works this way as standard operating procedure. As such, PCs shouldn’t be worried that the Hardheads will come crashing into the building they just stormed into simply because they happen to use a knock spell to gain access.

The DM should only use the law when it enhances the adventure. Additionally, PCs from the Harmonium, Fraternity of Order, and Mercykillers might be involved in a criminal investigation as a seed of the adventure. In short, if an encounter with a Hardhead patrol would be needlessly detrimental, the DM should avoid one.

Of course, if the PCs are addle-coves and simply storm a Hardhead barracks like a blind slaad, that’s their problem. Just remember: Hardheads scrag first, ask questions later.

The Harmonium: The Thin Line of Pink

All criminal matters in Sigil begin with an encounter with a Harmonium patrol. Only the Harmonium are given free dispensation to arrest individuals for breaking the laws of Sigil. This is because it’s what the Hardheads care about: maintaining order. Sure, the Hardhead’s definition of Order and the city’s definition of order aren’t always eye to eye, but often enough the Hardheads get the job done right.

A Harmonium agent can arrest anyone for any reason, and take them before a magistrate of the City Court for further judicial proceedings. Of course, if what the agent arrested the berk for isn’t a crime, the berk is set free with an apology and a stern reprimand to the Hardhead. Most Cagers think this a little unfair – after all, the Hardhead’s already arrested and humiliated a sod by charging him with a crime, and now all he gets is a pat on the head and the Hardhead a slap on the wrist? What’s to stop the leatherhead basher from simply arresting someone else on the same trumped up charge?

The answer is, of course, nothing. Hardheads didn’t earn their nickname for nothing, berk.

‘Course, the type of Hardhead that fails to learn his lesson is a rare breed. Fact is, most of ’em learn the laws of Sigil by rote – at least, what there is to learn of ’em – from the moment they entered boot camp.
And a basher that gets called out too many times is just causin’ trouble – and the Hardheads don’t like trouble as a rule.

Ironically, this same attitude that leads them to dislike trouble leads towards an odd form of corruption. Many Hardheads – those of Lawful Neutral and Lawful Evil persuasion, especially – aren’t too concerned with the rehabilitation of the criminal they scrag. Their concern is simply that a wrong be redressed. As such many canny cutters can slip the Hardheads the blinds by garnishing their palm with gold. All a cutter needs to do is ask if there’s a fine or something he can pay to redress his grievances. If he’s the sort to take a garnish, the patrol sergeant will name a fee, and a wise cutter will pay double that, no questions asked. Better to lose a bit of jink than a few years in the Prison, after all.

The Harmonium patrol constantly, day and night, throughout most of Sigil. They patrol major thoroughfares, and battlecasters do fly-bys of alleyways and smaller side streets looking for trouble makers. The only areas they avoid are the Hive and some of the nastier neighborhoods of the Lower Ward. These areas are effectively no-man’s land, areas controlled by their own local thugs and power groups. While PCs might feel safer acting in these areas, they do so only because the PCs lack the relative safety of legal back up.

After a Hardhead makes an arrest, he takes the sod to the nearest garrison station. Each ward (except, again, the Hive) has at least one garrison station that houses a few hundred Hardheads. These garrisons are smaller fortresses with cells down below for holding the recently arrested or those too drunk and rowdy to let walk the streets. Of course, Hardheads in The Lady’s Ward head directly to the City Barracks, which serves as the garrison for the entire Ward, as it holds over a two thousand active Harmonium troops at any given time.

As soon as it is convenient, the Hardheads transport the arrested to the City Courts for further judicial proceedings. This transport is often in the form of chain gangs, or perhaps transported in a locked wagon pulled by a horse or magic, depending on the distance that must be crossed. Those escorting such a group always equal in number to four patrols, and include a pair of battlecasters to keep things under control.

THE COURTS

Once a body’s to the City Courts, he is taken to the criminal session of the Ward Court, Sigil’s lowest court. There, a magistrate goes through a list of the day’s arrestees, determining from the arrest report whether there was cause to arrest. Cause to arrest requires a minimum of proof that some crime has been committed by the individual brought before the magistrate. If proof cannot be shown – the proof need not be direct, it could be circumstantial – then the sod is freed with no further worry of harassment, cleared of charges.

If the magistrate feels there is sufficient proof of the commission of a crime, he has one of two

<table>
<thead>
<tr>
<th>Situation</th>
<th>Modifier</th>
<th>Situation</th>
<th>Modifier</th>
<th>Situation</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Resident of The Lady’s Ward</td>
<td>+6</td>
<td>Wearing courtier’s outfit</td>
<td>+1</td>
<td>Wearing peasant outfit</td>
<td>-3</td>
</tr>
<tr>
<td>Resident of the Clerk’s Ward</td>
<td>+4</td>
<td>Aasimar, Zenythri in the party</td>
<td>+1</td>
<td>Resident of the Hive</td>
<td>-4</td>
</tr>
<tr>
<td>Member of a Lawful faction</td>
<td>+3</td>
<td>Tiefling, Githzerai, Chaond</td>
<td>-1</td>
<td>Traveler to Sigil</td>
<td>-4</td>
</tr>
<tr>
<td>Wearing a noble’s outfit</td>
<td>+2</td>
<td>Wearing traveler’s outfit</td>
<td>-2</td>
<td>Half-fiend or worse</td>
<td>-6</td>
</tr>
<tr>
<td>Each impartial witness</td>
<td>+2</td>
<td>Resident of the Lower ward</td>
<td>-2</td>
<td>Member of the Xaositect</td>
<td>-6</td>
</tr>
</tbody>
</table>

HE SAID, SHE SAID...

Oftentimes, situations arise where a group of adventurers are pitted against another group before a Hardhead patrol. Hardheads are trained to scrag first and ask questions later, letting the Guvners sort out all of the technicalities. However, a fast talkin’ berk can give the Hardheads the slip by selling them on the hard line. This requires a little silver on the tongue, and some garnish doesn’t help.

Whenever a situation arises where two groups are attempting to convince a Harmonium patrol of what happened, each group chooses one speaker to make a Diplomacy or Bluff check opposed to the other side’s check. The guards believe the group with the highest check. Both sides apply the following modifiers to their check:
options: incarceration or bail. Bail is often given to those who face only misdemeanor charges, or high up with obvious ties to Sigil that they are unlikely to upend. Those facing felony charges aren’t likely to receive bail, as they face some hard time. For those without bail, a long, cold wait at the Tower of the Wyrm awaits them at the hands of the Mercykillers.

This period of pretrial detention is something of a wake-up call to the accused. A trial has not yet occurred, and they have been convicted of no crimes, but they stay at one of the most infamous locales in all of Sigil. Nightly, the wails from the nearby prison, as well as the scratching, clawing, and snarling of the Wyrm below, sing their lullabies to the prisoners within. It’s intended as a mild form of punishment from the Mercykillers – in the hopes that those who are guilty would confess to their crime and avoid a long trial for the chance of amnesty or lenience by the Mercykillers.

During this detention, the accused is allowed to hire an advocate on his behalf, and work with the advocate in building his case. If he doesn’t have an advocate, he’s offered a pro bono advocate associated with his faction or the Fraternity of Order. He can’t actually leave the Tower, of course, but the advocate is allowed to bring in evidence and witnesses that might help with the presentation of the case. (Of course, all items and witnesses are screened psychically and magically before being allowed entrance. Obviously dangerous objects – such as weapons – are not allowed in.)

At the predetermined date, the accused and his advocate are expected to make an appearance before a judge and a prosecutor, who works on behalf of the city. The prosecutors are always advocates who are members of the Fraternity of Order assigned specifically to the Criminal Bureau of the City Courts, whose offices are located in one of the towers of the building. Both sides then do their level best to convince the judge that they are correct.

Sigil has no codified set of laws. Instead, the Guvners model their trials after the Baatezu common law, with precedential value given to the countless number of decisions that have been borne before in the countless cases that have occurred in Sigil’s history. Every decision has been recorded by Court scribes and clerks and kept in the Law Library of the Guvners. Of course, thousands of years of jurisprudence allow advocated plenty of maneuvering space.

The two advocates are allowed to present evidence and arguments in a swinging manner. The prosecution begins by framing its major arguments and its case in chief. The defense then rebuts,

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**Writs and Warrants**

As stated earlier in this guide, only the Harmonium has the legal right to arrest any wrongdoers. Not even the Mercykillers are allowed to do this job – if a member of the Red Death witnesses a crime being committed before him, he is procedurally required to merely make a mental note of the fact in the hopes that some day the transgressor shall have the weight of justice put upon them. However, special circumstances might arise when an average citizen can have the right to enforce the laws of Sigil.

Two such methods exist. The first is called a writ of execution. A writ is a piece of paper ordered by a magistrate allowing someone to enforce a given law in a given situation, on pain of arrest or forfeiture. For example, a lender might seek a writ of execution as against an obstinate debtor, requiring him to pay his debt or face arrest or worse. Writs of execution are also used to evict people from homes and to enjoin others from participating in an event or activity. Writs of execution are given the full weight of the law, and violators often face a quick trial once arrested.

The second is a warrant, which gives special permission to an individual to break the law under limited circumstances. The warrant authorizes a non-Harmonium citizen to arrest someone, or to search a place and seize contraband without the permission of the owner. Sometimes, Mercykillers will receive special arrest warrants on particularly dangerous or fleeing criminals, automatically authorizing an member of the faction to arrest the outlaw.

In order to obtain either a writ or a warrant, an individual must prepare a written request an file it with the clerk of the court. The magistrate must then review the report and determine whether or not there is cause to issue a writ or warrant. The more specific the request, the easier it is to prove cause – general warrants are frowned upon, as they equate to a carte blanche to break the law. The process after filing takes 1d4 days. A successful Knowledge (Nobility & Royalty) check DC 20 provides a cutter enough knowledge to bypass some of the bureaucratic red tape, granting him the answer within 1d4+1 hours. A noble can also obtain a writ or warrant within 1d4+1 hours with a Favor check, DC 15 (or higher, depending on the circumstances of the warrant or writ.)
explaining why the framing is wrong or why the case in chief should fail. This is followed by a round of evidence introduction – the prosecution is allowed to enter in a piece of evidence to discuss, and the defense is allowed to argue against the piece of evidence. The defense then gets a chance to put on a rebuttal piece of evidence. Notably, “piece of evidence”, as used here, refers to not only physical objects, but also witnesses and testimonials. Value of authority of the evidence is governed by an arcane and complex number of rules.

At the end of each session before the judge, the two advocates make a Profession (Law) check, adding special modifiers according to the evidence presented (determined by the DM). The advocate who succeeds in two such checks in a row convinces the judge of the righteousness of their side’s cause and wins the case. Advocates of equal skill can go at each other for multiple sessions, as neither side gains the necessary two “wins” in a row.

If the verdict is that of innocent, the accused is once again free to go. His belongings are returned to him at the Tower of the Wyrm, he’s given an apology by the Mercykillers, and reminded to stay to the straight and narrow. Fact is, most Red Death are happy at this point – a court of law has determined this sod’s not in need of justice, and there are plenty of berks who are.

If the verdict is that of guilty, the accused is then sentenced by the judge. The cleverness of the judge will often determine the cleverness of the punishment, as there is no codified set of standards for punishments. Murders, rapes, and thefts of vast sums of property are often given the death penalty. Assaults and threats often see prison time, while thieves are often given over to indentured servitude. Regardless of the nature of the punishment, the criminal is then handed over to the Mercykillers, who ensure the sod receives his just desserts.

Judgments against an accused can be appealed to the High Courts, and then to the Bureau Chief of Appeals, and finally to the factol himself. Appeals are difficult to win, however, as the High Court will often rely on the Ward judge’s decision on a given case. Remember – the Guvners are all experts on the way the law works, and there has to be a clear showing of favoritism to or against a party or some other major procedural default in order for the Ward judge’s ruling to be ruled improper.

Punishment and Incarceration

Most forms of punishment end up in some period of incarceration for the criminal. After the sentence is declared, the Mercykillers take full custody of the berk. (Remember, up until now the Mercykillers have only been minding the sod on behalf of the City Courts in expectation of justice.) Now that the will of justice has been made manifest by the judge’s decision on a given case. Remember – the Guvners are all experts on the way the law works, and there has to be a clear showing of favoritism to or against a party or some other major procedural default in order for the Ward judge’s ruling to be ruled improper.

The Prison is a grim, joyless building, filled with rows upon rows of cells along the walls of the castle-like structure. Up to 30,000 inmates can be fitted in the prison – though most of the time the prison population fluctuates between 10,000 to 20,000 inmates, depending on how fast the Guvners can try the sods and how fast the Mercykillers can put them to death. Punishment in the prison is severe – while the Courts might have sentenced a berk to six years in the Prison, they were nonspecific as to what exactly that sod would be doing in the prison. Prisoners are daily taken to the underground chambers beneath the Prison known as “the Cellars”. There, the prisoners work, clean, and cook, ensuring the day to day operation of the Prison runs smoothly. In other rooms of the Cellar, rooms called “Sentencing Chambers”, Inquisitors perform various tortures and punishments to prisoners. Prisoners live in constant fear of the Cellars, as they never know if they’ll be called down to mend a pair of pants or have a finger lopped off for shop lifting.

The most severe form of punishment, however, is death. Those sentenced to a public execution are those that have committed a serious crime: murder, rape, treason, or crimes against the city. (A few unlucky sods are scheduled for private execution – these berks are done in somewhere in a secret room in the Cellars.) Public executions are held in Petitioner’s Square, and on those occasions the entire city comes out to celebrate. It’s as close to a city-wide holiday as might come.

The spectacle begins as the condemned is led out of the Prison into a tumbrel (a simple, two-wheeled cart) and taken to the place of execution. All along the way the crowds jeer at the prisoners,
pelt them with stones and offal and mock their crimes (and their stupidity for getting caught.) Once the prisoners have been carted into the Square, the road out of town takes one of three main forms: by the noose, by the sword, or by the Wyrm. Before the criminals are brought before the gallows or the block, they are always allowed a short speech, either to repent their crimes or to brag of them, or to curse their accusers or their executioner (ensuring a painful, linger end.) Provided the condemned’s speech is entertaining and relatively short, the crowd is generally indulgent at this point. The festive atmosphere is highlighted by the sales of meat pies and cheaply printed “life stories” of the accused (many of which are simply cobbled together from previous executions’ unsold pamphlets.)

Death on the gallows has a hundred names: The Leafless Tree, the Rope, the Last Dance... By and large, hanging is reserved for deserters, embezzlers, murderers and escaped slaves. The noose is considered both quick and quite entertaining, for unless the neck snaps immediately the victim always struggles. ’Course, the prisoner’s expected to offer a garnish to the hangman to ensure a properly set rope: setting the knot at the side of the neck ensures a quick break.

Execution by the blade is generally reserved for nobles and powerful faction members - high-ups guilty of crimes such as seeking to close a portal to the Outlands, failing to provide taxes to the city treasury, libeling the Lady, or such like. The executioner’s swords are especially suited for the task: a pair of vorpal blades called Scythe and Raven. Endless debate rages among the Mercykillers as to which of the two cuts cleaner. Both are engraved with the same motto: “Justice reigns.”

Death by the Wyrm is an extremely rare, lingering, spectacular demise. The occasion is almost always declared a public holiday, so that the entire town can turn out to watch. The roar of the Wyrm, the terror of the victim (usually bound to a post, blindfolded if the executioner is given a bit of garnish), the impassiveness of the Guvners – all these things make for a spectacle few Cagers want to miss. Enormous crowds turn out, and brawls over seats can turn into small riots. Since only traitors to the city (those who betray the trust placed in them, such as those who slay dabus, those who reveal secret gates, or those who charge tolls and tariffs on the Lady’s portals) are sentenced to death by the Wyrm, the square is rarely treated to this show.

As with any entertainment, the crowds demand satisfaction from the executioners rather quickly, and so after the petitioner’s speeches, the whole matter is usually settled in 15 minutes or less. The law demands that the sentence be carried out promptly; for death by the blade, if an executioner fails to put the deader in the book after three tries, the criminal is pardoned and set free. Most prisoners don’t get this sort of pardon.

The bodies are put on display on the square after the show. Most are simply put on pikes, but a few of the worst offenders are always displayed in iron cages, where the city’s ravens peck at them until nothing is left.

**THE CONS AND THE CROSS-TRADE**

As Sigil has no set legal code, the specifics as to what constitutes a crime are fluid, depending on circumstances and how quick a berk can spin a yarn. Still, a murder’s a murder anywhere one goes, and so a few general guidelines can be said to exist. When in doubt, characters can make a Knowledge (Sigil) check DC 10 to determine whether an action is legal.

**CRIMES OF AGGRESSION**

Some of the most serious crimes are those actions that bring direct physical arm to another being.

**Assault and Battery:** This crime covers your common brawl – no weapons are used and no one was grievously harmed. So long as the fight is small and relatively quiet, no Hardheads need to be called. However, if a fight gets out of hand – probably by lasting more than a couple of rounds and involving a large number of tavern patrons or simply leading to property damage – the Hardheads are called to scrag the involved parties. Assault and Battery is considered a minor felony unless the aggrieved party is a high-up; then the aggressor might well face serious punishment.

**Armed Assault:** A step up from the brawl, this is what happens when a brawler draws a lethal weapon (or simply starts dealing lethal damage in some manner.) Once blood is shed, the Hardheads
are called faster than a Cipher’s answer. The Harmonium are likely to bust up an armed fight with brute as much brute force as necessary, leading to unpleasant circumstances to all involved. Armed assault is a serious felony in the courts – but often enough smaller fights can be overlooked with the right amount of garnish.

**Magical Assault:** Assault with magic is when a spellslinger uses a spell on a victim that does not lead to direct harm (*charms, dominate* spells, even technically a *cure* spell, so long as the spell does not harm the victim and the victim did not ask for the spell to be cast on them). Magical assault is considered a minor felony, unless the victim is a high up.

**Magical Battery:** When the spell used in the assault leads to *actual* physical damage – your basic *fireballs, magic missiles* and the like – then the crime is upgraded to a magical battery. All magical batteries are considered serious felonies in the court, and a reckless evoker could even face the Leafless Tree if he showed callous disregard for the public around him.

**Murder:** Murder is a serious offense in the Cage. Murder is committed whenever a body takes a life with intent to kill – regardless of the method used (magic, blade or subtlety, a sod’s dead either way). (If a sod dies but the attacker didn’t intend to kill, the crime is downgraded to manslaughter – which might save the accused from the leafless tree.) Murder is punishable by death.

**Rape:** Almost as denigrated in Sigil as murder is rape, the sexual battery of an unwitting individual. Given the unpleasant circumstances surrounding rape, the crime is taken very seriously in the Cage. Rape is punishable by death.

**CRIMES OF DECEPTION**
Deception is the stuff of coney-catchers, the purview of the knights of the post. The crimes that follow, however, are those where the deception itself is the crime.

**Forgery:** Counterfeit coins and papers are the most common forms of forgery, but there are many others. Most minor offenses are mere misdemeanors and punished by a fine equal to the property being forged. Serious acts of forgery – such as participating in a counterfeiting ring – is a felony requiring major fines, branding, and perhaps even incarceration or indentured servitude.

**Fraud:** Attempting to deceive another is considered a crime in Sigil so long as the fraud causes some harm – usually economic – to the defrauded. Like major acts of forgery, all fraud is considered a felony punishable by fines, branding, and even incarceration or indentured servitude to the defrauded.

**CRIMES OF PROPERTY**
The most common classification of crime, crimes of property are those where someone tries to steal, smuggle, or harm property over people. However, despite their commonality, these crimes are taken seriously.

**Theft:** The most common form of crime in Sigil is theft. The seriousness of the crime depends on the amount of money stolen – the theft of a few silvers is a misdemeanor, whereas the theft of tens of thousands of gold pieces is a capital felony punishable by death. More often, the thief faces imprisonment or even indentured servitude to the victim.

**Smuggling and Contraband:** Characters who sell or possess prohibited goods can find themselves in trouble with the law. Typically, contraband goods are confiscated and the criminal is ordered to pay a fine up to twice the value of the contraband. Large smuggling operations might result in a greater fine, along with imprisonment.

**Tax Evasion:** Evading the taxes of the Fated is treated more or less as a slightly more serious form of theft. Evasion of a minor amount of silver or gold pieces might result in a small fine equal to the amount owed; more serious forms of evasion might be treated as a capital felony.

**CRIMES OF MAGIC**
Sometimes, magic isn’t used to harm or threaten anyone, and yet some spells remain dangerous in the minds of the lawful faction, and their use should be curbed.

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Teleportation: Teleportation in the city of Sigil is possible, although teleporting out of Sigil isn’t allowed. The lawful authorities, however, have ruled that unlicensed teleportations – including short range effects like dimension door – are illegal. They therefore attempt to curtail the sale of items of teleportation and such devices, although they are still available through questionable channels. Anyone caught using teleportation spells without a license can be fined a fee (or face felony charges, if the spell is used in the advancement of a flight from the authorities.)

Invisibility: Under a similar logical rubric, invisibility and its kin and progeny allows for too many criminal purposes. Anyone caught using invisibility and similar spells that help to thwart detection (this includes nondetection, but not purely defensive spells such as mirror image or displacement) can face a stiff fine.

TREASON

The most serious body of crimes, treason is a category that encompasses a broad range of capital felonies, all of which are thematically bound by a violation of the inherent trust the Lady has placed in the Cagers.

Killing a Dabus: Killing a Dabus is a capital offense, punishable by death. This is seen as an extension of the Lady’s will – if a Dabus-killer is not caught by the authorities and continues the wanton slayings of the Lady’s handmaidsens, the Lady herself will soon come calling, flaying the victim alive and displaying the remains for all to see near the killing spot.

Closing a Portal: Probably the hardest crime to prosecute in the list, those who close portals serve to infuriate the Lady’s plans. Closing a portal is simple – one need only destroy the frame that binds the portal to do so. If such is impossible, there are spells available that will seal a portal for good available to the right spellslinger. What makes the crime difficult to prosecute is that, unless the portal is particularly well known, it’s rare that anyone will miss the portal, unless its importance is vital to the Lady’s purposes – in which case, the Lady herself will make sure to pay the sod a visit. Closing a portal is punishable by death.

Obstructing a Portal: Similar to closing a portal, charging a toll for the use of a portal is likewise seen as an obstruction upon the free use of a portal. This crime also encompasses a few other actions – such as sealing a portal away to render it inaccessible except to oneself. While the Lady herself doesn’t seem to mind this (unless the obstruction stands in the way of her plans, in which case the obstruction is usually brought down by the Dabus), the legislature believes that what was freely available should be freely available to all, and as such obstructing passage to a portal should be punishable just as closing said portal. (Note that charging for possession of a gate key, or some other bit of knowledge of the portal is entirely different from blocking access to said portal. This legal differentiation has allowed many canny cutters to control the flow of passersby in their portals – such as the portals in the Bottle & Jug, which are theoretically available to anyone, but Huxon gives a key only to those who win in his famed boxing matches.)
Chapter Five: Sects and Organizations

As a major planar trade hub and planar metropolis, Sigil is filled with guilds designed to improve life and working conditions for members of different fields. These groups include all of the factions that were described in Chapter Three of this guide. However, there are a number of groups that are of particular interest to adventurers – groups that provide benefits for members of particular classes or services that could be useful to an entire party.

Adventurer’s Guilds

Sigil contains three general adventurers guilds: The Lady’s Watch, a society of well-lanned adventurers in The Lady’s Ward; the Knights Errant, a group of adventurers associated mostly with the Guvners, Hardheads, and Mercyclickers (though accepting of any member of Lawful persuasion) with headquarters in the Guildhall Ward; and the Cager’s Guild, a rough-and-tumble joint of common adventurers with headquarters also in the Guildhall Ward. Both guilds offer similar benefits to members, but each has a different tone appropriate to the guild.

To join an adventurer’s guild, a character must gain the approval of at least three current members, and must pay the annual dues – 15 gp for The Lady’s Watch, 13 gp for the Knights Errant, and 11 gp for the Cager’s Guild. In exchange, he gets access to the guildhouse and the companionship of fellow adventurers. Aside from simple camaraderie, this provides the following benefits:

- While at the guildhouse, the character receives a +2 circumstance bonus on any Knowledge (Dungeoneering) check or Knowledge check concerning a planar event.
- The guildhouse provides average accommodations for members at a cost of 5 sp/day. However, the guildhouse has the same security precautions as an upscale inn.
- The guild will store items for members. All three guilds have extradimensional spaces of adamantine and steel. If objects need to be stored for over a week, the guild charges 5 gp per object/week.
- The guild maintains lists of references for hirelings that have worked for guild members. As a result, if the party has connections with an adventurers guild, any hirelings they employ should be honest and reliable.

In addition, members share information and may help one another find jobs or expeditions. This is primarily a tool for the DM, who can decide if there is anyone currently staying at the guildhouse who knows anything about the party’s situation.

Adamantine Circle

The smallest of Sigil’s three thieves’ guilds, the Adamantine Circle is a group of magically enhanced smugglers and pirates who focus their attention on transporting goods illicitly through the streets of the Cage. The Adamantine Circle is primarily based off of the Market Ward, as they use many of the portals in that ward to move their illegal goods among regular cargo, creating a nearly impenetrable web of smuggled goods into the Cage.

The Adamantine Circle primarily recruits Rogues, Sorcerers, Wizards, and their kin. Players looking to join the Adamantine Circle must first achieve peaceful contact with one of their existing agents. That agent must then vouch for the character, who is given a few simple assignments to begin with – guard duty, or simple transportation from a drop point into a sell point. Once the character has proven their loyalty to the Circle – and their ability to keep the Hardheads away from the goods – they’re allowed entrance into the guild.

The Circle has three levels of membership: Steel, Mithral and Adamantine. Steel is the most common level, and it is where all of the latest recruits of the Circle begin. Members who achieve the level of Steel gain access to the Adamantine Circle’s network of fences and sellers, with the ability to
purchase illicit goods (or any good illicitly) at its normal market value. They also gain a +2 circumstance bonus on all Knowledge (Sigil) checks pertaining to crimes and criminal enterprises. Steel members must do regular jobs for the Circle, ensuring the flow of illicit goods in the Cage.

Mithral members are the lieutenants of the Circle, those gifted with special responsibility. Mithral members have access to the pirate ships which deliver the goods to Sigil to keep the flow of merchandise going. Every Mithral member commands at least one such pirate vessel – whether they captain the ship or not is the purview of the individual Adamantine Circle member. They also gain access to the Adamantine Circle’s network of safehouses and secret storage facilities – those places where only the most trusted members of the guild are allowed to enter. For this, the Mithral members must use their ships to smuggle goods into Sigil from elsewhere in the Planes, making themselves available to bring goods in when called to do so.

Adamantine members are the high-ups of the Adamantine Circle. Only arcane spellslingers are capable of rising this high in the Adamantine Circle. These bloods gain access to the Circle’s spell pools and hidden grimoires, and are capable of scribing any spell into their spellbooks for simply the material cost of the inks and pages. They also gain a small discount on goods sold on their black markets – they acquire illicit goods at 75% market value.

THE CORCINO FAMILY
An affluent group of criminals with ties to the most well-lanned bloods in the Cage, the Corcino Family runs much of the Cage’s more illicit entertainments, from gambling halls to gladiator pits to a number of bordellos and prostitutes throughout the Cage. The Family (as its members are known) also run protection schemes for a number of merchants (not exactly “rackets”, as there is a form of protection that the Family provides – the only problem is that the protection wouldn’t be necessary if the shopkeep hadn’t been involved with the Family in the first place!) in the Hive. But, the dark of it all is that the Corcino Family has the most affluent spy network in all of the Cage.

The Family is primarily made up of humans. Originally a true family, with blood-ties and relationships running the show, it now has grown to include recruits from outside the blood to insure growth and stability for the Family. Nonhumans may join, but it is unlikely that they will rise very far in the organization. They’re interested primarily in Bards, Nobles, and Rogues – knights with the right sense to seem unassuming and learn as much as they possibly can, although they often hire members of other classes to add their skills and the protection that they can lend.

To join the Corcinos, a character must be sponsored by a current member of the Family in good standing. The member goes through a number of interviews, and if the family members agree the character is allowed to undergo some training and membership as a footsoldier in the family. Rising in the ranks is done through merit – the most ruthless and guileful agents of the Corcinos are promoted to positions of power. Caporegimes run large groups of footsoldiers, and over the capos are the cabici. Only the patriarch heads over the other cabici.

All members of the Corcinos get the same benefits. Family members can acquire items from the market at a 5% discount, so long as they use merchants with ties to the Corcinos. Members can also use some of the many safehouses in the Cage, which equate to averagelodgings for up to six people. Other advantages include access to the various bordellos at no cost, and access to the Family’s espionage records, granting the knight a +2 bonus on Knowledge (Nobility & Royalty) checks. Corcino characters with the favor ability can also have minor criminal charges dismissed with a DC 10 Favor check.

While membership in the Corcino Family has many benefits, there are a few costs. First, the Family takes 15% of the character’s illicit earnings, or 10 gp/week, whichever is higher. Second, the Corcino gains the enmity of any of Shemeshka’s Knights of the Cross-Trade (see below), and any encounters with these individuals have an initial attitude of hostile.

THE CRUX INQUISITION
The Cage has its share of fanatics, but perhaps none quite as fanatic (or addled) as those members of the Crux Inquisition. The Crux believes that the supernatural is – by definition – unnatural, a blight on
the world, crafted by the forces of evil to muddle the waters and mar the beauty of natural creation. While the Crux has its headquarters at the base of the Spire – where no magic power can function – many of their agents are located in the Cage, as they see Sigil as an unholy nexus that must be vanquished.

The Crux has its origins in the deep past, in a prime world of no consequence. This world never grew past the initial fear of magic and the supernatural, locked for eternity in a dark age of ignorance. Of course, to the Crux, this “ignorance” is enlightenment, their intolerance the strong will against corruption. Members of the Crux hunted down the sorcerers and wild talents that sprung up on their world, and burned down the churches of the encroaching deities. When they discovered natural portals and vortices leading out of their world into realms filled with the supernatural, they knew that their calling was just and had led them to purge these new lands of their inequity. While the world that the Crux left behind has long been forgotten (what’s the use of a world without magic to a planar, after all?) the Inquisition is well alive in the Planes.

The Crux recruits and trains knights, fighters, and barbarians almost exclusively, although they also have a small number of nobles and rogues among their numbers as commanders and spies. No other classes can join the Crux Inquisition, for they are tainted by the supernatural. Joining is as simple as declaring one’s desire to battle the supernatural, and the destruction of a magic item worth at least 1,000 gp.

Members of the Crux Inquisition gain access to a few benefit. First, all Crux are brethren in a war where they are outnumbered, and as such they treat each other as family. A member of the Crux can attain food and shelter from his brethren free of charge. The food isn’t necessarily the best, but it’s enough to fight off starvation. Second, the Crux Inquisitors share stories of their battles and conquests. When in a safehouse, a character gains a +2 circumstance bonus on Knowledge checks pertaining to the supernatural.

The Crux also serves as a springboard for new adventures, or to provide information for current, ongoing adventures. Characters who join the Crux can also choose to take levels in the Crux Inquisitor prestige class, presented in the following chapter.

Membership in the Crux gains a character automatic enmity of the Incantarium. Any encounter with a member of the Incantarium will probably begin with a Hostile attitude and begin with bloodshed.

**THE INCANTARYM**

Before the Great Upheaval six hundred years ago, over fifty groups participated in the kriegstanz to take the City of Sigil. Now those groups have mostly disappeared or taken to the Planes, but a few groups remain as hidden cults and cabals in the shadows of the Cage. One such group – the Incantarium – believes that the Cage is the nexus of magic throughout the Planes, and have steadfastly refused to evacuate the Cage. The groups’ members – powerful spellslingers, commanders of the Art itself – toil in shadows, working to understand the folds of Sigil’s secrets.

The Incantarium seeks only wizards or wu jen into its fold – those spellslingers who study and learn the Art, not those who are gifted magic via the Blood. Members of the Incantarium cannot have allegiance to one of the fifteen factions – such a loyalty is anathema to their history and belief. Any character seeking to join the Incantarium must locate one of the secret Incantarium cabals, and prove his measure on a series of arcane tests. If he has any faction allegiances, the character must denounce them, and then he is allowed to join the Incantarium.

Incantarium members must scribe a copy of their spellbooks – and provide copies of any spells she learns thereafter – to the Incantarium, at her own cost. In exchange for this, the character gains access to the spell pool of the Incantarium, as well as a number of other benefits.

First, Incantarium members are well connected among the spellcasting community. Members know of a number of spellcasters capable of casting any spell they desire at cost, without having to answer many questions. Additionally, the Incantarium will provide free identification and legend lore for any magic items that the member brings in for study.
Second, the Incantarium sells spell components to its members for 90% the market value of the component.

Third, the members of the Incantarium can assist in the creation of magic items through collaborative creation. Items that the character crafts with the Incantarium’s assistance cost 90% of the normal experience point cost and are completed in half the time.

Fourth, the members of the Incantarium can copy spells from the various Grimoires of the Incantarium, but she is required to provide a donation equal to half the cost of a scroll of the spell. The Incantarium has no school specializations, and a character can find spells of every school.

Finally, a member of the Incantarium can take levels in the Incantifier prestige class, deepening his bond with the Art.

Membership in the Incantarium earns the character automatic enmity from members of the Crux Inquisition. All encounters with a Crux Inquisitor will begin with an initial attitude of Hostile, and will probably begin with bloodshed.

**Knights of the Cross-Trade**

The last of the organized crime groups in the Cage is the Knights of the Cross-Trade. The Knights of the Cross-Trade are headed by the arcanoloth Shemeshka the Marauder, who runs the operations of the Knights from her perch in the Fortune’s Wheel in The Lady’s Ward. The Knights are actually the highest level in a grand pyramid scheme of cross-traders and coney catchers, divided into a number of smaller guilds and groups, all of them dedicated to larceny, theft, murder, and robbery. Almost every assassin or cat burglar operating in Sigil in some way or another is connected to Shemeshka’s Knights of the Cross-Trade, making the Knights the largest criminal organization in the Cage.

The Knights – and their various lesser guilds and groups – recruit members from any class, race, or alignment. So long as their purpose is criminal in nature, a cutter is welcome to join in on the fun. Every smaller group has its own recruitment process, but most depend on simple recruitment and testing, followed by a period of training. Only when a blood reaches the highest levels of power in the lesser guild do they learn of the Knights of the Cross-Trade and offered an opportunity to join this smaller, tighter, elite group of criminals.

The smaller groups demand a payment between 15% - 25% of the character’s criminal earnings, or 1 gp per week, whichever is higher. The Knights of the Cross-Trade demand a flat 10% of the character’s criminal earnings, or 50 gp per week – whichever is higher. Members of the lesser guild share more or less in the same benefits: free lodgings at safehouses and headquarters, protection from other groups working for Shemeshka, they can fence goods at a reduced price, and they can receive magical healing of 1st – 4th level from a number of dark sources at cost without questions asked.

The Knights of the Cross-Trade receive greater benefits. They can arrange for assassinations or burglaries at a 15% discount from normal, they can acquire illicit goods at 90% market value, and they gain access to healing spells of any level for free (except for the cost of material components). Knights of the Cross-Trade can also gain one meeting with Shemeshka at the Fortune’s Wheel per week, to gain some of the fiend’s wisdom or simply ask a favor. If the blood is canny enough – succeeding at a Diplomacy check DC 30 – Shemeshka will use some of her stocked favors to assist the Knight in a mission. The fiend can be considered to have a Favor check of +15 which she uses to assist the character.

Membership in the Knights – or one of the lesser groups run by the Knights – earns the character the automatic enmity of all members of the Corcino Family. Any encounter with a member of the Corcino Family begins with a Hostile attitude, and will probably begin with bloodshed.

**The Mistral**

Deep within the shadows of the Cage lies an organization of psions dedicated to the mastery and control of the psychic potential through any means necessary. Created a few decades ago as a cult meant to oppose the Shal’Hadar (see below), the Mistral are a group of individuals born with the Gift who will stop at nothing to unravel the mysteries of the mind. The Mistral deals primarily with
psychic or psionic phenomena, seeking to dominate the power of the Gift over all other creatures, and to eradicate the soft-minded weakness of the Shal’Hadar wherever possible.

The Mistral recruits anyone with psionic potential – from fully trained psions to commoners with the wild talent feat. Only those who have mastered the Gift serve in the upper ranks of the Mistral, but they leave the dirty work to the legion of rogues, assassins, fighters and lurks that the group has recently begun to recruit into its fold. They tend to kidnap or lure recruits when young and impressionable, the better to instill in them the dark ideas of the Mistral.

To join the Mistral one must be recruited – and to be recruited one must show off some psionic talent or potential before a Mistral agent. If the character’s background proves solid (a tenuous and subjective standard which more or less works out to having no known affiliations to the Shal’Hadar or other Good-aligned organization, and the individual being non-good himself) then the character is recruited by a Scourge and inducted into the fold, beginning with training and later receiving more dangerous assignments.

In exchange for membership, an individual need only pledge his fealty and offer a psionic item worth at least 5,000 gp. This is a yearly offering to the Mistral – every year the character is expected to bring an item worth at least 5,000 gp for the organization’s use. The benefits of membership include access to the Mistral’s spy network, which grants characters a +2 circumstance bonus on Gather Information and Knowledge checks pertaining to psionic characters or phenomena. Members of the Mistral can also acquire the service of psions at a 90% reduced cost. Mistral leaders can arrange for assassinations at 80% the usual cost.

Finally, psionic members of the Mistral can train in the Mistral Scourge prestige class, described in the following chapter.

Membership in the Mistral earns the character the enmity of the Shal’Hadar, and all encounters with the Shal’Hadar from here on out begin with an initial attitude of Hostile, and may begin with bloodshed.

**ORDER OF THE PLANES-MILITANT**

A few hundred years ago, a troop of Harmonium soldiers came upon a small, golden gateway in Sigil. They found that the key to this portal was any kind of representation of a sun – one of the troopers happened to be a paladin of Pelor and so opened the gate automatically. The troop entered to explore the territories that lay beyond, and found themselves in a land of perfect peace and harmony, a place where no chaos or evil could be found or tolerated, a place where all of a Hardheads’ dreams could come true: Mt. Celestia.

That small troop of Harmonium officers was approached by a band of Archons, who taught the group their purpose: that it was not chaos (as such) that was emblematic of the problems of the Planes, but rather evil. Evil bred disorder, and it is evil’s insidious nature that would corrupt all things and bring them to destruction. The small band of Harmonium officers were forever changed that day, their mission no longer was to beat order into chaos. Their mission was much simpler than that:

To eradicate evil wherever it could be found.

Such was the birth of the Order of the Planes-Militant. And if a body thought the Hardheads were stubborn about their cause, they’ve never met a Militant. Which is fine with most folk in the Cage – these bashers do nothing but get themselves in trouble wherever they go, starting fights with any fiend that crosses their path, and mount armies with the intent of invading the Lower Planes. Damn fool of them, most Cagers think.

To join up with the Planes-Militant, one need only go to their chapter house in Sigil – a small (by ward standards) tenement in The Lady’s Ward that houses a few hundred soldiers in relatively cramped conditions – and declare their desire to stamp out and eradicate evil wherever it may be found. Of course, the Militants don’t take just anybody – a berk’s gotta be both righteous and steadfast, so anyone who’s not Lawful Good can go pike it, or at least go learn some discipline. After a battery of tests – mental, physical, and magical – a berk’s welcomed into the fold as a brother-in-arms. All they have to do in exchange for this membership is pledge their sword – or spells, whichever – to the cause,
and hand them the head of a fiend every once in a while. (The fiend must be an Evil outsider of a CR equal to the character’s level – 2, and only one such delivery is strictly necessary every year.) Class and race don’t much matter to the Militants, so long as a body’s spirit is in the right place (even then, the Militant is composed almost exclusively of humans and aasimar, with a few full blooded Celestials thrown in for good measure.)

The Militant has a strict hierarchy of ranks that determine additional responsibilities and resources. For starters, all Militants can get rest and food at a Militant fortress – three such compounds exist in the Planes, one in Mt. Celestia, one in Excelsior, and one in Sigil, though smaller fortresses and strongholds exist throughout the Planes. The rest of the benefits depend largely by rank, with each higher rank having access to the privileges of the lower ranks as follow:

- Privates: The starting rank of the Planes-Militant, all new recruits are placed here, though don’t necessarily stay here for long. Privates can seek healing from any agent of the Planes-Militant at half the standard cost, plus the cost of components.
- Sergeants: Sergeants lead smaller groups of privates around in battles, and are those members who are well respected in the Planes-Militant. Sergeants gain access to the Planes-Militant’s other spellcasters, and can arrange to have any spell cast for their benefit at half the standard cost plus the cost of components.
- Lieutenants: Lieutenants are the true bloods of the Planes-Militants, officers who are used to leading men into battle. Lieutenants in the Planes-Militant can arrange for a squad of six privates to accompany him on dangerous missions – these berks are Hirelings who don’t expect any money, and have a level equal to the Lieutenant’s – 4. They don’t gain XP and don’t wish to receive a part of the treasure. The Lieutenant, of course, is responsible for the recruits’ lives, and if he leads too many young men and women to their deaths might face a review of his actions by the higher ups.
- Captains: Captains lead divisions of men into battle for the Planes-Militant. A Militant Captain is a force to be reckoned with in his own terms. Captains gain access to spellcasters for free, except for the cost of components.
- Commanders: Commanders lead entire armies of Militants into the Lower Planes for the glory of the Planes-Militant, and oversee the operations of the Militants’ various planar strongholds. Commanders can borrow items and resources from the Militant’s coffers with a market value equal to or less than 20,000 gp for one week’s use. The Commander is expected to return the item at the end of the duration, or be unable to borrow further until they replace the lost item.
- Generals: The Generals lead the Planes-Militant. There are only a handful of Generals at any given time, and they mastermind the Militant’s every move across the Planes. Generals gain access to the Planes-Militant’s intelligence libraries, granting them a +4 circumstance bonus on Knowledge (arcana), (the Planes), and (religion) checks when using the Militant’s libraries. The generals are also granted the use of an aide-de-camp, a character that acts as a cohort of the general’s ECL – 2. The aide is ultimately loyal to the Planes-Militant, and not the General, and will usually not accompany the general on matters not directly related to the Planes-Militant’s agenda.

**Planar Trade Consortium**

In a city as large as the Cage, someone’s bound to be concerned with the flow of jink. Well, in the City of Doors, that’s most everybody, but few organizations are as large, well-lanned, or calculating as the Planar Trade Consortium. A strategic gathering of the wealthiest merchants, tradesmen, and servicefolk that the Cage had to offer, the PTC is now a massive, multi-planar conglomerate with one thing in mind: profit.

Only merchants and tradesmen can reach the upper levels of power of the Planar Trade Consortium, but the PTC is always willing to recruit sellswords and spellslingers into its ranks to elp protect their goods. These adventurers are treated little better than mercenaries, simply called to do a job here and there and paid accordingly. Those groups or individuals who prove themselves through
continued good service might find themselves moved into the houses of prominent merchants and consortium members as private security forces. In this case, the job is the reward.

Player characters are more likely to encounter the PTC as temporary employers – the more often used method of protection for the PTC’s caravans. The PTC pays handsomely, up to three times the average treasure of the party’s level, depending on the difficulty of the transport. However, these hired groups don’t gain access to the PTC’s resources.

Members of the Planar Trade Consortium get the same benefits all around. First, the PTC keeps a list of hirelings which have worked with the Consortium in the past, so a body knows who’s working for him and that they’ll do their jobs proper. Second, members of the PTC can buy from merchants sponsored by or members of the PTC at a 90% discount. Finally, members of the PTC can receive free identification of magical goods, as well as legend lore and similar divinations to learn more of the items located.

In exchange for this, the PTC merely asks for a 5% share of all commercial profits, or 50 gp a month, whichever is higher.

**PLANESWALKER’S GUILD**

Dedicated to understanding the various Planar pathways, the Planeswalker’s Guild is an adventurer’s ultimate resource for all knowledge planar. These cullers span the Planes, going from place to place cataloguing portal activity, natural planar crossways, and spontaneous planar vortices for the ultimate knowledge of all beings.

The Planeswalker’s Guild is interested in bloods of all kinds, although spellcasters or those who can travel great distances under their own power are in higher demand than others. Joining is as easy as approaching the nearest guild charter house and asking to sign up. After some slight testing, the guild determines whether or not the culler is ready for membership. Those that are pay a one time membership fee of 100 gp and off they go. All that is required of the culler is that he keep a log of the portals he comes across, including gatekey, location, and destination, and report back with that log monthly to one of the guild’s many charter houses across the planes.

Membership has a few benefits. First, the member gains access to the guild’s records for free, which allows him basic knowledge of portal locations, destinations, and gate keys. Second, the member can access the guild’s libraries for a small donation of 5 sp a visit (every charter house keeps a small library filled with books on planar lore), granting the Planeswalker a +2 circumstance bonus on Knowledge (the Planes) checks while using said library. Third, the Planeswalker gains access to the guild’s spellcasters, which are willing to provide their spellcasting services (almost any arcane spell or psionic power can be cast for a price, though no divine spells are available) for half the standard market price.

**THE SHAL’HADAR**

The Shal’Hadar are a group of like minded psions and wild talents, whose goal is to gather all those with the Gift and teach them to use their powers with wisdom and integrity. The Shal’Hadar has been around for centuries, guiding psions, wilders, and psychic warriors towards the path of righteousness, as these beings can so easily fall to selfish ends (after all, what use is anyone else when one is the font of one’s own powers?) The group is seen as generally harmless by many, though the Mistral know that they are a force of good to be reckoned with.

The Shal’Hadar is interested only in those who manifest the psychic Gift – psions, wilders, psychic warriors, soulknives, and their kin. Those who focus solely on honing the mental craft study the ways of the Shal Mystic, developing powers of prescience and mental discipline. Those who blend the Gift with the physical manifestation of weaponry and combat are known as Hadar Guardians. Either are welcome into the group, and joining is as simple as declaring oneself willing to learn at one of their monasteries or enclaves (there are two such enclaves in Sigil, though their primary base of operations is located in the gatetown of Ecstasy.) The participant is put through a series of moral and mental tests, then should he pass he is given membership into the group.
Membership comes with a few benefits. First, all members of the Shal’Hadar gain access to the Shal Mystics, who can manifest powers for them at 70% the standard market cost. Second, members of the Shal’Hadar receive free room and board whenever they are in a Shal’Hadar monastery or enclave – these are equivalent to poor rooms and average meals. Third, members can donate a small amount (1 gp) to gain access to the Shal’Hadar’s libraries, which grant the member a +4 circumstance bonus on Knowledge (psionics) checks or any other Knowledge check pertaining to psychic phenomena across the Planes. Finally, members can receive training in the ways of the Shal Mystic or Hadar Guardian prestige classes.

While membership in the Shal’Hadar comes with some benefits, there is one major drawback: the character gains the eternal enmity of the Mistral and its agents. Any encounter with such has an initial attitude of Hostile, and will likely result in bloodshed.

The preceding are just a few of the myriad groups that player characters can tangle with on their journeys in Sigil and across the Planes. While those described above were the groups with the most influence across the Planes, each Plane has their own power groups and smaller guilds and sects that can make life complicated (or simpler) for PCs. The DM is encouraged to pepper his adventures with encounters with such groups, as well as those described above, to get the characters involved with the world around them.
CHAPTER SIX: BLOODS AND SPELLSLINGERS

While there have already been many new player character options presented for PCs, here are a few more options that characters can consider when creating or leveling their Planescape characters. A few of these options have been seen before in other books – *Manual of the Planes* or the *Planar Handbook* – and in those cases I will refer only to the book in question unless required for ease of play.

SKILLS

Refer to the Skills & Feats section of the website (http://dnd.aberrantmanifest.com/?page_id=20) for previous Skill changes. Additionally, the Craft skill has been altered to reflect a faster building time for certain items (http://dnd.aberrantmanifest.com/?page_id=103).

KNOWLEDGE (LOCAL) [IN+]

This skill represents regional knowledge of the various regions. The skill is actually a number of different skills known by different names, each based around the specific region. Knowledge (Sigil) is an example of a specific Knowledge (local) skill, based on the city of Sigil. Other regions of note:

- **Sigil**: Covers the City of Doors, the factions, creatures that live in the Cage and the *kriegstanz*. Characters with 5 or more ranks in Knowledge (Sigil) get a +2 synergy bonus on Survival checks made to navigate the streets of the Cage, as well as the standard synergy bonuses.

- **Outlands**: Covers the various Gatetowns and realms of the Outlands, including the Hinterlands that lie beyond the last ring. Characters with 5 or more ranks in Knowledge (Outlands) get a +2 synergy bonus on Survival checks made to navigate the Outlands, as well as the standard synergy bonuses.

- **Prime Material**: The various worlds of the Prime Material each count as their own individual region. For example, Knowledge (Faerun) would encompass all of Faerun (the world of the *Forgotten Realms*) whereas Knowledge (Mystara) would encompass all of Mystara. Knowledge (Oberon) would encompass the world of Oberon, the home prime of a few of the members of the party.

- **Individual Plane**: Each individual plane counts as its own region for the effects of the Knowledge (local) skill. This skill commingles a little with the Knowledge (the Planes) check, though the knowledge garnered from such a check is more scientific in natures, as opposed to the social/political knowledge encompassed by Knowledge (local). Characters with Knowledge of an individual plane get a +2 synergy bonus on Knowledge (the Planes) checks made for the individual plane, and vice versa.

FEATS

Check out the Skills & Feats page on the website for additional feats. The feats presented here will appear shortly on that website, and are meant only to supplement those already existing with information presented in this book.

**Doomcasting** [General]

You have mastered the deadliest of the Arts, channeling the forces of entropy itself when you cast your most destructive spells.

**Prerequisites:** Knowledge (the Planes) 5 ranks, Spellcraft 8 ranks

**Benefits:** The DC to your Evocation and Necromancy spells is increased by +2, while the DCs to all other spells are lowered by 1.

**Favored** [General]

You are a favored son or daughter among your faction, and rise quickly through the ranks because of this.
Prerequisites: Member in good standing of a Faction in Sigil.
Benefits: You gain a +4 bonus on your faction affiliation score.
Special: This feat can be taken multiple times. Each time you take it, your affiliation score increases by 4 points.

Filth Eater [General]
You grew up in the Hive, in the most unsanitary of conditions, and have become quite resistant to the detritus of the city.
Benefits: You gain a +4 bonus on saves vs. disease and on saves vs. ingested poison. Even if you fail the save or are otherwise damaged by the disease or poison, the ability score damage is reduced by 1 (to a minimum of 1).

Portal Sight [General]
You have attuned yourself to the special planar disruptions that portals create, allowing you to sense the location of portals.
Prerequisites: Int 13+, Wis 13+
Benefits: You can see portals before they open, and can note the distinct displacement of energy from invisible portals that appear like normal doorways. This doesn’t grant you the ability to tell anything else about a portal, however.
Normal: Portals are invisible until activated, and even then some portals do not create any kind of visual displacement of the air around them.

Shadow Plane Magic [General]
This feat works as presented in the Forgotten Realms Campaign Setting except it draws its power from the Plane of Shadow.

Equipment
Merchants and travelers from all across the Planes pass through Sigil. As a result, a cutter can find almost any substance or piece of equipment available in the open market – and if not, then it is certainly available at one of Sigil’s many black markets.

Alchemical Substances
Sigil has Alchemical Substances from all over the Planes. As such, a body can find any number of alchemical substances found in the Player’s Handbook, as well as the following substances found in various other sourcebooks:

- Planar Handbook: Anarchic water, antitrait grease, atramen oil, axiomatic water, bahamut’s breath, celestial cloak, chaos flask, elemental loadstone, liquid embers, Mechanus eye, ocanthus knife, pure element, red tidewater.
- Complete Adventurer: Blend cream, focusing candle, catstink, fareye oil, flash pellet, freeglide, hawk’s ointment, healer’s balm, keenear powder, lockslip grease, nature’s draught, softfoot, suregrip.

Additionally, the alchemists of Sigil have mastered the art of crafting augmented versions of alchemical items. An augmented alchemical item costs five times the normal cost, but is better than average. An alchemical item that deals damage as its damage doubled; if the substance has an effect, double the duration of the effect. If it has no duration to extend and doesn’t deal damage, the area of effect is doubled. Items that have none of the above do not have augmented versions.

Goods
The following trade goods are available for player characters to consume in Sigil:
Clothing, glammerweave: The latest in Cager fashion comes from clothesspinner gnomes, who have mastered the art of weaving illusions into their fabrics. Glammerweave clothes shimmer and sparkle with the light, shift colors and create stunning visual effects with the use of magic. A suit of glammerweave clothing costs 500 gp and provides a +2 circumstance bonus on Diplomacy and Gather Information checks for the wearer.

Potion bracer: Warriors can use these devices strapped to their arms to store potions for easy access. A potion bracer can hold up to three potions, and drinking a potion from a potion bracer allows a warrior to reach the potion without provoking an attack of opportunity. It is still a standard action to drink the potion, however. A potion bracer costs 50 gp.

Potion bracer, masterwork: A masterwork potion bracer holds six potion vials instead of three. It otherwise functions exactly as the potion bracer. The masterwork version costs 150 gp.

DRUGS
Those looking to take a break from reality often do so through illicit means, drugs and magical substances designed to dull the imbiber’s senses such as alcohol. Drugs are illegal in Sigil, due to their dangerous side effects, however, and their high addiction rates. The drugs available in Sigil are detailed in the Book of Vile Darkness.

SPECIAL MATERIALS
The Planes are all home to various metals, substances more durable than standard prime material ores. These ores are smelted and used to create unique weapons and armor.

Abyssal Blood Iron: Mined from the rich red ore that is found on the surface of the Plain of Infinite Portals, the first layer of the Abyss, abyssal blood iron is prized for its effectiveness on weapons and armor. Weapons created from abyssal blood iron have dark red blades, the color of fresh blood, lending to their ferocious appearance.

A weapon forged of blood iron is treated as a cold iron and evil weapon for purposes of bypassing damage reduction. Additionally, a weapon made of blood iron gets a +4 bonus on the attack roll to confirm a critical hit.

Abyssal blood iron has the same weight as iron or steel. A weapon made of blood iron costs an additional 10,000 gp, and any magical enhancements cost an additional 2,000 gp, just as with cold iron. (This includes the masterwork cost.) Abyssal blood iron has hardness 10 and 30 hit points per inch of thickness.

Astral Silver: Astral silver is created from a special silver ore mined from the various astral islands that drift across the Astral sea by the githyanki miners that make that plane their home. Astral silver appears to be exactly like silver from the prime, but when confronted with an intelligent mind or a powerful psionic presence, the metal becomes incredibly malleable and fluid.

Weapons created from astral silver are treated as silver weapons for the purposes of bypassing damage reduction. Additionally, weapons made of astral silver can affect incorporeal creatures normally, without needing to roll a miss chance. Finally, when fighting opponents who are astral projecting, a weapon created from astral silver can bypass the hardness of the silver chord attached to the back of the astral passengers, instantly killing the victims with a successful sunder attack. Weapons forged of astral silver, are difficult to wield, however, and require an Exotic Weapon proficiency to use properly.

Armor crafted from astral silver is effective against incorporeal creatures. The armor or shield adds its full AC bonus against incorporeal touch attacks. Only armor that is mostly made out of metal can be formed out of astral silver.

Astral silver has a hardness of 12 and 30 hit points per inch of thickness.

Baatorian Green Steel: Mined from the deepest pits of the Nine Hells of Baator, green steel is a favored material for the Baatezu devils, due to its heavy consistency that is very similar to

<table>
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<th>Item crafted</th>
<th>Price Modifier</th>
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<tbody>
<tr>
<td>Weapon</td>
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<tr>
<td>Light armor</td>
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<td>Medium armor</td>
<td>+12,000 gp</td>
</tr>
<tr>
<td>Heavy Armor</td>
<td>+16,000 gp</td>
</tr>
<tr>
<td>Shield</td>
<td>+6,000 gp</td>
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</table>
adamantine’s. Weapons, shields and armor made out of Baatorian green steel have a light green – almost mint colored – tinge to them.

Green steel has natural heft and mass to it that increases the effectiveness of weapons forged from the weapon. All weapons forged from green steel are considered masterwork, bypass damage reduction as if they were made of cold iron and were evil, and add a +1 bonus to the damage roll. Only weapons made mostly out of metal can be created from green steel.

Armor or shields made out of green steel are also denser, capable of warding blows greater than average. Such armor or shields have its base armor bonuses increased by +1. Such armor are prized in the planes, but are slightly heavier than usual. The armor check penalty for the armor is increased by 1, and the arcane spell failure goes up by 5%. Only armors and shields made of metal can be made in green steel.

Baatorian green steel has a hardness of 20 and 40 hit points per inch of thickness.

Crystal, Planar: These crystals are forged deep from the mineral mines of the Planes. The Crystals maintain some of the purity of the Plane from which they are mined, and when forged, can allow psionic characters to tap some of the power inherent to the Plane.

Weapons forged of planar crystal work as normal masterwork weapons for nonpsionic creatures. However, psionic characters can focus some of their power to deal additional damage. As a swift action that does not provoke attacks of opportunity, the character may focus some of his psionic potential into the weapon, using 2 power points to add 2d6 points of aligned damage to the weapon. The weapon’s damage is considered aligned for purposes of damage reduction for that attack. The alignment of the attack (Chaos, Evil, Good, Lawful) depends on the plane of origin of the crystal: crystals from Mechanus deal Law damage, crystals from Limbo deal Chaos damage, crystals from Mt. Celestia or Elysium deal Good damage, and Crystals from the Lower plane deal Evil damage.

Weapons made from planar crystals costs 1,500 gp more than their noncrystal counterparts. This includes the masterwork cost.

Fiendflesh: The crafters of the Lower Planes often craft strange and powerful objects of the most macabre things. Thus, Baatezu hide tanners have learned an alchemical and supernatural process by which they can harvest the flesh of their conquered enemies to work into strong suits of armor, affording themselves increased protection against their opponent’s rending claws. The process has spread throughout the lower planes, and now fiendflesh armor can be found not uncommonly.

Only armors that would otherwise be made out of leather or hide can be made from fiendflesh. Thus, only Leather, Studded Leather, Hide and Scale mail armors can be made out of fiendflesh. The fiendflesh maintains some of the supernatural toughness inherent to the fiendish form, granting the wearer damage reduction 2/good for Light armors or 4/good for Medium armors. The armor is considered masterwork and the cost of masterwork is included in the price. Fienflesh armors cost +4,000 gp for Light armors, and +9,000 for Medium armors.

PRESTIGE CLASSES
The Planes offers a multitude of paths for the true bloods. Some of these paths are provided below.

Special Note – Gestalt Prestige Classes: The House Rules document specifies that certain PrCs that blend two classes together are forbidden in gestalt. This guide, however, presents a few options for Gestalt Prestige Classes. These classes blend the basic abilities of two base classes and add additional abilities. They’re not balanced against standard prestige classes, because they’re not meant to be taken as standard prestige classes. Instead, when you take a level of a Gestalt Prestige Class, you only take a level in that class – you do not choose a second class as you would normally in a gestalt game. The PrC provides enough power for both classes. These classes are denoted next to the name of the PrC.

<table>
<thead>
<tr>
<th>Item crafted</th>
<th>Price Modifier</th>
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<tbody>
<tr>
<td>Weapon</td>
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<tr>
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<td>+2,000 gp</td>
</tr>
<tr>
<td>Medium armor</td>
<td>+4,000 gp</td>
</tr>
<tr>
<td>Heavy Armor</td>
<td>+8,000 gp</td>
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<tr>
<td>Shield</td>
<td>+1,000 gp</td>
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Arcane Archon (Gestalt PrC)

Arcane Archons are paladins who have forsaken the ways of martial combat and chosen to follow the path of the arcane Art. Wielding spells instead of swords, Archons wade into battle spreading the divine wrath of the Powers that be.

**HD:** d10

**Requirements:**
- Alignment: Lawful Good
- Concentration 8 ranks
- Knowledge (Arcana) 5 ranks
- Knowledge (Religion) 5 ranks
- Spellcraft 5 ranks
- Divine grace class ability
- Ability to cast 3rd level arcane spells.

**Class Skills:**
- Concentration (Cha), Diplomacy (Cha), Craft (Any) (Int), Knowledge (Any) (Int), Profession (Wis), Spellcraft (Int), Search (Int)
- Skill points at each level: 2 + Int. modifier

**Class Features**

**Weapon and armor proficiency:** An Arcane Archon does not gain any new armor or weapon proficiencies. Note that due to the Archon’s oaths, they are forbidden from using many of their martial weapons in combat (see below).

**Oath of the Archons:** An Arcane Archon has sworn to use his magic as his weapon against the enemies of good. For this reason, an Arcane Archon cannot use martial or exotic weapons unless they absolutely have to. If the Archon uses a martial weapon while still able to resort to his spells, the Archon loses all of his spellcasting potential for 24 hours. At the end of the 24 hour period, the Archon must break a martial or exotic weapon to atone for using the weapon. Likewise, the Archon must still adhere to the Paladin’s code of behavior. If he should break any of these codes, the Archon loses all of his Paladin and Archon abilities until he has atoned.

**Paladin abilities:** Arcane Archon levels stack with Paladin levels to determine any special abilities that the paladin already has (lay on hands, special mount, smite evil). It does not confer new abilities (if the character is not a 5th level paladin, for example, he still cannot call a mount) nor does it increase the number of times the character can remove disease or smite evil (a 3rd level paladin, 6th level archon can still remove disease only once per week). The paladin’s divine caster level does not increase with Arcane Archon levels.

**Ignore Spell Failure (Ex):** At 2nd level, and at every 3 levels after that, the arcane spell failure chance that an archon would face is lowered by 10%. So a 2nd level archon ignores 10% of the arcane spell failure while wearing armor, a 5th level archon ignores 20%, so on.

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<tr>
<th>Level</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Spells</th>
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<tr>
<td>1</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Paladin abilities</td>
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</tr>
<tr>
<td>2</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Ignore spell failure 10%</td>
<td>+1 arcane caster level</td>
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<tr>
<td>3</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Smiting spell</td>
<td>+1 arcane caster level</td>
</tr>
<tr>
<td>4</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Spell Affinity (Good)</td>
<td>+1 arcane caster level</td>
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<tr>
<td>5</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Ignore spell failure 20%, Smite +1</td>
<td>+1 arcane caster level</td>
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<td>6</td>
<td>+6</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
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<td>+5</td>
<td>Greater Spell Affinity (Good)</td>
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<td>+2</td>
<td>+6</td>
<td>Ignore spell failure 30%</td>
<td>+1 arcane caster level</td>
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<tr>
<td>9</td>
<td>+9</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>Holy Infusion</td>
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<td>10</td>
<td>+10</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Unity of Devotion, Smite +1</td>
<td>+1 arcane caster level</td>
</tr>
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</table>
**Smiting Spell (Su):** At 3rd level, the archon can use his smite evil ability in a damaging spell that requires a touch or ranged touch attack. The casting time of the spell does not increase. The archon adds his charisma modifier to his attack roll, and then adds his paladin and archon levels to the damage if a successful touch was made (and the spell got through spell resistance). If the spell allows a save for half or partial damage, add the smite damage prior to calculating the half. If a spell allows a save to avoid damage, or the spell misses, the smite attempt is wasted (as long as the save was made).

**Spell Affinity:** Like the sorcerer class ability, except it applies only to Good spells.

**Smite:** At 5th levels, and later at 10th level, the Archon can use his smite evil one more time per day than he could previously.

**Magic circle vs. Evil (Sp):** At 6th level, the archon may activate a magic circle vs. evil once per day as a free action as a caster of his level.

**Holy Infusion (Su):** At 9th level, the archon’s divine backing has altered his damaging spells. Any spell that normally does elemental damage now does half elemental damage and half holy damage (holy damage is not subject to elemental resistance or immunities). For example, a fireball as cast by a 9th level archon would normally deal 10d6 fire damage. Now the fireball still does 10d6, half of which is fire and half of which is holy damage.

**Unity of Devotion:** At 10th level, the archon has fully fused his paladin and arcane caster abilities. His paladin levels now count towards ½ of an arcane caster level (so for every 2 paladin levels, the Archon receives spells as if he had gained an extra arcane caster level). This ability works only for spells and spells known, it does not grant the archon bonus feats, etc.

**Multiclass note:** A paladin who takes Arcane Archon levels can still continue to take Paladin levels at no penalty.

**Arcane Trickster (Gestalt PrC)**
The Arcane Trickster prestige class was originally presented in the *Dungeon Master’s Guide*. It mixes the Art with a bit of legerdemain and trickery, to create a unique mage/thief that blends guile and magic in creative ways.

The Arcane Trickster Gestalt Prestige Class is as detailed in the *Dungeon Master’s Guide*, with the following exceptions:

- **Hit Die:** Increase to d6.
- **Requirements:** Skill requirements change to: Decipher Script 10 ranks, Disable Device 10 ranks, Escape Artist 10 ranks, Knowledge (arcana) 5 ranks.
- **Skill Points per Level:** Increase to 8 + Int modifier.
- **Base attack bonus:** Increase to Cleric BAB, equal to ¾ HD.

**Bariaur Warhorn**
They are the cavaliers of Ysgard. They are mobile, fierce, and deadly. They are the Bariaur Warhorns.

Warhorns hold a special place in bariaur society, usually taking honors as front-line cavalry in the wars of Ysgard. Their strength lies, like most mounted combatants, in their mobility and power, usually grinding enemy foot soldiers to dirt before they can even respond. They have two unique advantages, however: their natural horns and their natural mount. Enemies cannot simply target the weaker horse to end itself of the mounted threat. Warhorns know this, and they make full use of their abilities in battle.

Most Warhorns start their career as rangers, and indeed they must have at least one ranger level in order to qualify. Much like a ranger, they combine powerful warrior skill with versatile wilderness skill selection. Most Warhorns are found in Ysgard, though some can be found adventuring in the Planes, fulfilling their race’s wanderlust while decimating whatever opponents they encounter.

*Note that this class takes into account several “Virtual” feats and skills. Normal bariaur can qualify for ride-based skills without the Ride skill (they don’t have to learn to ride themselves), nor do they need to take the Mounted Combat feat, for again, they are their own mount. The other mounted feats work just fine for them and are required for this class.*
Hit Die: d10

**Requirements:**
In order to become a Bariaur Warhorn, a character must meet the following requirements:
- **Race:** Bariaur
- **Base Attack Bonus:** +6
- **Abilities:** At least one favored enemy
- **Feats:** Mounted Archery, Spirited Charge, Track
- **Skills:** Listen 5 ranks, Spot 5 ranks, Survival 5 ranks.
- **Special:** Masterwork barding (any), must have used charge attack to slay an opponent.

**Class Skills:**
- Athletics (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Survival (Wis), Spot (Wis).
- **Skill points:** Each level: 4 + Int modifier

**Class Features**
The following are the features of the Bariaur Warhorn class:
- **Weapon and Armor Proficiencies:** Warhorns gain no proficiency in weapons or armor.
- **Charge bonus (Ex):** The character adds this value to his attack roll when using a charge action with his horns.
- **Speed bonus (Ex):** Years of charging through battlefields has given the bariaur exceptional movement. It increases by the above amount. Note that the numbers are totals, not cumulative numbers.
- **Deadly charge (Ex):** When using his horns to charge, the bariaur deals triple damage with a successful hit (x4 on a critical). He may use this a number of times per day as indicated above.
- **Horns of power (Ex):** The bariaur’s horns sap some of the creature’s innate magical power and become magical weapons in their own right. They grant no boosts to attack or damage, but are treated as a +1 weapon for purposes of penetrating damage reduction. This ability increases as the character levels.
- **Nemesis charge (Ex):** When attacking his favored enemy with his horns, the bariaur’s charge is even more lethal. In addition to his favored enemy damage bonus, his base critical threat with his horns (20) is increased to 19-20. At higher levels, it becomes 18-20. This applies against all the character’s favored enemies if he has more than one.
- **Improved Bull Rush:** The character gains this as a bonus feat even if he does not otherwise meet the prerequisites for it.
- **Greater Mounted Archery (Ex):** The bariaur is able to make a double move and make a full attack with a ranged weapon. He suffers no penalty to his attack roll for doing this. If he makes more than a double move (a run, for example), he suffers a -2 penalty to all attacks.

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<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special Ability</th>
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<td>+0</td>
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<td>+3</td>
<td>+3</td>
<td>+0</td>
<td>Deadly charge 1/day, horns of power +1</td>
</tr>
<tr>
<td>3</td>
<td>+3</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>Charge bonus +2, Nemesis charge 19-20</td>
</tr>
<tr>
<td>4</td>
<td>+4</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>Deadly charge 2/day, Improved Bull Rush</td>
</tr>
<tr>
<td>5</td>
<td>+5</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>Charge bonus +3, speed bonus +20</td>
</tr>
<tr>
<td>6</td>
<td>+6</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Deadly charge 3/day, horns of power +2</td>
</tr>
<tr>
<td>7</td>
<td>+7</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Charge bonus +4, Nemesis charge 18-20</td>
</tr>
<tr>
<td>8</td>
<td>+8</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>Deadly charge 4/day, Greater Mounted Archery</td>
</tr>
<tr>
<td>9</td>
<td>+9</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>Charge bonus +5, speed bonus +30</td>
</tr>
<tr>
<td>10</td>
<td>+10</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>Deadly charge 5/day, horns of power +3</td>
</tr>
</tbody>
</table>
Blood Warrior

Across the Prime, wars rage. Casualties pour in by the thousands, sometimes the tens of thousands. Prolonged wars may even see the deaths of millions. The land itself seems to bleed, and the rivers and streams turn red and foul.

Compared to the Blood War, this is Elysium. Every day countless millions are lost in this struggle whose direct battleground rarely leaves the Lower Planes and yet whose trace can be found even in the pristine Halls of Order in Mount Celestia. All manner of fiends hire and recruit mortal servants for use as fodder in The War, and few live past their first battle. There are some, however—either hardened mercenaries or stoic slaves—that managed to carry on through the slaughter, leading armies of their peers into endless battles whose accomplishments are forgotten the next day when more of the infinite fiends rise anew. These are the Blood Warriors, elite men and women fighting for their lives every day across vast gray deserts of the Gray Waste of Hades.

Mere foot soldiers do not become Blood Warriors; they die too quickly. A character with any levels in this class has probably survived many epic battles and now commands significant portions of massive armies into battle. The greatest become generals and command even fiends into the heart of war.

**Hit Die**: d10

**Requirements:**

In order to become a Blood Warrior, a character must meet the following requirements:

- **Base Attack Bonus**: +10
- **Abilities**: Charisma 13+, Intelligence 13+
- **Skills**: Knowledge (Blood War) 4 ranks, Knowledge (Tactics) 4 ranks
- **Feats**: Leadership
- **Alignment**: Any non-good.
- **Special**: Must have served in the Blood War for at least one year.

**Class Skills:**

Athletics (Str), Diplomacy (Cha), Intimidate (Cha), Knowledge (History) (Int), Knowledge (Tactics) (Int), Listen (Wis), Ride (Dex), Spot (Wis).

**Skill points**: Each level: 2 + Int modifier

**Class Features:**

The following are the features of the Blood Warrior class:

- **Weapon and Armor Proficiencies**: Blood Warriors gain no proficiency in weapons or armor.
- **Fiendish Insight (Ex)**: The character gains an instinctual understanding of Lower Planar psychology and can better understand fiends in battle. In any conflict with fiends, the Blood Warrior adds +2 to all her initiative, attack, and damage rolls.
- **Dark Pact (Sp)**: As the character continues to lead her forces to victory, Dark Powers within the Lower Planes take notice of this champion. In order to further the War’s cause, the Power imbues upon the character the following spell-like abilities, usable 1/day—detect magic, bless, aid, and doom.
- **Fiendish Tactics (Ex)**: At some point in her career, the Blood Warrior comes to the point where she

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Fiendish Insight</td>
</tr>
<tr>
<td>2</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Dark Pact</td>
</tr>
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<td>3</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Fiendish Tactics</td>
</tr>
<tr>
<td>4</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Logistics</td>
</tr>
<tr>
<td>5</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Evolution of Hell</td>
</tr>
</tbody>
</table>
intimately grasps the modern tactics of The War and can apply them to all large battles across the Planes—often with remarkable results. Any army (50+ combatants) fighting with the Blood Warrior gains a +1 bonus on all attack, damage, initiative, and saving throw rolls for the duration of any large-scale battle. In addition, the mere presence of the Blood Warrior adds a +5 morale bonus against fear and fear-like effects.

**Logistics (Ex):** Having witnessed battles between forces outnumbering the populations on entire worlds, the Blood Warrior has gained an instinctual knowledge of all concerns involved in moving an army—supply routes, messages, morale, etc. Because of this, any army in the presence of a Blood Warrior increases its daily movement by 20%. In addition, the army’s coordination and efficiency in battle is honed; each time initiative is rolled when the character is accompanied by 50 or more allies, the die may be rolled twice, taking the more advantageous of rolls.

**Evolution of Hell (Ex):** As the character grows more adept at dealing with fiends in their native territory, she begins to resist their most deadly attacks. Blood Warriors gain resistance of 5 against three energy types and a +4 on all saves versus poisons.

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**CHAMPION OF ENTROPY**

Death. Destruction. Oblivion. These are the forces harnessed by members of the Doomguard’s elite warriors known as the champions of entropy. Feared across the multiverse for their power, they are extremely rare due to the high physical and spiritual commitment to the cause. It takes great strength to stand in battle against a Champion of Entropy. It takes greater strength to become one.

These warriors make up the factors of the Doomguard. Only members of the faction may undergo the ceremonies necessary for the transformation into such a potent force. Though not necessarily evil, Champions of Entropy are often considered as much by the majority of the multiverse. They are rarely welcome anywhere, but few truly care. Their mission is to serve Oblivion, nothing else.

**Hit Die:** d10

**Requirements:**

In order to become a Champion of Entropy, a character must meet the following requirements:

- **Base Attack Bonus:** +10
- **Feats:** Any two feats on the fighter bonus feats list
- **Skills:** Intimidate 13 ranks, Knowledge (the Planes) 2 ranks
- **Special:** Membership in the Doomguard.

**Class Skills:**

Athletics (Str), Craft (Int), Intimidate (Cha), Knowledge (The Planes) (Int), Knowledge (Tactics) (Int), Ride (Dex)

**Skill points:** Each level: 2 + Int modifier

**Class Features:**

The powers unlocked by a champion of entropy are great indeed, though their cost is equally high.

**Weapon and Armor Proficiencies:** Champions of Entropy, being highly skilled in the arts of war, are imbued with proficiency in all weapons and armor.

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<thead>
<tr>
<th>Level</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
<td>Quickening (10%), Entropic Blow 1/day</td>
</tr>
<tr>
<td>2</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+0</td>
<td>Rapture, Damage Reduction 1</td>
</tr>
<tr>
<td>3</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+1</td>
<td>Quickening (20%), Rite of Destruction, Entropic Blow 2/day</td>
</tr>
<tr>
<td>4</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Greater Rapture, Damage Reduction 2</td>
</tr>
<tr>
<td>5</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>Quickening (30%), Entropic Blow 3/day</td>
</tr>
</tbody>
</table>
Quickening (Su): When a Champion of Entropy slays an opponent with a melee or missile weapon, she feasts upon the release of destructive energy and gains a portion of the subject’s life force variant upon his level. The stolen portion is a percentage of the victim’s hit points at full strength, from 10% to 30%. Thus, a giant with 200 hit points would yield 20 hit points to a Champion of Entropy. These hit points will not bring the character above her normal maximum, but are treated simply as normal healing energy.

Entropic Blow (Su): As with the standard Doomguard ability, the character must make declare the use of this power before making a melee attack. The Champion adds his Charisma bonus to his attack roll, and adds his character level to his damage. This additional damage bypasses all damage reduction and hardness – including the DR of constructs and undead.

Damage Reduction (Su): As per the barbarian class ability. This stacks with previous damage reduction only if the character previously had it as a class ability.

Rapture (Su): When surrounded by the essence of destruction, such as an entryway to the Negative Energy Plane or even within the burning magma of a volcano, the Champion of Entropy gains the ability to regenerate at a rate of one hit point per round. At higher levels, the champion can draw the power of Entropy from anywhere in the multiverse and permanently gains the ability to regenerate one hit point per round. Treat all attacks as subdual damage.

Rite of Destruction: A secretive tradition of the Sinkers, the character undergoes a ceremony in which he is brought before the four Greater Doomlords. A portion of his own skin is removed and forged into an Entropy Blade (see Chapter 6: Planar Items) in the weapon of his choice. Though the weapon is quite powerful, the transformation costs the character a point of constitution permanently.

Touch of Entropy: Dealing with the forces of destruction does not come without a price. For every level gained as a Champion of Entropy, there is a consequence to the character. At 1st level, she is no longer able to heal through magical means; healing magic simply has no effect if cast (even if unconscious or otherwise unable to resist healing, which she would probably refuse anyway). At 2nd level, she must sacrifice some portion of himself to Oblivion, losing either one point from an ability score or six hit points; this is an irreversible change. At 3rd level, the character must further pay the penalty of dealing with Oblivion, either losing two points from a single ability score or dropping twelve hit points. At 4th level, the character must complete a specific task for the Doomguard. The quest is usually extremely difficult, as the Sinkers constantly wish to test the loyalty of those in the faction. At 5th level, the character is on the cusp of becoming a Doomlord, awaiting only permission from the faction. They must commit themselves, fully and completely, to the ideals of absolute destruction of the multiverse and all its beings—not maliciously, but matter-of-factly. The character’s alignment typically shifts one step towards neutrality, though this is not mandatory.

CRUX INQUISITOR

When evil spellcasters dominate the land, it is often necessary for the common populace to defend itself. To that end, orders of stoic warriors are often founded to combat those proficient in the magical arts. These orders are always lawful, though not necessarily good. Efficiency is usually more important that ethics when dealing with wizards capable of leveling towns if their power reigns unchecked. In this role as zealot, protector, and destroyer is the Crux Inquisitor.

The Crux is a neutral organization residing directly beneath the Spire in the Outlands. It is their will to destroy all users of magical and psionic powers, feeling that such abilities taint otherwise clean mortal spirits. To them, good is as vile as evil if the person wields unnatural power.

Hit Die: d10

REQUIREMENTS:

To qualify to become an Inquisitor (Inq), the character must meet the following guidelines:

Alignment: Crux Inquisitors, being of a like-minded order, are always lawful.

Skills: Sense Motive, 3 ranks; Knowledge (arcane) 1 rank; Knowledge (religion) 1 rank, Knowledge (psionics) 1 rank.
Base attack bonus: +7
Special: The Crux Inquisitor must be a member of the Crux Inquisition.

**CLASS SKILLS**
Jump, Knowledge (arcane, psionics, religion), Psicraft, Sense Motive, Spellcraft
**Skill points:** 2 + Int modifier per level.

**CLASS FEATURES:**
**Weapon and Armor Proficiencies:** Inquisitors are proficient in all simple and martial weapons and all forms of armor and shields.

**Shield of Will (Ex):** This ability allows the character to use his wisdom modifier as a bonus to all saving throws.

**Interrogator (Ex):** During an interrogation, the character knows whether or not he is being lied to. During the conversation, he may perceive a number of lies equal to his charisma modifier. This power can be used as often as the inquisitor wishes, but not against the same individual for 8 hours since the last questioning.

**Mortal Pact:** Inquisitors, being powerful forces against dark magic, are unable to channel magical or psionic power if they were able to do so in a previous character class. Thus, if the character had been able to cast spells or manifest powers, he loses knowledge of all spells and/or powers. For this reason alone, few “true” casters ever become inquisitors. Any existing personal enchantments, supernatural abilities, or magical followers also cease to function once a Crux Inquisitor level is taken. The Crux Inquisitor can also not utilize magical equipment. In addition, any inquisitors willingly committing a chaotic act must atone as per the spell. During this period all special abilities do not function. The supernatural and spell-like abilities provided by this Prestige Class are the only ones that the Inquisitor can utilize.

**Aegis of Faith (Su):** The faith of the Inquisitor’s mission is such that he is forever protected. Any armor that the Inquisitor wears receives an enhancement bonus equal to the listed bonus. The Inquisitor can also choose a special armor ability with a market price modifier equal to the bonus. This special ability cannot directly recreate a spell or spell-like ability. Once the ability is chosen, it cannot be changed until the Inquisitor attains a new level. For example, at 1st level, a Crux Inquisitor’s armor is treated as +1, and he can choose a +1 special ability from the list in the *Dungeon Master’s Guide*.

**Dispel Supernatural (Sp):** The inquisitor can cast *dispel magic* or *negate psionics* at his character level (max +10) once a day per inquisitor level. At later levels, this improves to *greater dispelling*. The improvement is a substitution, not an addition. Therefore, once *greater dispelling* is acquired, the inquisitor can no longer use a normal *dispel magic*. He can still use this power once a day per inquisitor level.

**Sword of the Word (Su):** The inquisitor can empower any weapon that he wields. Any weapon that the inquisitor currently holds is treated as if it were of the listed magical enhancement. The weapon also has a special ability (or multiple special abilities) with a market price modifier equal to the enhancement bonus listed. Once these special abilities have been chosen, they cannot be changed until

<table>
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<tr>
<th>Level</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
</tr>
</thead>
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<tr>
<td>1</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Shield of will, interrogator, Mortal Pact, Aegis of Faith +1</td>
</tr>
<tr>
<td>2</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Dispel supernatural, Sword of the Word +1</td>
</tr>
<tr>
<td>3</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Slippery mind, Aegis of Faith +2</td>
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<tr>
<td>4</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Elemental resistance, Sword of the Word +2</td>
</tr>
<tr>
<td>5</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Resist supernatural (hold and sleep), Aegis of Faith +3</td>
</tr>
<tr>
<td>6</td>
<td>+6</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Elemental Resistance, Sword of the Word +3</td>
</tr>
<tr>
<td>7</td>
<td>+7</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Resist supernatural (spell resistance), Aegis of Faith +4</td>
</tr>
<tr>
<td>8</td>
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<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>Greater dispelling, Sword of the Word +4</td>
</tr>
<tr>
<td>9</td>
<td>+9</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>Resist supernatural (improved spell resistance), Aegis of Faith +5</td>
</tr>
<tr>
<td>10</td>
<td>+10</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Negation, Sword of the Word +5</td>
</tr>
</tbody>
</table>
the Inquisitor attains a new level. The ability transfers to any weapons that the Inquisitor wields.

**Slippery Mind (Ex):** The inquisitor gains the ability to quickly shrug off mind-affecting enchantments. Each round he is under the effect of such an effect, he can attempt a new save to break free.

**Elemental Resistance (Su):** The Inquisitor gains energy resistance 5 against one element.

**Resist Supernatural (Ex):** This ability improves as the character levels. Initially, gain a +2 bonus to save against all mind-affecting and compulsion effects. Later, they gain a spell resistance and power resistance equal to 11+ their total hit dice. And finally, they gain the ability to make a spell resistance or power resistance check against magic that normally allows none, such as *maze* or *imprisonment*.

**Negation (Sp):** Inquisitors eventually gain improved defenses against enemy magic-users. This ability, usable once per day, functions as per a *true dispelling* in all aspects.

## Deathwalkers

Within the deepest bowels of the Mortuary, Factol Skall sets the agenda of the Dustmen. Though the Dead attempt, like any other faction, to sway individuals to their beliefs, many common Cagers, especially among the wealthy, simply ignore or even scoff them. These fools are trapped within a prison—life—and must be shown that to embrace death is to embrace the light of Truth.

The Deathwalkers are the hand-picked minions of Factol Skall designed for one purpose: enlightenment. These revelations do not come from speeches, pamphlets, or books, however, but often from the edge of a blade. The Deathwalkers are selected to punish those that transgress the interests of the Dead.

Few know of this group even within the ranks of the Dead. Only members of the Third Circle and above have even heard of these dark agents, often dismissing rumors of those crossing the Dustmen suddenly finding their way into the corpse wagon as mere superstition. Surely some of it is. But thanks to Deathwalkers, much of it is not.

As the Deathwalker is a prestige class for Assassins (you might even say, an advanced prestige class,) all members must have previously been assassins. In order to keep their organization even more secretive than a normal assassin’s guild, the Deathwalkers don’t train assassins themselves – members must have previously been trained as assassins before joining up with the deathwalkers.

**Hit Die:** d6

## Requirements:

In order to become a Deathwalker, a character must meet the following requirements:

**Alignment:** any nongood

**Abilities:** Sneak attack +4d6, Death Attack

**Feats:** Poison Craft

**Skills:** Hide 13 ranks, Move Silently 13 ranks, Disguise 13 ranks, Craft (poison) 5 ranks.

**Special:** The Deathwalkers must be members of the Dustmen faction.

## Class Skills:

Athletics (Str), Bluff (Cha), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), Use Rope (Dex)

**Skill points:** Each level: 6 + Int modifier

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<thead>
<tr>
<th>Level</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special Ability</th>
</tr>
</thead>
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<tr>
<td>1</td>
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<td>0</td>
<td>2</td>
<td>0</td>
<td>Sneak attack +1d6, Slaying dagger I</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
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<td>0</td>
<td>Improved Evasion</td>
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<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>Sneak attack +2d6, Greater sneak attack</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>1</td>
<td>4</td>
<td>1</td>
<td>Greater death attack</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>1</td>
<td>4</td>
<td>1</td>
<td>Sneak attack +3d6, Slaying dagger II</td>
</tr>
</tbody>
</table>
**Class Features:**
Deathwalkers gain the following abilities:

**Weapon and Armorproficiencies:** Deathwalkers gain no proficiency in armor or weapons.

**Assassin Abilities:** Levels of Deathwalker add ½ to the death attack DC of the assassin, making the total DC 10 + assassin levels + ½ deathwalker levels + intelligence modifier.

**Sneak Attack (Ex):** As the rogue ability. It stacks with sneak attack bonuses gained from other classes.

**Slaying Dagger (Sp):** The Deathwalkers can imbue his melee weapon with the ability to cast *slay living* upon impact. He can do this 1/day. The DC from the spell is 15 + charisma modifier. At 5th level, he can instead imbue *destruction* into his weapon 1/day, with a DC = to 17 + charisma modifier.

**Improved Evasion (Ex):** As the standard ability.

**Greater Sneak Attack (Su):** Charged with the ability of True Death, the character can hit for extra damage against characters normally immune to it. This ability penetrates innate immunity to sneak attacks (such as undead) and fortification armor or similar magic, but not uncanny dodge or abilities that avoid the sneak attack situation as a whole.

**Greater Death Attack (Ex):** The Deathwalkers has refined his abilities to kill. Instead of having to study his opponent for three rounds before attempting a death attack, he may make one such attack as a full attack action against any given opponent regardless of observation time (DC 10 + assassin level + ½ levels in this prestige class + Int modifier). After he has used this ability, it cannot be used again on the same opponent until the next encounter (if the victim was fortunate enough to survive). It otherwise follows the standard rules of the death attack.

**Godslayer**

The Powers are frauds. Oppressors. They serve only to enforce their will upon the helpless of the multiverse, not to share with mortals any fraction of their divinity. The greatest evil in existence does not just come from the Hells or the Abyss, but from everywhere. The God’s power taints everything, and in order to free the multiverse, they must be destroyed.

The Athar take this belief as well, but not strongly enough. The Godslayers are a splinter faction that puts less faith in subtle propaganda and behind-the-scenes manipulation than it does direct action. While destroying a God is not truly mortally feasible—frauds or not, they have tremendous resources at their command—crushing a deity’s faith and following is. And by doing this, the Godslayers can confine a Power to the floating rocks of the Astral Plane for eternity. For a truly immortal being, this is as close to death as one can get.

Godslayers quickly make enemies and have a hard time finding friends. The vast majority of planar beings owe allegiance to one God or another, and the Slayers hate them all. However, their reputation precedes them in most cases, and few mortal agents of the Gods confront a Godslayer directly; they are well shielded against divine wrath. All Godslayers have also studied magic to at least a limited degree, further helping them understand the weaknesses of their enemy.

**Hit Die:** d8

<table>
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<th>Level</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special Ability</th>
<th>Spellcasting</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>Disbelief</td>
<td>+1 effective caster level</td>
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<tr>
<td>2</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>3</td>
<td>Bonus feat</td>
<td>Ward of the Disbeliever +1</td>
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<tr>
<td>3</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>Ward of the Disbeliever +2</td>
<td>Smite Divinity 1/day</td>
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<td>3</td>
<td>4</td>
<td>1</td>
<td>4</td>
<td>Ward of the Disbeliever +2</td>
<td>Spell resistance</td>
</tr>
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<td>4</td>
<td>1</td>
<td>4</td>
<td>Spell resistance</td>
<td>Ward of the Disbeliever +3</td>
</tr>
<tr>
<td>6</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>Turning, Smite Divinity 2/day</td>
<td>Ward of the Disbeliever +4</td>
</tr>
<tr>
<td>7</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>Turning, Smite Divinity 2/day</td>
<td>Turning, Smite Divinity 2/day</td>
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<tr>
<td>8</td>
<td>6</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>Bonus feat</td>
<td>Ward of the Disbeliever +4</td>
</tr>
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<td>9</td>
<td>6</td>
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<td>3</td>
<td>6</td>
<td>Ward of the Disbeliever +4</td>
<td>Ward of the Disbeliever +4</td>
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<td>7</td>
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<td>3</td>
<td>7</td>
<td>Turning, Smite Divinity 2/day</td>
<td>Ward of the Disbeliever +4</td>
</tr>
</tbody>
</table>
**Requirements:**

In order to become a Godslayer, a character must meet the following requirements:

- **Base Attack Bonus:** +5
- **Spellcasting:** Ability to cast 2nd level arcane or divine spells
- **Skills:** Knowledge (religion) 5 ranks, Knowledge (the Planes) 5 ranks
- **Special:** Godslayers must be members of the Athar faction.

**Class Skills:**

Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (tactics) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

**Skill points:** Each level: 2 + Int modifier

**Class Features:**

Godslayers gain the following abilities to help them deal with the minions of the Powers:

- **Weapon and Armor Proficiencies:** Godslayers gain no proficiency in armor or weapons.
- **Spells per Day:** The character continues gaining spells as if she gained a level in her previous Spellcasting class. No other class-abilities are gained (such as bonus feats, rebuking undead, etc.).
- **Disbelief (Ex):** Because of her disbelief in the might of the Gods, the Godslayer cannot be affected by direct deity intervention—even in the deity’s own realm. Thus, if a Godslayer entered the realm of Set, for example, the Lord of Evil couldn’t simply slay the Godslayer with a flicker of thought. It isn’t that the Power is helpless against the Godslayer, only that direct divine might is ineffective. In other words, they are immune to divine morphism. The Power’s minions, of course, may use their own magic and resources at will. Also, the environment of the realm itself may cause its own problems—being immune to the wrath of Lolth wouldn’t immunize a character from the wrath of the Demonweb pits, per se, but the Power cannot circumvent this ability with the ease of, for example, opening a pit beneath the character. The Power simply cannot directly affect the character through divine morphism.
- **Bonus Feat:** The character may take a feat from either the fighter bonus feat list or from her spell-casting class list (metamagic, item creation, etc.).
- **Ward of the Disbeliever (Ex):** Depending upon her level, the character may add this value to her armor class and saving throws against divine magic from a Power.
- **Smite Divinity (Su):** Functions as per the smite evil paladin ability, except it is usable only against agents of the Powers. She adds her wisdom modifier (if positive) to the attack roll and adds one point of damage per class level.
- **Spell Resistance (Ex):** The Godslayer gains a spell resistance equal to 15 + her class level against divine magic from agents of the Powers.
- **Turning (Su):** If the Godslayer makes her spell resistance roll, the spell is reflected back at the original caster if the spell specifically targeted the Godslayer (as per spell turning).

**Grim Chosen**

When a paladin has lost his way, his will to hunt down and destroy evil, it can be a disastrous occurrence. Many turn to the way of the Blackguard, embracing the cold power of evil. Others simply turn to alcohol and waste away their lives in taverns or even prisons. But some find that their courage runs a different course. They realize their convictions disappeared in the hypocrisy of their church and the fabulous wealth it commanded while the commoners around it suffered. They realized that justice—even their own—had been a selective thing. Selective, more often than not, toward the rich.

The Grim Chosen have ceased to believe that the multiverse has meaning (like all Bleakers); there is no reward, no greater purpose, for good. The cause in and of itself is its own reward. They seek spiritual fulfillment by helping others, specifically those who cannot defend themselves. They owe no allegiance to a strict organization or hypocritical code. They give because it is the right thing to do.
The Chosen are a rare lot, but their numbers have grown recently in the Cage. They have no official grouping within the Cabal, but are instead loners doing what they feel is right. Many help with soup kitchens, while others move through the Hive protecting the poor from wretched thugs or brutish Hardhead guards.

**Hit Die:** d10

**Requirements:**
In order to become a Grim Chosen, a character must meet the following requirements:

- **Base Attack Bonus:** +5
- **Alignment:** any good
- **Spellcasting:** Ability to cast divine spells
- **Skills:** Heal 5 ranks, Sense Motive 5 ranks
- **Special:** The Chosen must be members of the Bleak Cabal faction. In addition, they must have paladin levels and have “fallen from grace.”

**Class Skills:**
- Athletics (Str), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (Religion) (Int), Spellcraft (Int), Spot (Wis).

**Skill points:** Each level: 2 + Int modifier

**Class Features:**
- **Weapon and Armor Proficiencies:** Grim Chosen gain no proficiency in armor or weapons.
- **Spells per Day:** The character continues gaining spells in his previous divine Spellcasting class just as if he’d gained a level in that class. He gains no other special abilities for that class.
- **Atonement:** Upon becoming a Grim Chosen, the fallen paladin regains his lost paladin abilities (except for holy mount) and spells as if he had magically atoned for the mistakes. His alignment does not change, nor is he bound by the specific honor code of the paladin. Instead, he is bound to take the suffering of other needy, goodly creatures unto himself. This is his new charge in life: to champion the poor and fight for the defenseless. If he abandons this new ideal, he loses all Grim Chosen special abilities. Grim Chosen must donate 10% of all treasure they find to a worthy charity or poor institution.
- **Bonus Feats:** These feats can be taken from the fighter bonus feat list.
- **Truth of One (Ex):** When confronted by potential harm, a Grim Chosen can only look within for guidance. This introspection allows the Chosen to temporarily enter a fighting trance. The world around him becomes clearer as he stops asking why and accepts what comes. The Chosen gains a +2 to attack, damage, AC, and initiative for one round per character level. At the end of this time, he is momentarily disoriented, suffering a –4 to all these same rolls for one minute.
- **Shield of the Martyr (Su):** At this point in his career, the Chosen has come to learn the power of sacrifice. The multiverse may hold no meaning or purpose for him, but within himself he has discovered his own meaning of sorts—by taking the misery of others upon himself, he can better the

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<tr>
<th>Level</th>
<th>Attack</th>
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<th>Ref</th>
<th>Will</th>
<th>Special Ability</th>
<th>Spells per Day</th>
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<td>0</td>
<td>3</td>
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<tr>
<td>3</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>Truth of One 1/day</td>
<td>+1 effective caster level</td>
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<td>4</td>
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<td>5</td>
<td>5</td>
<td>4</td>
<td>1</td>
<td>4</td>
<td>Shield of the Martyr</td>
<td>+1 effective caster level</td>
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<td>5</td>
<td>Truth of One 2/day</td>
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<td>7</td>
<td>7</td>
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<td>2</td>
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<td>BonusFeat</td>
<td>+1 effective caster level</td>
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<td>+1 effective caster level</td>
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<td>9</td>
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<td>6</td>
<td>Truth of One 3/day</td>
<td>+1 effective caster level</td>
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<tr>
<td>10</td>
<td>10</td>
<td>7</td>
<td>3</td>
<td>7</td>
<td>BonusFeat</td>
<td>+1 effective caster level</td>
</tr>
</tbody>
</table>
lives of those around him. From this point on he may, at will, choose to absorb the damage dealt to another creature within 30'. This damage, however, is halved. Thus if a Chosen took the maximized fireball that struck his companion, he would take either 30 or 15 damage depending on whether or not his shielded companion saved. This happens as a free action that is a reflexive response—it need not be the Chosen’s turn for him to decide to use this power. He can shield as many creatures as he wishes each round. Note that his damage is taken regardless of any immunities he may have—a Chosen with fire resistance would still take damage from the fireball he absorbed from another. He cannot taken damage in order to circumvent it with his own resistances. Any resistances his allies take, of course, would be subject to their own resistances and immunities, and the Chosen takes one-half of this final value.

HADAR GUARDIAN

Hadar are the psychic warriors of the Shal-Hadar, using their powers to defend the close-combat-vulnerable Mystics and to uncover their own secrets of the deep psyche. They continue their training as warriors and psions, eventually becoming the strongest wielders of both mind and blade in the multiverse.

Though they defend the Mystics, their role is not that of a servant, but of a noted equal with different skills. High-level Hadar are known throughout the Planes as some of the most stalwart and lethal defenders of peace and justice. They take their connection to the Mystics, who often see and realize things far beyond that of most mortals, very seriously, and the Mystics reciprocate by acknowledging the Guardians as the muscle between the mind of the organization.

Hit Die: d8

REQUIREMENTS:
Psionics: Ability manifest 2nd level powers.
Feats: Weapon Focus (any)
Alignment: any good (usually lawful)
Special: Approval of the Shal-Hadar. Psychic warriors are typically the only ones that become Hadar Guardians, though there are exceptions.

CLASS SKILLS:
Autohypnosis (Wis), Athletics (Str), Concentration (Con), Diplomacy (Cha), Sense Motive (Wis), Tumble (Dex), Use Psionic Device (Cha).

Skill points: Each level: 2 + Int modifier

CLASS FEATURES:
Hadar Guardians seek to continue their study of mental and martial harmony, and while advancing in level gain the following powers:

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Powers Discovered</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>Rite of the Guardian, Danger sense, Pact of the Shal-Hadar</td>
<td>+1 existing class level</td>
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<tr>
<td>2</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>3</td>
<td>BonusFeat</td>
<td>+1 existing class level</td>
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<tr>
<td>3</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td>Psychic revelation (1st level)</td>
<td>+1 existing class level</td>
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<tr>
<td>4</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>4</td>
<td>Metabolic acceleration</td>
<td>+1 existing class level</td>
</tr>
<tr>
<td>5</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>4</td>
<td>BonusFeat</td>
<td>+1 existing class level</td>
</tr>
<tr>
<td>6</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>Psychic revelation (2nd level)</td>
<td>+1 existing class level</td>
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<tr>
<td>7</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>Heightened danger sense</td>
<td>+1 existing class level</td>
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<td>8</td>
<td>6</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>BonusFeat</td>
<td>+1 existing class level</td>
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<tr>
<td>9</td>
<td>6</td>
<td>6</td>
<td>3</td>
<td>6</td>
<td>Psychic revelation (3rd level)</td>
<td>+1 existing class level</td>
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<tr>
<td>10</td>
<td>7</td>
<td>7</td>
<td>3</td>
<td>7</td>
<td>Shield of prudence</td>
<td>+1 existing class level</td>
</tr>
</tbody>
</table>
**Weapon and Armor Proficiencies:** Hadar Guardians gain no proficiency in armor or weapons.

**Power Discovered:** The Guardian continues to gain powers as if he gained a level in his previous psionic class. He gains no other abilities from that class.

**Rite of the Guardian:** In the early stages of his career, a Guardian must travel with and protect a member of the Mystics. Though this is not directly a master/servant relationship, it is the duty of the guardian to protect this mystic at all costs. This may be a hindrance or a benefit, but either way (treat it as a cohort), at 4th level the Guardian is usually freed of this bond.

**Pact of the Shal-Hadar:** The character must follow the basic principles of the organization. First, that the mind is a great liberator; to encourage thought in the multiverse is to encourage salvation. Second, a sentient being’s thoughts are its own, not for the viewing or manipulation by those with the Gift unless it is absolutely necessary, and even then, care must be used (Shal-Hadar are loathe to use their telepathic powers to influence others). Third, the final and most basic rule: the Gift is used for insight and protection; violence is the last option and never the best one. A Shal-Hadar violating the oath will be punished by the council and possibly expelled from the organization.

**Danger Sense (Su):** The character has a preternatural awareness of her surroundings. She functions as if the *danger sense* power were active at all times. At later levels, this augments to the augmented version of the *danger sense* power.

**Bonus Feats (Ex):** May be drawn from either the fighter bonus feat list or the psionic feat list (as a psychic warrior).

**Psychic Revelation (Ex):** Through careful, studious insight, the character has unlocked new potentials in his mind. Effectively, the character gains the Extra Power feat at the listed level.

**Metabolic Acceleration (Ps):** The Hadar Guardian can use *haste* as a psi-like ability as a caster of his level, at will.

**Shield of Prudence:** The Hadar Guardian gains the *mental barrier* power as a bonus power known. If the Guardian already knows *mental barrier*, he may learn an additional power from his class selection list.

**Incantifier**

In the infinite expanse of the multiverse, every berk’s got a story on why he knows the dark of things. Nearly every graybeard has a theory about the purpose of life and the place of everyone in it. Many of them have got at least part of it right: if a body’s ever going to find the answers, he’s got to look at the Art.

The Incantarium, once a formidable faction in Sigil, was nearly destroyed by the Lady of Pain herself—credence to their power if this deity-like ruler was indeed frightened of them. They seek to find knowledge—and subsequently power—within the secrets of the Art. The Planes are held together by magic, and it is through this magic that its answers will be revealed. Incantifiers seek to merge themselves with the Art as completely as possible, and eventually they grow so dependent on it as to be unable to survive without it. Despite this need, they are the unquestioned masters of arcane power in the multiverse.

All Incantifiers are wizards. A sorcerer may join the faction, but he must immediately begin taking levels as a wizard. Incantifiers *study* the Art, they do not simply use it. The Incantarium has been reduced to little more than a fringe faction, though they still have a base of operations somewhere in the Planes. The members of the Incantarium’s High Enclave are some of the most feared individuals in all the Planes.

**Hit Die:** d4

**Requirements:**

In order to become an Incantifier, a character must meet the following requirements:

- **Skills:** Spellcraft, 8 ranks
- **Spellcasting:** Ability to cast 3rd level arcane spells
- **Feats:** Any three metamagic feats
Special: Membership in the Incantarium

**Class Skills:**
- Concentration (Con), Craft (Int), Knowledge (all) (Int), Profession (Wis), Spellcraft (Int)

**Skill Points:** 2 + Int modifier

**Class Features:**
An Incantifier gains access to the following class abilities.

**Weapon and Armor Proficiencies:** Incantifiers gain no proficiencies in weapons or armor. Armor has arcane spell failure that can muck the chances of spellcasting, yadda yadda.

**Item Drain (Su):** The Incantifier can regenerate lost spells per day by draining power from magical items. By simply touching any magical item, the character regains one spell level per spell level consumed. Thus, an Incantifier could drain one charge from a wand of *fireball* and regain access to a 3rd level spell. The entire draining takes one minute per spell level drained. Items that do not have charges can still be drained. They yield one spell level per 100gp of the item’s standard market price.

Magic items exposed to this draining effect can attempt a Will save to avoid the draining effect of the Incantifier. Attended magic items use their wielder’s will saves to avoid the effect. The DC of the effect is 10 + the Incantifier’s level + the Incantifier’s Intelligence modifier.

**Secrets of the Art (Ex):** The Incantifier gains an additional spell slot of the listed level when he gains this ability. This spell slot can be used as any other spell slot of that level. It is treated for all intents and purposes as a bonus spell slot, as if from a high ability score.

**One with the Art (Su):** The character fuses parts of his body with the Art. In effect, he grants himself a permanent +2 inherent bonus to any one ability score. The process takes two hours and involves the draining of an item worth at least 20,000gp. If he gets high enough level to gain his second use of this ability, he can choose a different ability score to augment, but can increase one up to a total of +5.

The incantifier must use his item drain ability for this ritual, and as such the item gets a saving throw, as per normal. If the item saves, the ritual is ruined, but the Incantifier can try again later.

**Spell Resistance (Ex):** The Incantifier gains a spell resistance equal to 10 + character level. In addition, if a resistance roll is made, the character “absorbs” a number of spells equal to that which was cast, using them to regain lost spells at a 1/1 ratio (absorbing a *fireball* would return 3 spell levels) and later to feed the character (see magic body).

**Magic Body (Su):** The character is able to sustain himself purely upon magic. Food, water, and even air are no longer necessary. He is no longer susceptible to gas or poison attacks, nor any attack that injures the respiratory system. Instead, the character must consume magical energy. He must absorb a number of spell levels (either through his innate spell resistance or by draining magical items) equal to his character level every week. Thus, a 20th level Incantifier could consume a 2,000gp cloak of elvenkind in order to live for a week. An Incantifier drawing in this fashion also meets his item drain ability and may restore lost spells; he simply must consume this much energy each week or perish. Incantifiers cannot “store” enough energy one week to feed them for a month just as a normal person

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<th>Ref</th>
<th>Will</th>
<th>Special Ability</th>
<th>Spells per Day</th>
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<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Item Drain</td>
<td>+1 level of wizard</td>
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<td>Secrets of the Art, 1st</td>
<td>+1 level of wizard</td>
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<td>1</td>
<td>1</td>
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<td>One with the Art</td>
<td>+1 level of wizard</td>
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<td>1</td>
<td>1</td>
<td>4</td>
<td>Secrets of the Art, 2nd</td>
<td>+1 level of wizard</td>
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<td>1</td>
<td>4</td>
<td>Spell Resistance</td>
<td>+1 level of wizard</td>
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<td>5</td>
<td>Secrets of the Art, 3rd</td>
<td>+1 level of wizard</td>
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<td>Magic Body</td>
<td>+1 level of wizard</td>
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<td>3</td>
<td>3</td>
<td>7</td>
<td>Secrets of the Art, 5th</td>
<td>+1 level of wizard</td>
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cannot eat a large meal for a week’s worth of food; extra energy is lost or channeled into spells. The character cannot absorb his own spells for this purpose.

**Insurgents of Truth**

She walks among you, plain as daylight, and you do not know it. She works against you, the witch stirring the cauldron of mistrust and deceit, and you cannot see it. She is not alone, one amongst dozens, and you cannot believe it.

Insurgents of Truth are the specialized agents of the Revolutionary League in their efforts to tear apart the faction structure. While the league has any number of assassins, bards, rogues, and spymasters working in and against the faction hierarchies, a specialized few serve the purpose of infiltrating the highest ranks of the faction, subverting power at its core. They are indiscernible from normal faction members, capable of stirring the soup of separation and Anarchy seamlessly. They are, in the words of the Harmonium, the greatest threat to unity in all of Sigil.

To an Insurgent, this is nonsense. Her purpose is not merely to destroy—and sometimes it includes no destruction at all—but instead to find the truth. To expose the lies of the faction elites and break down the oppressive illusion of wisdom and grandeur they all wear like a thick cloak. They are the pinnacle of the League’s attempts at chaos. And more often than not, they succeed.

Nearly all insurgents are either bards or rogues, though any prestige class tailored to these two are right at home as well. Spell-casters rarely become insurgents. They are not overt killers, but instead masters at weaving deception in the ranks.

**Hit Die:** d8

**Requirements:**
To qualify to become a the character must meet the following guidelines:

- **Abilities:** Charisma 15+
- **Feats:** Charlatan, Skill Focus (Any one of the required skills).
- **Skills:** Bluff 13 ranks, Disguise 13 ranks, Perform (any)13 ranks, Sense Motive 13 ranks

**Class Skills:**

- Appraise (Int), Athletics (Str), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (all skills) (Int), Listen (Wis), Move Silently (Dex), Perform (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (N/A), Spellcraft (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha).

**Skill Points at Each Level:** 8 + Int modifier.

**Class Features:**
The following are the class features for the Insurgents of Truth:

- **Weapon and Armor Proficiencies:** Insurgents of Truth gain no proficiency in weapons or armor.

- **Sneak Attack (Ex):** As the rogue ability. This stacks with any sneak attack bonuses the character may have had.

- **Incite Riot (Su):** As a witch stirs at her cauldron of soup, so too does an Anarchist Insurgent stir at the mixture of emotions in a crowd. Insurgents are adept at public speaking, and they generally

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<th>Level</th>
<th>Attack</th>
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<th>Ref</th>
<th>Will</th>
<th>Special</th>
</tr>
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<tr>
<td>1</td>
<td>0</td>
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<td>2</td>
<td>2</td>
<td>Sneak attack +1d6, incite riot,</td>
</tr>
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<td>0</td>
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<td>3</td>
<td>emulate faction ability 1/day</td>
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<td>1</td>
<td>3</td>
<td>3</td>
<td>Sneak attack +2d6, charm person</td>
</tr>
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<td>3</td>
<td>1</td>
<td>4</td>
<td>4</td>
<td>Undetectable power</td>
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<td>5</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td>4</td>
<td>Sneak attack +3d6, emulate faction ability 2/day</td>
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</table>
choose a locale just beyond Harmonium reach. Any time they perform before a crowd larger than twenty people, they may make a Perform check. This sets the DC for anyone listening to you for at least one minute. Each member of the crowd may make a Will save. If he or she fails, the insurgent has accomplished his goal. He may make a single *suggestion*, as per the spell, that the crowd will follow. Unusual or ridiculous requests (such as “go storm the Barracks!”) impose a new save versus DC 10 (your “spell” has been broken, as it were). Self-destructive requests are not carried out at all, and likewise the effect is lost. If more than half the crowd succeeds at their saves, the ability likewise does not have an effect.

Violence is typically the end result of a riot, and most Anarchists use this ability to start a quick revolt and let the destruction begin, then quickly slither away to a new task before the Harmonium arrives. Their template powers greatly assist them in this regard. If multiple insurgents are working together (some in the crowd, one speaking), the speaker receives a +1 to his DC for each insurgent. This is a mind-affecting ability, though because it is supernatural, spell resistance does not apply.

**Emulate Faction Ability (Sp):** In order to successfully blend into the ranks of other factions, insurgent may need to prove they are indeed a member of that faction from time to time. The natural Anarchist *misdirection* ability helps them avoid magical detection, but what if they’re asked to perform a function only a member of the faction could do? An insurgent can use this ability a number of times per day as listed above to simulate any spell-like ability or power granted from another faction template, very similar to the manifest belief Signer ability, except that it also applies to specialized faction powers (such as True Death) as well as any normal spell or power. The insurgent can only use this ability when under observation by members of the faction he is impersonating; it does not function when in the middle of a dungeon, for example, in order to quickly cast a *dispel magic* or whatever else. If a member of his party is of his impersonated faction and he is acting under disguise, then he can use this ability. It automatically functions as the given faction ability (including Wisdom checks for Signer abilities).

**Charm Person (Sp):** While working the inside of a riot, an Insurgent may need to cajole individuals into taking violent action to help their cause. They may cast *charm* as the spell 1/day with DC 10 + ½ character level + Cha modifier. The difference, however, is that the spell leaves no magical trace behind—Harmonium squads are thusly unable to pinpoint the odd behavior upon Insurgents. Normal Sense Motive checks can still reveal the presence of a charming effect, however.

**Undetectable Power (Su):** The character and all his equipment is constantly shielded from aura divinations as with the spell *nondetection*. It cannot be dispelled.

**Measure**

Striding through the streets of the Cage, marching triumphantly in packs of five, are the Harmonium patrols. And leading each of these groups is undoubtedly one fighter of exceptional skill and training. For criminals in Sigil, he is one of the most feared individuals they’re likely to meet, for at a whim he can arrest and detain them. He is a Measure.

Measures are adept at disrupting riots, putting down revolts, and in general keeping the peace. They tend to be forceful but fair, with extremes on either side. Measures are the most well-known (and hated) members of the Harmonium, mainly because they are always there, watching and waiting for someone to slip up.

Measures boast better saves and better skills than standard fighters, while still retaining proximity in overall combat skills.

**Hit Die:** d10

**Requirements:**

In order to become a Measure (Mea) a character must meet the following requirements:

- **Base Attack Bonus:** +4
- **Feats:** Sunder, Weapon Focus (any)
- **Skills:** Intimidate 4 ranks, Sense Motive 4 ranks.
Special: Measures must be members of the Harmonium faction with the Harmonium template.

CLASS SKILLS:
- Athletics (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Listen (Wis), Profession (Wis), Spellcraft (Int)

Skill points: Each level: 4 + Int modifier

CLASS FEATURES:
Measures gain the following abilities to help them make their way in the multiverse:

**Weapon and Armor:** Measures are proficient in all simple and martial weapons and all forms of armor and shields.

**Tools of the Trade:** All Measures are equipped with armor, shield (if used), and a weapon of at least +1 enchantment before they are set out on patrols. Additionally, they often receive a set of Planar Manacles to apprehend criminals.

**Bonus Feat (Ex):** The Measure gains a bonus feat from the fighter feat list.

**Spell-like Abilities (Sp):** The character can use the listed spell-like ability once per day as a caster of their Measure level. The DCs for these spell like abilities is based on the Measure’s Charisma score.

**Upgrade:** A Measure of this rank will find upgrading his equipment to be much easier. At this level, he may have any one weapon and any one suit of armor upgraded one “plus” by a Harmonium wizard free of charge.

**MISTRAL SCOURGE**
In the infinite expanse of the planes lie those with the Gift—the ability to tap into the powers of the mind. To some, like the Shal-Hadar, this Gift is used to bring hope to the hopeless and justice to the wicked. To others, like the members of the Mistral, it is but a toy with which to harness the destructive fury of the mind and dominate or destroy lesser beings.

A group of potent psions and psychic warriors sharing these beliefs, the Mistral are a small but deadly force in the Planes. Their growing number is one of the Shal-Hadar’s primary reasons for attempting to find youths with promise in the Gift before the agents of the Mistral get there first. The wilders of the Mistral always eventually take the scourge class, while the psychic warriors most often become psychic assassins. The hierarchy of this group dictates that the Mistral will eventually control all, and thus they are elevated to higher status.

The requirements for entrance into the guild is also very low, as they wish to gain in number quickly and start as many new members as possible down the path of personal power. In flat-out combat, no psion is the equal of a scourge, but scourges sacrifice much for their powers. Many consider the dark psyche—the region of the mind overrun with secret fears, specters of the past, and other psychological demons—a place to be avoided at all costs. Scourges, however, see it as an untapped
region of power feared by the weak and dismissed by the ignorant. To this primal region of the mind they turn their attention. It is not without its consequences.

Hit Die: d4

**Requirements:**
- **Skills:** Knowledge (psionics) 9 ranks; Psicraft 9 ranks
- **Manifesting:** Ability to manifest 3rd level powers
- **Special:** Wild Surge special ability.

**Class Skills:**
- Autohypnosis (Wis), Concentration (Con), Intimidate (Cha), Knowledge (psionics) (Int), Psicraft (Int)
- **Skill points:** Each level: 2 + Int modifier

**Class Features:**
By embracing the destructive energies of the mind, the scourge’s power grows considerably in intensity:

**Weapon and Armor Proficiencies:** Mistral scourges gain no proficiency in any armor or weapons.

**Psychic Fire (Sp):** Delving deep into the darkest regions of the mind, the scourge can unlock raw psychic power and channel it into cohesive energy. The stream of psychic fire can be directed in a cone 10’ wide and 20’ long, and it sears any objects in its path for 1d4 damage per power point expended in its creation, up to a maximum of 1d4/manifester level. As the character progresses, so does his ability to tap into this energy. Manifesting psychic fire is a standard action like any other spell-like ability and can be used so long as the character can pay the effective cost. The energy can be blocked by power resistance, but not by any elemental immunity.

**Psychic Storm (Sp):** In a fit of pure, unmolested rage, the scourge can tear apart the minds of weaker-willed creatures. His eyes glow a ferocious red, and though the storm is invisible to the untrained eye, psychic shockwaves cascade across in a 20’x20’ area chosen by the manifester at close range. The storm inflicts a penalty of –2 to attacks, saves, skill checks, ability checks, and damage rolls (no save) due to the extreme mental anguish. Spellcasting or manifesting within the area is difficult, requiring a Concentration check DC 10 + scourge’s level + scourge’s charisma modifier. This ability can be manifested for a cost of 5 power points and lasts for one round plus an additional round for every power point used to augment. At higher levels, the storm becomes more potent, inflicting a -4 penalty to these rolls.

**Shred Mind:** The character gains this as a bonus feat.

**Feeding (Su):** One of the first steps into darkness for a scourge begins with the power of feeding. He may, at any time, consume his own hit points for power point at a rate of 3hp per power point. Many powerful scourges have all but destroyed their bodies in the practice of this skill, leaving their skin scarred and almost colorless. The damage inflicted with this power can only be healed

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<tr>
<th>Level</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Powers Discovered</th>
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<td>7</td>
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<td>+1 existing class level</td>
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through psionic means—natural healing and healing magic have no effect. This ability has a visual display and is invoked as a standard action. The display cannot be hidden through any normal means.  

**Power Focus:** The character gains this as a bonus feat, though he must apply it to either psychokinetic or telepathic powers. If he already has Power Focus in each discipline, he may take the Greater Power Focus feat with one instead.

**Exploring the Dark Psyche:** Tapping into the primal destructive emotions of the mind is not without its price. The change is subtle at first, but without care, the character will quickly find himself on a road for which there is no turning back. Upon taking a single level in this class, the character’s aura begins to show traces of darkness. At 3rd level, the character’s alignment shifts one step toward evil (if it isn’t already). At 7th level, the alignment shifts once more, completing the transformation even if the character was formerly good. The change is permanent unless the character can renounce his ways, abandon all special abilities and receive *psychic chirurgery* from another character. At this point, one step of alignment may be recovered, and the character may convert scourge levels into psion levels, though all abilities are still lost, and no new ones (extra skill points or combat modes) are gained. Once touched by phantoms of the mind, the character will never be the same.

**Powers Discovered:** The scourge continues to gain powers as a manifester of the appropriate level. No additionally class abilities are gained. While a character must be a Wilder to enter this prestige class, some multiclass Psion/Wilders enter and can continue learning their powers as Psions.

**Planar Druid**

Planar druids are those druids who, having begun revering the path of nature, have realized that the nature of the planes goes beyond that of the material plane. These characters have realized the truth behind the belief—nature of the planes, and have thus gained a greater understanding of the multiverse around them.

**HD:** d8

**Requirements:**
- Knowledge (Nature) 10 ranks
- Knowledge (The Planes) 5 ranks
- Survival 10 ranks
- *Wild shape* class ability
- **Special:** Must have visited at least two planes of existence other than her native plane.

**Class Skills:**
The planar druid’s class skills and key abilities for each are:
- Athletics (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Knowledge (Nature) (Int), Knowledge (The Planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Speak Language (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), Tumble (Dex)
- Skill points at each level: 4 + Intelligence modifier

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<tr>
<th>Level</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
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<td>+1 spellcasting level</td>
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<td>+4</td>
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<td>+2</td>
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<td>+3</td>
<td>+7</td>
<td>Familiar Plane, <em>Gate, Transcendence</em></td>
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CLASS FEATURES:

Weapon and Armor Proficiencies: A Planar Druid gains no new weapon or armor proficiencies. Any prohibitions she may have had still apply towards weapons and armor; breaking the prohibitions means the planar druid loses all spellcasting and class abilities from the Planar Druid list for 24 hours.

Attune Form (Su): The planar druid’s connection to the belief-nature of the planes allows her to attune her form to the natural state of the planes. At 1st level, the druid is automatically protected as though an attune form had been cast on her whenever she travels through the Outer Planes. At 4th level, this ability increases to encompass the Transitive planes, and finally at 7th level she is automatically attuned to the Inner Planes.

Familiar Plane: The planar druid’s connection to the nature of the planes allows her to increase her power according to the plane she is on. At 1st level and at every three levels thereafter (4th, 7th, 10th), the planar druid can choose one plane which she has already visited to become familiar with. She gains a +2 insight bonus to all Knowledge (Nature), Knowledge (The planes) and Survival checks when dealing with subjects about that specific plane. She also gains an effective +1 to her caster level when casting spells within her favored plane.

Elemental Wild Shape: At 2nd level, the planar druid can use her existing wild shape ability to change into an elemental of any size which she can already access due to previous druidic abilities. She can change into an Air, Fire, Water or Earth elemental and gains the special abilities of these.

Attune Other (Sp): At 3rd level, the planar druid can pass her attune form ability to a number of creatures whose total hit die are equal to or less than her hit die with a touch. This effect lasts for one hour per class level, and the druid cannot pass this protection on to creatures whose total hit die are more than her caster level. This ability can be dispelled, and has a caster level of the planar druid’s class level.

Outsider Wild Shape: At 5th level, the planar druid’s attunement to the belief-nature of the Planes allows her to use her wild shape ability to greater potential. When she chooses a new form for her wild shape ability that is not an elemental form, she instead changes into a Celestial, Infernal, Anarchic, or Axiomatic version of that form. The template is applied as per the appropriate alignment for the druid, Celestial for neutral good druids, anarchic for chaotic neutral druids, etc. A true neutral druid can choose which template will be applied to the form at the time of changing. Note that the druid is still not considered an outsider.

Plane Shift (Sp): At 6th level, the Planar Druid can cast plane shift once per day as a caster of her level.

Greater Attune Other (Sp): At 8th level, the planar druid can pass on her attune form protection to any number of creatures she desires with a touch.

Perfect Wild Shape: At 9th level, the Planar Druid’s mastery of the belief-nature of the Planes changes her wild shape ability to instead reflect the spell shapechange. She is still restricted to the form by size and hit die, but she can change into whatever type of creature she desires and gains the extraordinary ability of these. She can use this ability as a free action, up to the total number of times she can wild shape.

Gate (Sp): At 10th level, the druid can cast gate once per day as a caster of her level.

Transcendence: At 10th level, the belief-nature of the Planes has infiltrated the Planar Druid’s core being. The planar druid gains darkvision and low light vision up to 60 feet, she can activate a protection from (law, chaos, good, evil) [the caster can choose which when she manifests it] as a free action as a caster of her level. She gains immunity to natural aging, aging effects, and disease. She gains elemental resistance 10 against two elemental forms (druid’s choice, once these are chosen they cannot be changed). She also gains damage reduction. A planar druid’s damage reduction is equal to 10/opposed alignment (for example, a Neutral Good druid would receive DR 10/evil). If the druid is True neutral, she gains Damage Reduction 10/magic instead. Her type changes to Outsider (if the
druid is of an alignment other than True Neutral, such as Neutral Good or Lawful Neutral, the druid gains the proper subtype for this alignment, such [Law] for a Lawful Neutral druid).

**SHAL MYSTIC**

Mystics are the psions of the Shal-Hadar, using their internal energies for good. They gain insight into their own mind through careful study and meditation, eventually unlocking new powers unavailable to normal psions. Most Mystics are quite and contemplative, slow to judge and quick to befriend.

Each Mystic spends at least a few hours each day in personal meditation. This time, called the Hoolraj (“Mind’s Silence”) is precious and companions are loath to disturb one. Most Mystics learn clairsentient powers, wielding knowledge in combat rather than sheer force. This perspective allows them to learn a great deal more powers than other psions of their level, but they are restricted in their behavior and unable to use their powers in an unethical manner.

**Hit Die:** d4

**Requirements:**
- **Skills:** Knowledge (psionics) 7 ranks, Psicraft 7 ranks
- **Manifesting:** Ability to manifest 2nd level powers, access to a primary discipline.
- **Feats:** Rejuvenation
- **Alignment:** any good (usually lawful)
- **Special:** Admittance by the Shal-Hadar

**Class Skills:**
- As psion (and character’s primary discipline), plus Diplomacy and Sense Motive.

**Skill points:** Each level: 2 + Int modifier

**Class Features:**
Shal Mystics gain several unique powers in their study of the psyche:

- **Weapon and Armor proficiencies:** Shal Mystics gain no proficiency in any armor or weapons.
- **Power Discovered:** The Mystic continues to gain powers as a psion of the appropriate level just as if she’d gained a level in her previous class. No other abilities are transferred (feats, etc.)
- **Cohort:** The Shal Mystic gains a follower as per the Leadership feat. The follower is always a psychic warrior with at least one level in the Hadar Guardian class. This is not a master-apprentice relationship, but rather just as the names would indicate: the Hadar is responsible for guarding the Shal Mystic while on whatever mission she is undertaking.
- **Pact of the Shal-Hadar:** The character must follow the basic principles of the organization. First, that the mind is a great liberator; to encourage thought in the multiverse is to encourage salvation. Second, a sentient being’s thoughts are its own, not for the viewing or manipulation by those with the Gift unless it is absolutely necessary, and even then, care must be used (Shal-Hadar are loath to use their telepathic powers to influence others). Third, the final and most basic rule: the Gift is used for

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<th>Special</th>
<th>Powers Discovered</th>
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<td>Psychic revelation (1st level power)</td>
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<tr>
<td>10</td>
<td>5 3 3 7</td>
<td>Precognition</td>
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insight and protection; violence is the last option and never the best one. A Shal-Hadar violating the oath will be punished by the council and possibly expelled from the organization.

**Danger Sense (Su):** The character has a preternatural awareness of her surroundings. She functions as if the *danger sense* power were active at all times. At later levels, this augments to the augmented version of the *danger sense* power.

**Psychic Revelation (Ex):** Through careful, studious insight, the character has unlocked new potentials in his mind. Effectively, the character gains the Extra Power feat at the listed level.

**True Sight (Ps):** The character can use the *clairvoyance/clairaudience* as a psi like ability usable 3/day.

**Precognition (Ps):** The character can use the *precognition* power once per day as a psi-like ability given a 10 minute meditation period.

**Zerthi Warrior (Gestalt PrC)**

Zerths are those that protect the githzerai from all threats, both to the body and the spirit. They are the chosen champions of the githzerai people, often leaving their homes to hunt down enemies before they can reach the hidden monastic fortresses of the githzerai. They are a blend of fighter, monk, and psion, taking elements of each to perfect their lethal craft.

Zerths tend to be somber (even for githzerai) and dedicated only to the protection of their people. They most often work alone, but sometimes groups travel together if the enemy is fierce and/or numerous. They do not join *Rrakkma* bands, but instead work independently.

Most zerth are gestalt Monk and some kind of psionic class, usually Psions specialized in the Nomad discipline.

**Hit Die:** d8

**Requirements:**
To qualify to become a Zerth, a character must fulfill all of the following criteria:

- **Race:** Githzerai
- **Alignment:** Any lawful
- **Base Attack Bonus:** +3
- **Feats:** Exotic Weapon Proficiency (*Zerth* blade), Improved Unarmed Strike, Stunning Fist
- **Psionics:** Ability to manifest 1st level powers
- **Special:** Must be accepted by an elder of the Zerth community and given a *Zerth blade*, the ceremonial symbol of a zerth.

**Class Skills:**
The zerth have the following class skills: Autohypnosis (Wis), Athletics (Str), Concentration (Con), Craft (Int), Hide (Dex), Listen (Wis), Knowledge (the Planes) (Int), Knowledge (psionics) (Int), Move Silently (Dex), and Tumble (Dex).

**Skill points at Each level:** 2 + Int modifier

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<tr>
<th>Level</th>
<th>Attack</th>
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<th>Ref</th>
<th>Will</th>
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<td>Zerth blade +1, stunning strike</td>
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<td>+1 existing class level</td>
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<td>7</td>
<td>Zerth blade +5, Song of the Karrach</td>
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CLASS FEATURES:
All of the following are class features of the Zerth prestige class.

**Weapon and Armor Proficiency:** Zerths gain proficiency in Zerth armor, but none other.

**Power Points/Powers Discovered:** The character continues to gain powers and power points per day from his previous class list. He gains no other bonuses from advancing in that class.

**Zerth Armor (Su):** At 1st level the Zerth is forged a suit of ceremonial Zerth armor by the githzerai community he serves. This armor is forged partially from karach, and it shifts and grows in power along with the Zerth. Every two levels the armor gains a +1 enhancement bonus to armor class when worn by the Zerth. Along with each enhancement bonus, the armor gains a special ability equal to the enhancement value. Every time a new ability is attained, the armor may be reset to purchase more powerful abilities.

For example, at 1st level Tark’hat’s armor gains a +1 enhancement bonus and gains a special ability. He selects the landing property because it is also +1. When he reaches 3rd level, his armor improves to +2 and he can either select an additional +1 ability (for a total of +2) or drop the landing ability and select a +2 ability.

The armor functions as long as the Zerth is conscious and possesses more than one power point in reserve. If the armor is ever destroyed, a new set can be forged, but it requires a githzerai craftsperson and at least two weeks of uninterrupted work. Such craftspeople usually ask the Zerth to perform a sacred quest for their services.

**Zerthi (Ex):** At 1st level, the Zerth has begun his extensive training in the martial art form known as zerthi. This grants him the ability to wear the Zerth armor without penalizing any of his other abilities as a monk. Likewise, he can use his flurry of blows ability with his Zerth blade. At 4th level, his flurry of blows penalties go down to -1. At 9th level, these attacks are made at no extra penalty to the Zerth.

**Zerth Blade (Su):** At 2nd level, the Zerth may imbue his blade with abilities in the same fashion as his armor (see above). These abilities are in addition to the blade’s natural abilities.

**Stunning Strike:** The character may use his stunning fist attack with his Zerth blade. The will save DC is equal to $10 + \frac{1}{2}$ character’s level + wisdom modifier.

**Imbed Power (Sp):** The Zerth can imbed any psionic power of 3rd level or less into his Zerth blade. This works as the ability as described on page 114 of the *Psionics Handbook*.

**Two Skies (Ex):** Upon the blasted Planes, Zerthimon told Gith there cannot be two skies. The Githzerai people will never be enslaved again. This freedom of thought grants the Zerth a +4 bonus to save against charm and compulsion effects.

**Song of the Karach (Su):** At 10th level, the Zerth can guide himself by listening to the winds of Chaos. This guidance gives him a +1 to his attack rolls, a +1 dodge bonus to Armor Class, and an extra attack at his highest attack bonus. He also gains a +30 enhancement bonus to his speed. This effect is not cumulative with similar effects, such as *haste*.

SPELLS AND POWERS
There are many magic spells and psychic powers floating around on the Planes. With an infinite number of spellslingers churning their own variations of the classics out, it’s no wonder that even a well-lanned blood has difficulty keeping a *firebolt* straight from a *fireball*. Still, there are a few spells that no planewalking party can do without, as well as a few spellcasting options that might come in handy, and these are presented below for those canny bashers who want to be ready for Blood war.

**Spells**
The following list of spells are fully described in other sourcebooks, such as the *Player’s Handbook*, *Spell Compendium*, and *Manual of the Planes*. Well-lanned bloods can check those sources for full details on these spells. The list presented here are just basic information for those spellslingers who want to be in the know.
Alarm, greater (SC): Forget your basic alarm – the Planes are riddled with all kinds of beings that’ll sneak up on coexistent planes on a sleeping party. Invest in the greater alarm version of the spell, which extends into coexistent planes, and never be surprised by another ethereal marauder again.

Analyze Portal (SC): Simply knowing where a portal is doesn’t grant a blood any useful information. With this spell, a cutter can learn the portal’s destination, what kind of portal he’s facing, and the gatekey required to activate the portal. A must for planeswalkers.

Avoid Planar Effects (SC): The most useful ward in a planeswalker’s arsenal, this spell allows you to enter strange and dangerous planes without suffering the ill effects of that place. It lasts a good while, letting you explore a location with care. More powerful bloods can use attune form, which lasts longer and provides better protection.

Comprehend Languages (PHB): There are many languages thrown around in the Planes, and a canny cutter has some way to communicate his intentions. Smart bloods speak first and draw blood second – so having a comprehend languages spell is handy. Tongues, the 3rd level version, is even better.

Demon Dirge/Devil Blight (SC): These two spells are some of the most effective combat spells to use against fiends. Just be sure to pick the right one for the right situation – a devil blight thrown in the Abyss is just likely to get you killed.

Detect Magic (PHB): probably the most useful spell around for adventurers, no party should be without a detect magic handy at all times. If your party lacks a spellcaster capable of casting this spell, consider investing in a cheap wand of detect magic.

Know Vulnerabilities (SC): Planar creatures are infamous for having strange resistances and stranger vulnerabilities. This spell is a blood’s lifesaver when battling strange creatures.

Portal alarm (SC): Sleeping with your back to a portal might be a dangerous proposition without this ward. This spell warns you when a creature passes through a warded portal.

Resist Planar Alignment (SC): Like avoid planar effects, this spell allows you to get by on strange planes without facing some of the inherent penalties of planewalking.

Powers
Inherently less capable of dealing with matters of planar significance, a few powers exist that cutters should know about:

Astral Traveler and Astral Caravan (EPH): These low level powers allow a psion to lead a group of people through the Astral plane for some easy planewalking.

Psychic reformation (EPH): Strictly speaking, not a planar power, this power is still useful in that it allows a cutter to retrain some of his skills and feats instantly, to specifically prepare for a given mission. Such reformation does not come without a sleight personal cost, however.