



Faces of Entropy: The Doomguard Netbook



A Net Planescape Product

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Edited by Ken Lipka

Table of Contents

INTRODUCTION	3
FORWARD.....	3
NOTE FROM THE EDITOR	3
DISCLAIMER	3
CREDITS/BIBLIOGRAPHY	3
THE BIG PICTURE.....	4
THE ROAD TO RUIN.....	4
ASHES TO ASHES.....	5
FLAVORS OF ENTROPY	6
<i>Philosophical Differences</i>	6
<i>Within the Ranks</i>	6
A THREE-EDGED SWORD.....	9
TOOLS OF ENTROPY.....	10
STRONGHOLDS.....	10
STOCKPILES	13
ALLIANCES	14
ENTROPY IN ACTION.....	16
POLITICS.....	16
A DAY IN THE LIFE	16
IRONS IN THE FIRE.....	16
ROLE-PLAYING NOTES.....	18
MINIONS OF ENTROPY	20
MOVERS AND SHAKERS.....	20
THE FACTOL	22
THE DOOMLORDS	23
THE NERNSTROMS	27
THE ENTROPIC CHAMPIONS.....	30
THE DECAY KNIGHTS.....	31
THE DOOMSOLDIERS	32
THE DOOMGUARDS	36
THE FREE AGENTS	36
RULES OF ENTROPY	39
A CALL TO ARMS.....	39
MIGHTIER THAN THE SWORD.....	43
'IT'S A DIRTY JOB...'	43
THE ECOLOGY OF ENTROPY	43
THE MAGIC OF DECAY	48
BELL, BOOK, AND CANDLE.....	48
RITUALS AND DEVOTIONS	49
MIND OVER MATTER	49
ARCANE OBJECTS	49
APPENDIX – THE FACTION WAR.....	53
HOW IT BEGINS.....	53
THE BATTLE AT THE ARMORY	55
AFTERMATH.....	57
APPENDIX – THIRD EDITION RULES.....	59
CONVERSION DIFFICULTIES	59
CONVERSION STRATEGIES.....	59
THE DOOMGUARD IN 3E	60

Introduction

Forward

This work is a fan-created gaming supplement to be used with the Planescape campaign setting and 2nd Edition (2E) AD&D. It has been written by an interested portion of the on-line gaming community with the intent of providing an in-depth look at the Doomguard faction. This material uses the information that has been published by Wizards of the Coast (formerly TSR) on the group as a baseline (henceforth referred to as "canon materials"), and then expands upon it with fan submissions. Familiarity with the canon materials is assumed. As such, it is a good idea to read them again before consulting this book. That way, the reader will be able to identify what has been expanded and what has been changed.

Note from the Editor

Although the creation of this book was publicly announced on the Planescape mailing list, I have not received as much 'Net-based material as I had hoped. As a result, this book presents what is primarily my own personal view of the Doomguard faction. The vast majority of the content is either based on my pre-existing web pages, or was created by me exclusively for this book. The remainder comes from a limited number of other people, one of whom also had some pre-existing web material that I incorporated into this project. Overall, I am happy with the results but it doesn't include as many viewpoints as I had hoped.

Additionally, the bulk of this work was written before August of 2000 and the release of Third Edition (3E). For the most part, the Doomguard Netbook is free of game mechanics and can be applied immediately to a 3E game. In the sections where rules are presented in the 2E format, most of them can be easily converted. In the places where a conversion can't be made... well, this is just a fan-based work and is thus completely optional.

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James O'Rance (Doomlords Pereid and Roth, 3E Entropic Blow)
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The Big Picture

It's no secret that the core belief of the Doomguard – also called the Sinkers, Destroyers, or Entropy Rats - as a faction is that the whole point of the entire multiverse is to decay into one large, glorious mass of Entropy. But not everyone, including the faction's namers and most of its factotums, knows what that means, nor what the faction actually intends to do about it. The first section, *The Road to Ruin*, discusses the faction's core philosophy in more detail than has been found elsewhere. The next section, *Ashes to Ashes*, discusses the broad history of the faction from its founding to just prior to the Faction War. (The status of the faction after this conflict will be discussed in a separate chapter.) The third section, *Flavors of Entropy*, outlines how the faction is structured, both in terms of ranks within the faction and the various philosophical camps that exist. The final section, *A Three-Edged Sword*, talks about the Doomguard's place in the overall political landscape of Sigil and the planes.

The Road to Ruin

The stereotypical view of the faction's core philosophy is that it intends to destroy every physical object in the multiverse and write a fair number of sentients into the dead book. However, this is only one small part of the big picture. What many forget is a very key thing when considering the Doomguard's goals and actions; in the faction's eyes, everything decays. People, buildings, gods, ideas... everything.

Although the faction believes that it is the duty of the multiverse to decay, the majority of the Doomguard deal with only the Entropy of the physical world. While they certainly enjoy setting fire to a barn, pulling a tower down brick by brick, or simply watching wooden beams rot, the creations of sentient creatures aren't the faction's only concern. Entropy is also at work in the "natural" world. Wind slowly wears away mountains; rivers eat away at their banks; termites consume trees. Admittedly, it is primarily the Guardians and Regulators who pay attention to such things, but there are a few Destroyers who take pride in helping Nature further along the path to destruction.

In addition to these "small" natural concerns, a few of the Doomguard are interested in Decay and Entropy on a planar scale. Thus, while the faction as a political entity hates the Harmonium, they would applaud the shifting of the third layer of Arcadia if they ever found out about it. The Sinkers as a whole pay great attention to the sliding of the gate-towns in the Outlands. It would shock a few self-righteous upper planars to learn that the shift of their gate-town into the appropriate plane was helped along by the Doomguard. This planar level of decay also serves to explain the faction's interest in the Inner Planes and the creation of the entropes.

However, the physical realm is only part of the story when talking about the state of Entropy. The Doomguard is also interested in the decay of less tangible things - gods and ideas, for example. The more militant members of the Athar occasionally form temporary alliances with the Sinkers in their attempts to perform acts of physical harm upon a power's temples, realm, or servants. Less suicidal members prefer to run a slander campaign against the powers, or mere mortals. The ruin of a person's reputation is often just as satisfying as the physical destruction of their house. The few fiends who are members of the faction prefer to continue with their corruption of mortals; after all, isn't a descent from good to evil a form of decay? A very small number of factioneers are taking a cue from The Sign of One and are trying to either imagine an object out of existence, or else do away with the very concept of an object. (Which would be a greater coup for the faction... the destruction of every chair in existence, or the destruction of the very idea of a chair so that none would ever exist again?)

In addition to the physical and metaphysical realms, members of the Doomguard are also interested in the mental realm as well. The Bleak Cabal sees a fairly regular stream of Doomguard visitors who've come to enjoy seeing people's minds slip away. On occasion a fight does erupt as members of the Destroyer faction attempt to speed along the mental decay, at direct odds to the Bleakers' efforts to help the poor sods. And it's a good bet that a few of the residents in the Gatehouse were put there through the deliberate actions of a few of the more cerebral members of the faction.

But all of that only applies to the more mainstream members of the faction. There is a minority within the Doomguard that claims such an exclusive focus on "the three D's" (Death, Decay, and Destruction) is only half of the picture. If that's all there was to the faction's core beliefs, they ask, why are we in the business of making weapons? Certainly weapons help with the three D's, but isn't their creation in the first place rather contrary to the idea of Entropy? While most factioneers will either ignore this inconsistency, or else shrug it off as a necessary evil, the members of this minority embrace the act of creation as just another part of the whole of Entropy. In their view, construction often serves the cause of Entropy better than simple rot alone.

The act of creation can very often lead to a better understanding of destruction. After all, if you know how to put something together, you also know how to take it apart. But more importantly, creation quite often causes more things to experience the touch of Entropy than pure destruction. If you let a house fall into ruin, you've destroyed one house. But, if you repair it just before the end, you create multiple acts of Entropy. Masons cut stone, miners pull iron out of the ground, and laborers heap more abuse upon their bodies. Some of the more progressive thinkers in the faction point out that by repairing the ruined house, you've actually brought Entropy to a state of Entropy!

Ashes to Ashes

As befits the Sinkers, the faction was founded during one of the most well known acts of Entropy in the multiverse – the Great Upheaval in Sigil. Prior to the Lady's culling of the factions, the Doomguard did not exist as an organized group. Instead, there were numerous small sects and gangs who all followed their own individual philosophies of ruin and decay. The Lady's Decree forced these rag-tag organizations to decide if they really wanted to survive and have a chance at being one of the fifteen factions.

The largest of these proto-factions was a sect that called itself the Doomguard. While no larger than any of the other groups, they were the most militaristic as well as the first to come up with a plan and carry it out. These bashers traveled throughout the Cage, searching for any group that held philosophies similar to the core of their own – a belief in the ultimate importance of Entropy – and wanted a place in the new order. The Doomguard managed to bring nearly every petty gang under its banner, except for those gangs who held more firmly to anarchy or chaos than decay. (These hold outs went on to join with either the Revolutionary League or the Xaositects.)

After finding out whom their members would be, the Doomguard then set about to create a formal charter and become an official faction. The leaders of all the separate gangs met to hammer out what the guiding principles of the new group would be. The members of the original sect were instrumental in dictating policy – especially since any who openly opposed their views were personally introduced to Entropy at the end of a sword. With this purge completed, the newly united group set themselves to the purpose of patrolling the streets of the Cage to promote the ideals of decay.

Unfortunately, this didn't sit well with the other factions who believed firmly in law and order. The Harmonium, mainly on their own but with the support of many of the other factions, tried to rid the City of Doors of this "menace" and open warfare immediately broke out. The Sinkers retreated to the Armory and quickly conquered it – mainly because no one ever expected the monstrous structure to be attacked. With the sudden acquisition of a strong fortress and a virtually unlimited supply of weapons, the war quickly turned into a bloody siege. Eventually, the other factions met in the Hall of Speakers and threatened to revoke the Doomguard's status as a faction. (They could only threaten because Skall, the Factol of the Dustmen, refused to vote against the Sinkers.) This threat of loss of status and possible extinction at the hands of the Lady of Pain finally caused the Entropy Rats to call off the hostilities. Surprisingly, this violent faction signed a blood pact forever binding members of the faction against instigating a war in the Cage. This agreement officially turned the Armory over to the Doomguard's control and changed the faction's official role in the city to that of making and dispensing weapons.

Although the faction has only the status of quartermaster in the hierarchy of Sigil, the Doomguard has continued to act as a force to promote destruction and decay beyond its portals. The Destroyers have been instrumental in starting numerous slave rebellions, civil wars, and senseless conflicts across the planes. They have also had a good history with helping the various gate towns of the Outlands to slide into their neighboring outer plane. Of course, there have been a few slides with which the faction wasn't involved, but that didn't stop them from claiming a portion of the credit. And, as soon as they were large enough to be able to maintain the activity, the Entropy Rats have been involved in the Blood War, providing weapons and mercenaries to both sides.

However, in the more than 600 years since their official founding, one of the more defining acts of the Doomguard faction is something they **haven't** done - yet, as the faction is quick to point out. This would be the halting of the Great Modron March (which occurs once every 289 years). Ever since the time of the first Factol of the Doomguard, the Sinkers have been trying to bring the March to a crashing halt before it reaches its conclusion. They claim that this will be the ultimate triumph for the forces of Entropy over those of Law. Perhaps fortunately, the faction has failed every time, always with a heavy loss of life and sometimes including the death of the Factol.

Flavors of Entropy

PHILOSOPHICAL DIFFERENCES

The Doomguard is one of the less restrictive factions with regards to personal interpretations of the core philosophy. However, despite the multitudes of differing ideas on how to bring the multiverse to its rightful state of pure Entropy, the factioneers can generally be grouped into one of three different mental camps. These "fractions" differ in their overall approach to achieving multiversal Entropy. Their outlooks and methods tend to mirror the law-chaos axis of alignment.

The Destroyers

This fraction represents the viewpoint of the current majority of the Doomguard factioneers. The Destroyers wholeheartedly believe in the fact that the point of the multiverse is to collapse into one large blob of Entropy. In fact, they feel that things are not moving along fast enough, and so they take every opportunity to speed up the natural progression of Entropy. These factioneers fulfill the stereotype presented by the Harmonium and are the ones responsible for the various random acts of violence and destruction committed by the faction. It is directly due to the influence the current Factol (Pentar) as well as her three successors that faction's own nickname for followers of this outlook has become associated with the faction as a whole. (While not a universal truth, the majority of the Destroyers have chaotic alignments.)

The Sinkers ("Guardians")

This fraction of the Doomguard is the second largest camp within its ranks. These members, while still desiring the multiverse to end in Entropy, are content to let things continue at their present pace. Thus, Sinkers will usually stand by and let people try and fix things, as they know that the repairs will themselves decay in time. But this does not mean that they do not act to protect their beliefs. If members of this camp hear of an event that will (in their estimation) serve to slow the overall pace of Entropy in a given area, the Sinkers will be just as destructive and militant as the Destroyers in their removal or prevention of that event. As with the Destroyers, the nickname of this fraction is also associated with the faction as a whole. This is because early on in the faction's history, these factioneers held the majority of the Factol's post. (The majority of the Sinkers have Neutral alignments.)

The Regulators

The third and final fraction of the Doomguard is definitely the smallest portion of faction in terms of numbers. The Regulators, while still desiring to see the multiverse decay, think that things are moving along far too quickly. They fulfill their beliefs by working to counteract large acts of Entropy - these Doomguard are content to let things fall to pieces a tiny bit at a time. This minority often works at cross-purposes to the other two fractions of the Doomguard; but there are occasions when the Sinkers and the Regulators unite to put a damper on a particularly violent plot of the Destroyers camp. (Most of the Regulators have Lawful alignments.)

WITHIN THE RANKS

Despite its reputation for disorganization and chaos, the Doomguard actually maintains a strong hierarchy of rank and status among its members. Just like many of the other factions, the Entropy Rats have namers, factotums, factors, and of course, the factol. As befits any large group based primarily on violence, these ranks resemble those found in most military organizations.

Doomguard

The Sinkers use the name of their faction to refer to namers. This tends to cause some confusion when dealing with non-Doomguard. The main difference lies in the grammatical usage. When a factioneer uses it as a form of address (as in "Doomguard Wiley") or a singular reference (as in "one of our Doomguards will assist you"), it always refers to someone of namer status. When a member is referring to the faction as a whole, the article 'the' is always used in combination with the word ("Your actions have angered the Doomguard"). Doomguards serve the faction mainly in a behind-the-scenes, support role. They are most often found performing non-critical, or menial, tasks such as accounting, provisioning, and scribing.

On Becoming a Doomguard

Like the other factions, the Doomguard have a number of rituals designed to test the prospective namer's commitment to the cause of Entropy. Those who desire to become namers of the faction must pass three different, but connected, tasks before they are allowed into the ranks. These rituals are among the visible and widely known entrance tests among all of the fifteen factions. This is because they're all done in the public view rather than some backroom of the faction's headquarters.

The first, and easiest, ritual requires that the prospective Doomguard break one of his own weapons against the outer walls of the Armory. (If the basher is one of those rare few beings who do not use weapons, a personal belonging of some value can be substituted for the weapon in this test.) This act of destruction is to symbolize both a break with his old life outside of the faction, as well as a personal display of Entropy. Of course, most bashers destroy a blade, as they know the faction provides a new one upon becoming a member.

The next ritual is a bit more public, but still of little danger to the prospective member. The faction dictates that the basher travel to a public location in Sigil and scatter at least five hundred cages worth of coins on the ground. As this is meant to symbolize a commitment to public Entropy, it is preferred that this happens in the poorer parts of town so as to increase the chances of causing a public riot. Often, the Doomguard high-ups will notify their counterparts in the Bleak Cabal so that the other faction can bring those most in need of such "charity" to the chosen location. This test is unique among the factions in that while all require the applicant spend money to become a member, all of the other factions see to it that the money actually goes into their coffers.

The final ritual is the most dangerous for the prospective Doomguard. He must prevent the dabus from trimming the razorvine on one building in Sigil for a period of twenty-four hours. Any means to accomplish this are accepted. While it is not forbidden to kill the dabus, this is never done as the Lady of Pain metes out swift punishment on any who would be so bold as to try this method. This test has become something of an anticipated public spectacle in Sigil. When word gets around that a Doomguard is undergoing this ritual, a crowd of spectators will quickly gather at the site, and begin to place bets as to whether or not he will succeed at his task. Of course, this does pose some risk to the crowd, as several times in the past the prospective Sinker has used the audience to help protect the razorvine.

Once these three rituals are successfully completed, the applicant is officially inducted into the faction and given the rank of Doomguard. The new namer is immediately subjected to a period of intensive training in the use of swords. (This is what allows any Doomguard to be proficient in the use of a sword, regardless of normal class restrictions.) Once the Doomguard has been trained in the use of weapons, and introduced to the faction's structure and resources, he's quickly assigned to a duty, and then left to his own devices to carry it out.

Doomsoldier

This term refers to one of the two Factotum ranks within the Doomguard. Surprisingly, the vast majority of factioneers are actually of this rank. Given the faction's focus on the progression of Entropy, as well the rather strict entrance requirements, it is very hard to find people who only partially believe in Entropy and thus remain namers. Doomsoldiers are truly the rank-and-file of the faction. They serve as sentries, infantry, and touts. Occasionally, they will act as a courier or messenger.

Decay Knight

These factioneers hold the second (higher) rank of Factotum within the faction. This is usually as high as the average member of the Doomguard will rise in terms of status. The higher ranks require the individuals holding them to be rather exceptional in either ability or dedication; the average person just can't cut it. Thus, along with the Doomguards and the Doomsoldiers, the bulk of the faction membership is filled out by the Decay Knights. These Factotums are the ones that get most of the work done within the faction. They are most commonly found leading squads of Doomsoldiers. Decay Knights also act as elite guards, trusted messengers, and covert agents. It comes as a surprise to most that this rank actually has the most freedom to act besides the Factol. (Thus, most PCs are going to quickly rise to this rank and most likely stay there.)

Entropic Champion

Although only the lowest of the three Factor ranks within the Doomguard, it is the most rare and most highly respected position (other than being the Factol, naturally) in the faction. This is because to become an Entropic Champion is to essentially personify and embody some aspect of Entropy. It requires an incredible amount of devotion (as well as no small amount of skin) to achieve this rank. Thus, it is a rare event and a high honor to be promoted to this status. Unfortunately, being made an Entropic Champion also tends to mark the end of all political advancement for the Factor so honored. This is because the only way to stop being a Champion is to either accomplish your dedicated task or die in the attempt. Entropic Champions serve as the ultimate shock troop in the faction's activities. Anything they do is directly related to their personal, and thus the Doomguard's, goals. When not acting as a lone crusader, they can quite often be found in command of large groups of Decay Knights and Doomsoldiers.

On Becoming an Entropic Champion

During his time as a member of the lower ranks, a Doomguard is mostly free to pursue the cause of Entropy as he sees fit. He is expected to follow his own initiative in promoting Entropy and applying for promotions. However, to enter the ranks of the factors requires another personal investiture. To become an Entropic Champion is to fully embrace one specific quest in the pursuit of overall Entropy. Once that quest is chosen, the new Champion is bonded to his quest, as well as the primary weapon to be used to carry out that quest. This weapon is the famed *entropic blade* of the Doomguard. These are weapons that are made from the substances of the negative quasi-elemental planes. They are linked to the mission through the life force of their paired Champion.

This is possible because each *entropic blade* is made specifically for each individual Entropic Champion. The first portion of the ritual involves the new factor receiving a highly modified version of the *geas* spell, binding the Doomguard's spirit to the chosen quest. Once done, a portion of skin equal in size and shape to the sword being made is flayed from the Champion. (This is why all but the most fanatical of Entropic Champions wield short swords.) This skin, and hence a portion of the *geas*, is then made an integral part of the blade. Essentially, a small portion of the Champion's life force has been bound within the weapon, allowing the *blade* to "come awake" when used in pursuit of the quest. This mystical binding is what also causes the *blade* to be useful only in pursuit of one goal – it crumbles to dust when the quest is complete or the wielder dies.

Nernstrom

This is the middle of the three factors for the Doomguard. Those factioneers who do not have the drive (or the desire) to become Entropic Champions are promoted to this rank instead. However, while becoming a Nernstrom does not officially end one's political career, it is almost as universally a dead end as the previous rank. This is because there is only a limited number of the next higher status (Doomlord), and promotion can only be obtained upon the death (or dismissal) of those top factors. Nernstroms serve the faction as low level administrators or overseers of one kind or another. Thus, they serve as assistants to the Doomlords, or govern lesser outposts. But just because they are more governmental than most other Doomguard, don't think they are any less capable in a fight - after all, they had to spend time at all of the lower ranks to get where they are.

Doomlord

This is the highest rank that one can achieve in the Doomguard without becoming the Factol. Like Nernstroms, Doomlords are administrators but they control the faction's most important resources. Normally, there are only five such factors: one for each of the Doomguard's Inner Planar Citadels, and one for the Armory. In extremely special and rare circumstances, it is possible that a Doomlord position could be created that is not responsible for one of these locations. Rest assured that whatever project required such attention would be of critical importance to the faction. While all Doomlords serve as advisors to the Factol, the one who runs the Armory is usually the most influential as he is in the best position to always have the Factol's ear (and thus, it has come to be the most desired position). The Doomlords also tend to set and enact their own personal agendas within the broad outline of faction policy that is dictated by the Factol. Without a doubt, these factors (and the Factol) are physically and politically the most powerful members of the Doomguard.

Editor's Note: The *Factol's Manifesto* states that the Doomlords in charge of the Citadels are greater Doomlords and that other, lesser, ones exist. For the purpose of this netbook, the lesser Doomlords referred to by the *Manifesto* are, in fact, the Nernstroms.

On Becoming a Doomlord

Only the most powerful and ruthless of the Doomguard's members get picked to be a Doomlord. They must then undergo a transformation ritual on the Negative Energy Plane that's so horrible that it's only spoken of in whispers and innuendo. The ritual is similar to that which creates an Entropic Champion. However, rather than binding the Doomguard with a weapon, he's essentially turned into a weapon.

The candidate is plunged into the cold, black expanse of the Negative Energy Plane, where everything is reduced to oblivion. But there's something there, in the void, something that sucks the life out of the marrow and drains the spirit from a being. It devours the soul. Then, just as the new Doomlord's life is all but extinguished and his mind has faded to nothing, a great force reaches out from the utter depths of the Negative Energy Plane, and puts something back into the shell. The force shapes the candidate to resemble the person that he once had been, but it does not reproduce the essence exactly. Thus, Doomlords can't recall what kind of person they were before the transformation; only a zealous ambassador of decay remains.

Upon surviving, the Doomlord is given the black-and-red mask emblazoned with the faction's skull symbol. This mask is never removed from that day forward. This is because underneath the garish mask the face has been...

removed. The Doomlord has been subjected to the ultimate Entropy, beyond even that of the flesh's decay. There is literally Nothing underneath the mask, the emptiness of pure Entropy.

Factol

Obviously, the status of Factol is the highest rank within the Doomguard. The person who holds it is chosen by the five Doomlords, and doesn't always come from among their number. (Pentar is one such example. She was elevated to Factol directly from the rank of Entropic Champion.) The Factol interprets the faction's core philosophy and dictates policy based on that interpretation (with occasional input from the various Doomlords). Although the position is referred to simply as "Factol" (even by factioneers), there have been attempts by past office holders to give the rank a more impressive title. Several examples include "Lord of Entropy", "Entropy's Hand", and "Consumer of All". Such things usually only last as long as the Factol who coined the phrase.

A Three-Edged Sword

One of the key things that separates the factions from the sects is the fact that they have a recognized role in running of Sigil, whether this is a political function – such as the Transcendent Order playing the part of peacekeepers – or an active part of the day-to-day affairs of the Cage – such as the Harmonium acting as the city's guards. The Doomguard is one of the factions that concerns itself with the nitty-gritty of what happens in the City of Doors. As befits the faction of Entropy, its politics deal primarily with weapons.

The first part of this political role is quite obviously the making, selling, buying, and trading of weapons. This was the original function of the Armory, and the Doomguard didn't want to change that once they claimed the building for their headquarters. The ground floor of the massive structure serves the twin purposes of being an extensive weapons forge and marketplace. This area of the building contains five large forges which work day and night to churn out hordes of functional and, occasionally, magical weapons of all kinds. In addition to these forges, there are numerous workshops that are also constantly staffed to produce non-melee weapons such as siege engines. The Sinkers spend their time making weapons to sell to anyone who walks through the front doors, all in the name of Entropy. (Most Cagers are pretty sure that the faction is also keeping the best weapons for themselves – all in the name of Entropy, of course.) Neither the crafting nor the dealing of weapons stops for anything.

Most people tend to think that this all that the Doomguard does. However, over the years, the faction has come to become an excellent source of other services that are related to weaponry. A second role for the faction is that of being a provider of military advice. After all, what good is a weapon if you don't know how to use it? The faction is always willing to hire out their members to provide training or tactical advice to any number of conflicts across the multiverse. Of course, such large-scale commitments must serve the cause of Entropy in some fashion, but this is rarely a difficult thing to prove. The Doomguard also provides military training or personnel on a smaller basis. Planewalkers of all types visit the faction to receive training in any number of exotic weapons that they have come across in their travels. Many faction members make their livings by being professional gladiators who travel from arena to arena across the multiverse. In addition to such direct assistance, the faction maintains an extensive library of military history, providing an excellent research tool for those who wish to learn about such things on their own.

The final role the Doomguard plays in the politics of Sigil is also military, but it deals specifically with covert operations. Not all works of Entropy have to be on a large scale. Assassination and sabotage are perfectly acceptable means to the end. While the Anarchists may be the true experts in these areas, the Doomguard's agents are easier to find. Additionally, the faction knows its fair share about the art of smuggling. After all, it would hurt the flow of jink to the coffers if the participants of wars knew the faction was providing arms to both sides. Although there are many independent agents in Sigil who are willing to smuggle items for a price, only the members of the Doomguard are willing to smuggle anything, anywhere, at anytime. (And their prices are consistent and reasonable.)

Tools of Entropy

As one of the fifteen factions, the Doomguard has an impressive array of resources at its command. These have been acquired over the centuries of the faction's existence, some by design and others by chance. First and foremost are its *Strongholds*, those places that are either directly controlled or else heavily influenced by the faction. In addition to these locations, the faction maintains *Stockpiles* of "the three M's" (men, materials, and money) that can be used to further the cause of Entropy. Finally, the Doomguard has made a series of *Alliances* over the years, resulting in the faction having good relations with several groups from which it can call in favors.

Strongholds

The Armory

This massive fortress-forge is the Doomguard's faction headquarters. It occupies an entire city block, straddling the border between The Lady's and Lower Wards of Sigil. The building is an ominous hulk of gray stone that rises some 24 stories into the smoggy skies of the Cage. It has even less windows than the Prison. The entire exterior of the Armory, with the strange exception of the square towers that are located at each corner of the building, is covered by an uncontrolled tangle of razorvine. The building's height is doubled by a series of flying metal buttresses that serve mainly to provide protection for an open shaft that plunges straight through the center of the entire structure. A tremendous blast of heat and light fills this shaft at all hours of the day and night. It comes from a huge weapons forge that occupies the heart of the first floor of the Armory.

This floor is the only one open to the public. But since this is the faction's headquarters, the Doomguard won't just let any basher in off the street. First, the prospective visitor is subjected to a harsh security check, and then he must pass through an anti-magic barrier just in case the searchers miss anything. Once past the guards, the visitor is finally free to enter an exhibition hall that is open 24 hours a day. This multistory room takes up the front quarter of the building, allowing the Doomguard to display samples of all the weapons that are sold or made by the faction. Just beyond this hall is a pair of offices, one for buying weapons and the other for selling them. The remaining space on the ground floor is taken up by the workshops where the various weapons are built. In addition to the main forge in the center of the building there are four secondary forges, one located in each of the corner towers. Customers are allowed to visit these rooms, provided his desire and purse are large enough, but they must be accompanied by a faction member at all times.

The remaining 23 floors of the Armory are restricted to factioneers only. They house treasuries, barracks, meeting rooms, practice halls, and storerooms of weapons not available to the public. These chambers are arranged in a confusing pattern resembling a maze. Part of this is simply due the centuries of use by the Entropy Rats; many floors have been gutted and occasionally rebuilt to suit the natures of the various fractions as they have alternately gained and lost influence in the faction. But this style of floor plan is primarily the result of deliberate actions from the Doomguard; they have resisted any obvious or orderly lay out of the rooms so as to foil the efforts of invaders or spies. In general, the higher up in the Armory a factioneer has his quarters, the greater his rank and the more influence he has in the affairs of the Doomguard. The topmost floor contains only quarters and offices for the Factol and the Doomlords (although some of these suites are used as guest rooms since four Doomlords live in the faction's strongholds on the Negative Quasi-Elemental planes). As the faction's headquarters, the Armory is the busiest and most heavily populated of all its strongholds. The building can house in excess of 15,000 troops, but only a fraction is present at any given time.

The Armory, much like the faction itself, has its own share of secrets. The most obvious of these concerns the four corner towers and their lack of razorvine. Since the Doomguard believe in the decay of all things, it's fairly certain that the faction isn't trimming the plant – especially since they let it grow unhindered over the rest of their headquarters. No one outside of the faction, as well as all of the namers and factotums, has figured the real reason for this discrepancy. There is no razorvine on the towers because even this relentless plant can't grow in two places at the same time. Somehow, each tower exists as part of both the Armory in Sigil and one of the faction's elemental strongholds at the same time. The ground floor entrance to each structure is actually a portal to its respective citadel that is activated by a Doomguard symbol held face up in an open hand.

Only the Doomlords and the Factol know the other major secret of the Armory, and even they don't know the full dark of it. Beneath the central forge, deep under the foundations of the building, lies a chamber built entirely from bones. A ring of pillars made of skulls supports a vaulted ceiling built from thighbones. The walls are also made from skeletal remains. It is within this chamber that the Factol and the Doomlords meet to discuss and decide faction policy. Since the Doomguard did not build the Armory, the faction's high-ups don't know who constructed this chamber. On the few occasions when they have asked the dabus about this room, the Lady's caretakers were even

more enigmatic and vague than usual. However, despite these mysterious origins, the leaders of the faction have managed to discover one thing about this chamber of bones – it can be used to cast a powerful variant of *Speak with Dead*. In order to do so, the target's bones must be incorporated into the structure of the room. The high-ups have put this ability to good use by placing the skeletons of past factols in the walls and pillars, thus allowing them to consult with past leaders of the faction about particularly difficult issues that the current leadership of the Doomguard is unable to solve on its own.

The Crumbling Citadel

This stronghold was built by the Doomguard to serve as the faction's outpost on the Quasi-Elemental Plane of Ash. It is built as close as possible to the plane's border with the Negative Energy Plane (NEP) in a region called the Empty Winter. The fortress appears to be a single, monumental, stepped pyramid that looms 24 stories in height into the drifting clouds of ash flakes and numbing cold of the region. In actuality, the Crumbling Citadel is a pyramidal shell build around a simple square tower – a tower that exists simultaneously as one of the corner towers of the Armory in Sigil.

The Crumbling Citadel is literally that – the structure is constantly breaking apart and falling down. This leads to the rather ironic situation that the most dangerous part of living in Ash comes from the building itself rather than the plane. The factioneers who are stationed here never know when a piece of the ceiling is going to come down on their heads, or a part of the floor is going to give way underneath them. But, being Doomguard, these cutters aren't bothered one bit by it. In fact, the residents of the Citadel are especially happy with this state of affairs – they belong almost exclusively to the Regulators fraction. The decaying nature of the Citadel forces them to constantly fix and rebuild the structure, allowing them to give expression to their beliefs about the need to slow the overall pace of Entropy.

As one of the Doomguard's primary bases, the Crumbling Citadel is ruled by one of the faction's Doomlords, a reclusive half-elf called Devland. He likes his privacy, and only allows factioneers of Decay Knight status or higher to visit the outpost. As a result, while it is not one of the faction's most populated bases (only 400 Doomguard live here), it is one of the more powerful given the entry requirements. In addition to being Regulators, most of the residents are also members of the Sifters. Although Devland is restrictive about what faction members he allows through the gates, the Citadel does allow visitors. While paraelementals and undead are the most popular guests, planewalkers are also welcome, especially if they bring word of a relatively intact object in the plane of Ash.

Cavitus

While the Doomguard have built the Crumbling Citadel to be their base in Ash, it was not the faction's original outpost on the plane. Their first stronghold was a very unusual structure they found during the faction's initial explorations of the quasi-elemental plane. This unknowably ancient place, also located in the Empty Winter, is a titanic skull-shaped building called Cavitus. No one has been able to find any clues as to who built this fortress or even if it was built. There is some speculation among faction graybeards that Cavitus really is the skull of some long-dead, colossal being. There is even further speculation that this is the head that belongs atop the Wasting Tower – the spine of a god that the yugoloths have turned into their own fiendish stronghold. (If true, this would lend credence to the rumors that the mysterious monoliths surrounding the Outlands gate-town of Ribcage are the ribs the locals say they are.)

The faction no longer calls Cavitus home because they were kicked out by the arch-lich Vecna several millennia ago. However, in the past century, rumors have appeared saying that the legendary lich no longer occupies the fortress. The Doomguard has sent scouts to Cavitus to see if the rumors are true, and thus find out if they can reclaim their old stronghold. While the presence of Vecna can't be confirmed one way or the other, the surviving scouts report that the skull is still occupied by ghosts, specters, and other noncorporeal creatures. It is suspected that the Doomguard will be enlisting the help of their old allies the Dustmen to work out some kind of deal to once again take possession of their former property.

Citadel Alluvius

The region of the Quasi-Elemental Plane of Dust known as the Storm of Annihilation is home to this Doomguard stronghold. It is a single square tower of 24 stories that has fallen onto one side. As a result, the interior of the building is disorienting to new arrivals, with the former walls, floors, and ceilings having switched roles. The entire structure rests on a massive disc of slowly rotating Elemental Earth. The outpost is protected from the deadly winds of negative force that sweep in from the NEP by an immense *wall of force*.

Despite the confusing floor plan and the generally dangerous environment, the Citadel Alluvius is the most heavily populated of all the faction's Inner Planar bases. Under the leadership of Doomlord Pereid, members of the Sinkers fraction form the vast majority of the stronghold's population. Regardless of their personal views of the progress of Entropy, most of the Doomguard who are stationed here tend to be of a scholarly mindset. Some follow the example of Pereid and pursue the study of philosophy, trying to understand how belief itself can break down. Others tend to be historians, strategists, or planners. This concentration of graybeards is due to the Doomguard's use of the Alluvius as its primary library. Since the faction is fond of using the phrase "all will be dust" when explaining their core philosophy to outsiders, the Doomguard feels it is appropriate to store all their knowledge on the subject in the plane of Dust.

Recently, there has been a shift in the focus of the stronghold's purpose from study to exploration. The faction is preparing to mount an expedition into the Wasting Place, Dust's border with Ash. It seems they are trying to determine the truth of rumors of an unprotected, yet intact, city in this region of the plane. If such a place exists, it would provide a wealth of research topics for the Doomguard. Naturally, they'd be most interested in how the city is able to resist the disintegrating effect of Dust. Obviously, they might be able to use the knowledge to build a new base in the plane, one that would not need magical protection to remain intact. But also, if it is relatively easy to build things that don't decay, the faction's going to want to be the only one's who know how to do it so the rest of the multiverse doesn't get away with avoiding its glorious destiny with Entropy.

Citadel Sealt

This outpost is the Doomguard's base of operations on the Quasi-Elemental Plane of Salt. It is a massive, sprawling complex with a 24-story square tower at its heart. Citadel Sealt has been carved directly from the material of the plane itself, making it an impressive sculpture that is both functional and artistic. The stronghold is located atop one of the tallest peaks in the Crystal Range, the border of Salt with the NEP. In this region, the plane's moisture-draining effects are accelerated and the landscape is dotted with salt statues of numerous under-prepared victims.

This accelerated rate of decay suits the residents of the stronghold just fine. Citadel Sealt is controlled by the Destroyers fraction, and they readily embrace the environmental conditions of the plane. Actually, they have no choice. Roth, the tiefling Doomlord who rules the outpost, has seen to it that the fortress provides no magical protection from the draining effects of Salt. Every factioneer is on his own when it comes to surviving in this place. The halls of the citadel are dotted with the statues of Doomguard who either did not prepare well enough for the trip to Salt or else willingly committed suicide by fully exposing themselves to the environment.

The Citadel Sealt is the second most populated of the faction's elemental strongholds, and it serves as a staging ground for the Doomguard's more militaristic operations. Currently, the fortress is being used by Factol Pentar as the focus for all of her plans and preparations for the faction's upcoming assault on the next Great Modron March. Most of her time is spent here, inspecting new weapons of mass destruction and refining her battle plans. In addition to being a major stockpile of weapons, Sealt also serves as the faction's diplomatic center. Under the influence of Roth, the faction uses the outpost as neutral ground on which to meet fiendish representatives from both sides of the Blood War. Here, the Doomguard discuss deals to provide weapons, and occasionally manpower, to one side of the conflict or the other. These visits are carefully timed so that baatezu and tanar'ri aren't both in the fortress at the same time.

Recently, Citadel Sealt has acquired the nickname of "the Glass Menagerie". This is because the faction is using the stronghold to house two different kinds of destructive creatures. The first is a species that was made by the faction. The Doomguard calls these worm-like monsters "entropes" and their purpose is to break down the borders between the elemental planes. The landscape around the creatures' pens is dotted with pockets of other elements - the results from past, successful tests of the entropes' abilities. The other species that lives here is small colony of incredibly dangerous creatures native to the Astral Plane. These "astral hunters" are an intelligent, vaguely insectoid race, whose hive culture revolves around the hunting and killing of sentient prey. Despite having the word of the colony's queen that the creatures are allied with the Doomguard for the purpose of disrupting the Great Modron March, the "honor guard" of factioneers stationed here have their doubts as to the monsters' sincerity. These concerns are further fueled by the fact that the predators have a natural ability to survive the moisture-draining effects of the plane.

Citadel Exhalus

This single, fortified tower is the Doomguard's stronghold on the Quasi-Elemental Plane of Vacuum. It floats in the trackless void of the plane, surrounded by a thin bubble of barely breathable air. The Citadel Exhalus is the least populated of the Doomguard's strongholds in the Inner Planes. Only 200 hardy factioneers, led by the dwarven Doomlord Nagaul, willingly live in Vacuum. Although it is the smallest of the Citadels, it is strategically the most important. It serves as a secondary nexus of travel to the Doomguard's places of power. In addition to gates to all of the other Citadels and the Armory in Sigil, the Citadel Exhalus has portals to at least five other locations where the faction has a strong influence.

Exhalus is the faction's primary research outpost for the study and manipulation of Entropy itself. It is here that the famous *entropy blades* of the Doomguard are made, along with the lesser-known *entropy spikes*. It is also the site where the ritual to make a Doomlord is performed. Anything that has to do with the use of raw entropy was either discovered or constructed in this stronghold. What makes all of this possible is a sphere-shaped structure in the heart of the tower. This object contains an active gate to the NEP, called the Portal of the Last Breath. In addition to being a source of raw materials for the faction's wizards, this obvious validation of the Doomguard's philosophy is said to be the center of a temple dedicated to direct worship of the Negative Energy Plane. While this religious purpose cannot be confirmed, the Dustmen are regular visitors to this fortress, coming to stand close to the portal and feel the tug of the True Death.

The faction is currently in the process of beefing up its security at Citadel Exhalus. The exact reason for this is being kept strictly secret from nearly everyone in the faction. No one other than the high-ups knows the full truth of the matter. Rumors say that the Doomguard has finally found a way to consistently produce one of the most dreaded magical weapons ever known – the *sphere of annihilation*. If the faction is able to pull these balls of entropy from the Portal of the Last Breath, the Doomguard has just acquired the means to be the first faction ever to be able to bring about its vision of multiversal truth.

Gallowsgate

Gallowsgate is an Abyssal burg on the Plain of Infinite Portals, the first layer of that lower plane. This fiendish city is a sprawling complex of crumbling and collapsed buildings. It takes its name from the presence of numerous executed sods that swing from the leafless trees clustered around the main gates to the town. Their constant presence is maintained by the order of the ruler of Gallowsgate, a barmy marilith by the name of Jaranda. This tanar'ri has fully embraced the ideals of rot and decay, and has thrown her allegiance in with the Doomguard rather than the Blood War generals.

This town serves the faction as a proving and training ground of sorts. Apparently Jaranda doesn't mind having her town sacked and pillaged, as long as it's being done with her permission. Many new weapons, particularly those of mass destruction, are tested here before being approved for general use by the faction. Also, Doomguard troops are trained here in both old and new military tactics. Unfortunately, these exercises always result in the death of several factioneers as the tanar'ri quickly forget that they're not supposed to be killing the Sinkers. In addition to providing an unrestricted and constant theatre of conflict for the faction, Gallowsgate also serves the Doomguard as a critical supply depot for raw tanar'ri red steel ore. It is shipped here from deeper in the Abyss before being sent on to Sigil via the gate-towns of Broken Reach and Plaguemort.

Stockpiles

The Doomguard is the most heavily armed faction, and not just because they are in the business of making weapons. All three philosophical camps of the faction agree that in order for the entire multiverse to achieve Entropy, some kind of battle will have to be waged at some point. The Destroyers want to pillage all the planes now, the Sinkers are content to defend the current rate of decay, and the Regulators have to battle the multiverse itself (as well as the occasional other Doomguard) to slow things down. But all agree that as the multiverse rots away, less and less of it becomes inhabitable, and thus there will be more and more resistance to the process of decay. At some point, the whole of the faction will have to come together and beat some sense into the last little bit of the multiverse.

Obviously, the greatest resource available to the faction is weapons. These stockpiles include not only the obvious weapons such as swords and arrows, but also anything that can be used to bring harm to a creature or destruction to an object. The faction's headquarters of the Armory is home to most of the mundane collections of weapons – primarily melee and missile. However, the Doomguard has several rooms set aside as apothecaries of death – thousands of vials of poisonous liquids and powders ready to be used on weapons or mixed into food and water supplies. The faction also maintains several locations that serve as spell libraries. Naturally, the scrolls and tomes on their shelves contain spells of a primarily destructive nature. The most powerful weapons available to the

Doomguard are stored outside of Sigil, so as to minimize the chance they will be discovered and/or stolen. The faction's outpost of Citadel Sealt is largest of such stockpiles.

Because the Doomguard has managed to turn its core philosophy into a thriving business, the faction is one of the better-funded ones, rivaling the Sensates for the richness of its coffers. Of course, the faction's business isn't just about the selling of weapons. The Doomguard also turns a profit from selling its expertise in the ways of destruction. Many warlords pay the faction to provide factioneers that will train their troops in better battle tactics. Researchers and mages also provide income by giving money to gain access to the Doomguard's libraries.

The final primary resource available to the Doomguard, as with all factions, is manpower. The faction has one of the highest memberships. However, due to a rather high turnover rate, these numbers are concentrated in the factotum ranks (or lower). The Doomguard tends to care more about quantity than quality. Thus, anyone who can meet the entrance requirements is made a member of the faction. As a result, a large number of thugs who merely wish an excuse to cause trouble tend to swell the ranks of the namers. However, due to the current control of the faction by the Destroyers, this isn't a problem. It makes the Doomguard's leaders less hesitant about simply throwing manpower at an obstacle until either the people or the problem goes away.

Alliances

The Dustmen

Of all the factions in Sigil, the Doomguard has the strongest relationship with the Dustmen. Part of this alliance is founded on the closeness of their two core philosophies. After all, a multiverse that has completely succumbed to Entropy isn't all that much different from one that has completely undergone the True Death. (The latter might just have more scenery, that's all.) But a lot of it is based on the fact that the Doomguard really owes its status as a faction to the Dustmen. Skall, factol of the Dustmen, cast the deciding vote for not revoking the Destroyer's newly gained faction status after they started a war with the newly arrived Harmonium. It is strongly suspected that the Dead's founder and permanent factol is the one who provided the Doomguard with the necessary magics to create the Sinker's blood pact that binds all members of the faction from ever starting another war in the Cage.

To this day the members of the Doomguard offer preferential treatment to members of the Dustmen. The Dead are allowed to freely visit the Sinker's stronghold of Citadel Exhalus on the Quasi-Elemental Plane of Vacuum, and they are often given first choice of merchandise in the weapons markets over other customers. In return, the Dustmen send envoys with the Destroyers whenever they have to deal with undead. The faction has found that most free-willed undead are willing to ally themselves with the Doomguard since they can continue their predations on mortals but gain protectors from zealous avengers. Many undead, when forced to make a choice, often prefer to bring Entropy to the multiverse rather than give up their unives and pursue the True Death with the Dustmen.

The Bleak Cabal

Members of the Doomguard get along very well with this faction. The Sinkers see the Bleakers' core philosophy as the ultimate statement of mental Entropy – the failure to believe in anything. The Bleakers, while still feeling something akin to pity for the Doomguard for assigning a meaning to the multiverse, view the Entropy Rats in a favorable light since their core philosophy at least acknowledges the general pointlessness of life. (Why bother to build anything if it's just going to fall down anyway?)

Although the two factions get along well in the big picture due to their similar beliefs, the relationship is a bit more strained on the personal level. This stems from fairly frequent incidents at the Gatehouse, the Bleakers' headquarters. There is a small group of Doomguard that take delight in accelerating the mental decay of people, and the inmates in the various wings of the Gatehouse make perfect targets. In some cases, this puts the Sinkers at direct odds with those members of the Cabal who seek to help their guests. But, these conflicts do tend to be balanced out by the number of times a Doomguard has helped to put someone into the Gatehouse in the first place.

The Tanar'ri

Naturally, it is quite impossible for the faction to be allied with this entire race of fiends. At best, the Doomguard can easily reach an "understanding" with the tanar'ri, because the residents of the Abyss can more easily accept the ideals of the faction, particularly the Destroyers fraction. In addition to buying weapons from the Armory, the tanar'ri are also working with the faction to build some as well. The *Ships of Chaos* are the results of a long-term joint project between the tanar'ri and the Doomguard. The demons are allowing the faction to field test a prototype on the Great Modron March. If it works on those utterly lawful creatures, the tanar'ri are sure to use them against the baatezu.

Most alliances with the tanar'ri are one-shot affairs such as the one to build the *Ships*. The few rare permanent arrangements involve those fiends who, for one reason or another, have joined the faction and become members. Of course, these alliances tend to be of limited use as these fiends are considered to have gone rogue and fallen from the ideals of the tanar'ri, and thus no longer counted as true members of the race.

The Toll of Doom Brotherhood

This group is one of the hundreds of military orders that occupy Rigus, the Outlands gate town to Acheron. At least one quarter of its members belong to the Doomguard faction as well. The Sinkers use their contacts within the Brotherhood to ease the flow of goods and information into and out of Acheron. The faction also uses the military experience common to the residents of Rigus and Acheron to improve the training and performance of their own members.

Entropy in Action

One phrase used over and over to describe the PLANESCAPE setting is "philosophers with clubs". This means that the factions aren't just groups bound together by similar beliefs and thoughts; they're groups which act on similar beliefs and thoughts. It is these actions, combined with their core beliefs, which truly make the factions what they are. This chapter looks at some key examples of how the Doomguard practices what they preach. The first section, *Politics*, discusses how the Doomguard faction as a whole deals with all the other factions in the running of Sigil. The next section, *A Day in the Life*, looks at how a factioneer might spend a typical day. *Irons in the Fire* examines several of the long-term goals that faction pursues in its belief in Entropy. The final section, *Role-playing Notes*, is designed to give both players and DMs ideas on how to more accurately portray members of the Doomguard in their games.

Politics

Despite being one of the least politically inclined factions in Sigil, the Doomguard are nonetheless one of the most politically influential groups on the City Council. Although they don't garner nearly the power or respect of either the Sensates or the Fated (the two top factions in the Cage), they are firmly in the second tier of power. This is because unlike factions such as the Harmonium and the Guvners, the Doomguard doesn't have an active role in the day-to-day affairs of Sigil. Rather than being part of the cities infrastructure, the Sinkers are more like a large and important business – certainly to be missed if they leave, but eventually replaceable. Since they don't have to worry about their daily standing with the general populace, the Doomguard is free to vote however it likes on the issues that appear before the Council. As such, they have placed themselves in the position of being a highly desirable swing vote to pass an issue in danger of being killed by a tie vote.

Despite being able to act as political mercenaries, the Doomguard still has an agenda of its own to pursue with the lawmaking of Sigil – it seeks to promote the cause of Entropy. As such, the Sinkers usually vote to maintain the status quo; after all, many of the new laws proposed in the Council seek to close a loophole or otherwise fix a problem (usually to one faction or another's advantage). However, this doesn't mean the faction is perpetual roadblock to progress. Some laws can be seen to clearly – at least to Doomguard eyes – promote the cause of Entropy and thus should be enacted. Despite this slight unpredictability to the faction's votes, one thing is certain; any vote they make will definitely serve to thwart and annoy the lawful trio of the Guvners, Harmonium, and Mercykillers.

A Day in the Life

Just because the members of the Entropy Rats are obsessed with the progress of Entropy, that doesn't mean they spend every day camped out somewhere and overseeing the progress of decay upon an individual object. (Of course, there are a few factioneers who do exactly that.) Most have mundane jobs and duties that must be taken care. Quite often the business of daily life is an exercise in Entropy all by itself.

One thing common to the lives of all factioneers is that they have to perform their duty for the Doomguard. This can take up only a small portion of the day for namers, all the way up to a lifetime commitment for the Entropic Champions and higher ranks. The lower ranks of the Doomguard have many of the mundane tasks associated with being a member of a faction: running messages, taking inventory, standing guard. The higher ranks get the more interesting duties such as recruiting new members, fighting battles, and shifting gate-towns. Regardless of their assigned task, each tour of duty does serve the Doomguard's overall goals for multiversal Entropy in some manner.

In addition to serving the larger goal of Entropy, each factioneer also seeks to further their own personal views of decay. For some, this is a deliberately chosen action that serves some personal goal. For others, it is unthinking action, a daily habit that mirrors their individual beliefs. Either way, a Sinker's got to live with his own choices. Some Entropy Rats are constantly replacing their wardrobes and belongings, delighting in the erosion of virgin materials. These tend to be the rogues and businessmen of the faction, as they are the ones who can more easily afford such an extravagant commitment to Entropy. Others use only equipment that's passed through many hands, insistent that the secondhand articles be shepherd to their demise. The more forceful, or charismatic, factioneers seek to make sure that others follow these methods as well.

Irons in the Fire

The Doomguard makes no secret about the fact that not only does it believe that the whole multiverse is going to collapse into a single mass of Entropy, but that the faction is going to help the process along. This makes for the rather interesting situation in that nearly anyone who pays attention knows what the Doomguard is planning on doing, just not the how and when of it.

One thing to keep in mind, despite all these specific applications, is that the faction is still primarily interested in Entropy itself. The Doomguard seeks to study and understand the point of their being a faction. Long-standing dogma of the faction holds that the Negative Energy Plane is Entropy – when everything has succumbed to decay, it will look like this place. This belief is the reason the faction maintains bases on the negative quasi-elemental planes. The primary mission of all the strongholds is to study the NEP and understand exactly what it is – and perhaps how to control it. To date, the faction has had some success in its studies. The most obvious example is the ritual by which the factors become Doomlords.

The Great Modron March

One project – most would say 'obsession' – of the faction is the stopping of the Great Modron March. Although, it is more accurate to say that this is only the pet project of the Destroyers fraction. These factioneers continually dream up plans by which the faction can stage an assault (direct or not) on the modrons and stop the event in its tracks. Usually about the time the next March is due (once every 289 years), this group tries to gain control of the faction (either through the factol's office or otherwise) so that they can try to carry out the current best plan. The current Factol, Pentar, is only the latest example of such thinking.

Even though the faction only directly deals with the March for a short time several centuries apart, this long-term project has shaped much of the faction's activities. In fact, one might say that the Doomguard has declared war on the modrons. And, like most wars, this one has spurred the advance of research into bigger and more destructive weapons. Much of the faction's research into new spells and weapons has the idea of use against the March hidden somewhere at its core. Recently, under Pentar's leadership, the faction has made two large strides forward towards possibly accomplishing their goal. The Doomguard has made a deal with the tanar'ri to produce magical siege engines known as the *Ships of Chaos*. Although the chaotic fiends wish to use them against their hated baatezu enemies, they have agreed to give one or two of the devices to the Destroyers in exchange for the faction's help in their development. (The consequences of this deal can be seen in the module *In the Abyss*.) The other step is the discovery of and alliance (of convenience) with a dangerous race of creatures native to the Silver Void. These "astral hunters" are a race of predators that live only to hunt, kill, and breed. Pentar has managed to convince a small colony of these monsters to live within one of the faction's elemental strongholds with the promise that they will face a great challenge in attacking the Great Modron March.

The Gate-towns of the Outlands

Another project that the faction takes a great interest in is the shift of gate-towns. The faction views this event as the best example of the correctness of their beliefs. This is mainly because it is directly due to belief that these burgs slide from one plane to another. For the most part, the faction has been concentrating its studies, and the occasional effort, on the gate-town of the Outlands. They figure they've just about got the system figured out so that they could go into any of the burgs on the Great Ring and cause it to slide because they want it to. If these rumors are true, then a great many people are going to be a lot more interested in the Doomguard's actions. After all, what better way to win a war of thought and belief than by enlisting mercenaries who can actually fight with those weapons? Also, the celestials are certain to talk to Doomguard about dragging some of the lower planar gate-towns out of their respective planes.

Although the faction is primarily concerned with "decay" of the Outlands by seeing it lose land and inhabitants to the other Outer Planes, there is at least one gate-town that the Doomguard doesn't want to see slide. This is the burg of Plague-mort, gate-town to the Abyss. The reason why the Sinkers are seeking to prevent, or at least delay, this rather easy act of Entropy is because of enlightened self-interest. Due to the large amount of faction traffic that is traveling back and forth to the Abyss – mainly due to the *Ships of Chaos* and the testing of new weapons in Gallowsgate – the Doomguard has secured an understanding with the ruler of the burg. If the town were to slide now, it would cause of major disruption of faction activities until the new gate-town stabilized and a new, corrupt, government came to power and was properly bribed. However, once the next Modron March occurs, the faction is almost guaranteed to cut the burg loose and cast it into the Abyss. (They might even arrange it so this happens while the modrons are actually in town.)

Inner Planar Soup

The Doomguard aren't just concerned about Entropy in the Outer Planes. The elemental planes also receive their attention. However, on these planes the faction has to change its tactics. Since the Inner Planes are all about physical matter, those weapons that work on belief have little to no effect. Thus, the Doomguard has had to create a whole new series of magics and weapons to further the cause of Entropy among the elements.

The focus of this new area of faction research is the modification and destruction of the elements themselves. Having found that Inner Planes have real borders between, the Destroyers are seeking ways to remove those borders and allow the elements to mix freely with one another. Even if they don't destroy one another, the confusion will still be glorious to behold. In the past century, faction wizards have created a living weapon to accomplish this goal. They have made a number of monsters they call entropes and released them into the Inner Planes. These creatures feed on the fabric of the elements, resulting in holes in the borders between them. Given enough time, the borders between the elements will be broken down by the diet of the entropes and give the Doomguard their victory.

Turning Chant into Screed

This activity is viewed as "short term" and a "hobby" – something to do while waiting for the grander projects to come to fruition. The Doomguard who pursue this goal, nearly exclusively members of the Destroyers fraction, seek to cause the decay of the social order by sabotaging the flow of information. These factioneers, usually while concealing their faction allegiance, set themselves up as information brokers. In this position, they seek out rumors and other pieces of information and sell them to those who want them. However, being Doomguard, they twist the information.

These factioneers have spent a lot of time studying the effects of time and distance on the spoken word. Not only do they understand how different dialects arise from a common root language, but also how stories and legends grow and change over time. These Destroyers take all the information they gather, and accelerate this natural decay. The information they sell represents the same information, but how it would be related a generation or two down the line. In this way, they hope to cause misunderstandings and increase the tension among the sentient races of the multiverse.

Role-Playing Notes

The Doomguard is one of the more open factions. Other than a sincere belief in the inevitable decay of all things, the faction doesn't really care who joins. While certain classes or races generally have an outlook that appears incompatible with the Doomguard philosophy, you'll eventually find one of everything in the infinite reaches of the multiverse.

All Classes

The most important thing to remember when role-playing a member of the Doomguard is that your character, at some level, is dedicated to the cause of Entropy. While this is best left to role-playing, you should also take a few NWP's (or purchase some skills for you S&P fans) to help show your character's focus on decay and ruin. Some of the best ones to take are the various "creation" skills (Blacksmithing, Engineering, Carpentry, etc.). This might seem to be a paradox - creation in a faction dedicated to destruction? However, remember that if you know how to put something together, you also know how to take it apart.

Warriors

Given the stereotypical view of the faction, the warrior group would seem to be a logical choice for the most popular class of its members. It is true, given the class' excellent combat skills (and high hit points), that the Warrior does make the best "front man" for the Doomguard. The "generic" fighter can fulfill a wide range of roles in furthering the goals of Entropy - raider, sapper, or siege specialist, for example. They are best suited for direct or large-scale actions, and usually in pursuit of the goals of the Destroyers fraction. For a warrior with a longer view of Entropy, the ranger is a better choice. Their focus is on Entropy in Nature as well as the interaction of such with the rest of the "civilized" multiverse. This, of course, tends to put rangers into the Sinker or Regulator camps. It would seem that the paladin would be the worst possible member of the Doomguard, given that the very nature of being a paladin appears to be at odds with the core philosophy of the faction. However, these holy warriors can still belong to the faction, provided they have lost a little of their faith. There are the few rare paladins who believe most strongly in Good itself, and not a specific god. These so-called "Doom Paladins" view themselves as missionaries of sorts, bringing the news of Entropy to the people and helping them come to grips with their impending doom. The idea of helping to ease people into decay and destruction tends to place these champions firmly in the Regulators fraction.

Rogues

Although not as handy in a toe-to-toe fight as a warrior, the many knights of the post are still always welcome among the members of the Doomguard. The focus of a rogue within the faction should be Entropy on the personal level. Where warriors are better suited to bringing Decay to large targets, Thieves work best in one-on-one situations - especially if assassination is involved. Thieves also serve the cause by scouting for targets that are in desperate need of attention by the faction, as well as moving personal property around. (Sometimes Entropy is best served if an object is found in someone else's hands, rather than being stolen and kept by the faction.) This brand of rogue can also work as a saboteur, sneaking in and advancing Entropy right in the heart of something. Bards, on the other hand, seem to be just as out of place as Paladins. But, just like those champions of good, these entertainers can serve the Doomguard in their own way. Bards are often better at obtaining information than a "generic" thief, as their focus is dealing with people and information. This type of rogue can also "assassinate" someone by defaming his character in public (public opinion is just as important in the game setting as it is in real life). Bards can also use their way with words to bring a large group of people together and incite a riot. And, like the paladin, bards can also play a role as diplomat or spin-doctor.

Priests

Priests are in the minority of the class distribution within the Doomguard. This is mainly due to the fact that not many gods can accept the fact that their faithful, while loyal, are merely waiting around for them to crumble and die. While a few of the more violent or evil gods of decay, disease, or destruction (such as Kali or Nerull) can see fit to allow their supporters to join the Doomguard, most of the religiously dedicated factioneers follow Philosophies or Forces, rather than actual Powers.

Also, a rare few druids are members of the Doomguard. All are either Regulators or Sinkers. These priests are interested in the natural progression of Entropy in Nature, free from any unnatural influence. Regardless of their focus, most priests tend to play a supporting role in the cause of the faction.

Wizards

Spellslingers are the second most popular class among faction members. This is mainly due to the class' sheer versatility. The huge number of spells potentially available to the class allows for a wide range of options in the pursuit of Entropy. Naturally, battle mages are favored more than other types. But transmuters (change things to a more disorderly state), wild mages (magic itself has succumbed to Entropy), and illusionists (trick others into doing your work for you) also find support and use. Wizards are also important to the information war. Many spells can be used to gather intelligence on beings or places that is nearly impossible to get by any other method. And don't forget the research into new and more powerful toys to aid in furthering the philosophy of the Doomguard. Being a touch more intellectual than the rest of the faction, spellslingers quite often end up as planners and strategists.

Psionicists

Mindbenders have the fewest representatives of all the classes within the faction. This tends to be due to the class' inward focus and philosophy of personal development. (Most find it hard to fully commit to a philosophy that calls for the decay of their source of power - themselves.) However, a few psionicists call the Doomguard home. Because of their generally meditative and philosophical bent, most belong to the Sinker fraction. While any flavor of mindbender could work within the Doomguard, the best fits to the faction mold are either kineticists (manipulation of matter) or telepaths (manipulation of the mind). One interesting idea might be to play a Clairsentient. The focus of this type of psionicist would be that of a faction historian, or researcher - someone who finds out how people and places have been killed or destroyed, and then works on replicating the process for future use.

Minions of Entropy

This chapter is dedicated to describing some of the more significant groups and beings that belong to the Doomguard. The first section, *Movers and Shakers*, talks about some of the power groups that exist within the overall structure of the faction. The following sections provide a Rogue's Gallery of individual members, broken down by rank. The final section of the chapter, *The Free Agents*, is for the special cases of faction membership – usually non-Doomguard who are very important to the faction's cause.

Movers and Shakers

Despite the seemingly ordered structure of the Doomguard as an organization (three schools of thought, seven distinct ranks), the faction wouldn't be living up to its own philosophy if that's all there was to its political structure. Within the overall umbrella of the Doomguard, there are numerous power groups that exist. Some are attempting to redefine the beliefs and goals of the faction; others are merely content to act upon their own version of the Doomguard's goals without a care for whether or not they affect the faction as a whole. Some of these power groups are composed entirely of members of one fraction or another; others cut across such philosophical differences in the interest of a common goal.

The Sifters

This group of Doomguard recruits its members from the Regulators fraction and is focused on Entropy on the Inner Planes. Based out of the Crumbling Citadel on the Quasi-Elemental Plane of Ash, the Sifters spend their days searching the plane for useful items. They believe that Elemental Fire is the means by which the multiverse will succumb to Entropy. As Fire burns away reality, Ash is what is left behind as a physical representation of decay and destruction.

However, as Regulators, they believe that only natural fire should be allowed to destroy the multiverse. Those blazes that have been set on purpose (whether it be by arson or collateral damage from spells) only serve to accelerate the pace of Entropy, and thus disturb the natural order of things. By searching through the plains of Ash, they hope to find the remains of items that have not been fully consumed by Fire. Once found, they seek to determine what kind of Fire destroyed it, and then restore the object if it was not consumed by natural means.

Despite the seeming futility of their quest, the Sifters have at least been proven to be correct in that items consumed by Fire do, at least occasionally, end up in Ash. These factioneers manage to recover a steady, but small, stream of gems and precious metals. The other materials found by this group also serve as a source of income – many of them are sold as portal keys or ingredients for magical potions and inks.

The Etchers

The factioneers who belong to this group are primarily artists. Or, at least that's how they prefer to think of themselves. Although only a few of them have any real talent, they're all certainly self-centered enough to qualify. The members of the Etchers distance themselves from the rest of the faction both politically and physically. At the urging of their leader, a succubus who calls herself Hicest Corpus, all of these Sinkers have taken over a small tenement in the Lower Ward and turned it into a commune of sorts. The living quarters are on the upper levels, while the ground floor holds a studio - The Parlour Noxious - where they paint with acid and tattoo with poison onto a canvass of living flesh. This flesh is more often than not their own.

While this may seem to be a rather limited view of Entropy's progress, the Etchers are quickly gaining some measure of influence within the faction. Painful though it may seem, entropic body art's becoming all the rage in the cutthroat world of Sigil fashion, especially with the fiends, who'll do anything for a bit of corruption. Of course, the fact that poison doesn't affect them might have something to do with it - there's been many a fatality amongst trendy young Sinkers who've asked for a toxic tattoo they just couldn't survive with. This popularity with the fashionably conscious of Sigil makes the Etchers one of the faction's most (currently) reliable sources of income.

The Speakers of All

This strange bunch of Sinkers approaches the question of multiversal Entropy from a religious standpoint. The members of this group are usually found in deep trances, muttering words that simply sound like gibberish. This is because they are following the central belief of their founder, a prime half-elf called Yaveh. She's from an obscure religious sect that believes the true powers of the Multiverse have one million and one names, and when all of these names have been spoken in worshipful prayer, the Multiverse will come to a close. The Speakers spend most of their time in a deep dark room of the Armory, murmuring prayers to any and all names of powers that they come across.

When seen outside the Armory, these sods are usually murmuring names and prayers under their breath, and don't seem able to focus on anything else quite properly.

There's a considerable information-gathering network involved too. Sinker factioneers have been seen scouring libraries and planar burgs, trying to learn names of long-forgotten powers, just in case one of those is one of the one million and one. Oracles and psychics have been consulted, and temples raided for their holy texts. The Destroyers fraction especially seems keen on this project; any lead they can find to hasten the end of the Multiverse and bring Entropy to all things is well worth the effort, they reckon.

The Society of Capricious Law

That's the name adopted by an unusually sober group of Doomguard in the Cage. They have heard of the studies of an exiled Guvner, DeMiro the Erratic, who calculated the starting date of Chaos in the multiverse, and hold it aloft as proof that the machinery of Law itself is decaying. They reckon the 'sciences' of physics and mathematics predict their own demise, and the more data the DeMiro unearths, the more certain they become.

The Society is part of the Sinkers fraction. They've got many of their finest bloods on the trail of DeMiro, watching his movements and reporting back on his observations. They secretly fund his sojourn with jink and supplies, and intercept papers the Guvner sends back to Sigil, and substituting their own documents. Naturally, this is all done in extreme secrecy so that the Fraternity of Order won't bring their exiled member back in from the cold. The Guvners'd be sick if they knew their archenemies the Sinkers were benefiting from one of their own members. Of course, the Entropy Rats themselves revel in the irony of using a lawful faction to bring itself down. (Nobody's thought to ask what DeMiro thinks, though.)

The Harbingers

This power group is somewhat unusual in that its members come from a cross-section of many factions, not just the Doomguard. Members of the Destroyers fraction founded the Harbingers, but the group also has strong support from the Guvners and Athar. A small number of Dustmen and Godsmen also take an interest in the group and lend occasional support. The whole point of the organization is to bring about the end of the multiverse, one world at a time. The Doomguard members realize that everything can't collapse into true Entropy unless *everything* is destroyed – including the Outer Planes. Since the Outer Planes embody the beliefs of the Prime Material, the Prime has got to go first.

Initially, the Destroyers who founded the group simply attempted to carry out genocidal wars on the various Prime worlds. Unfortunately, this quickly proved to be an expensive undertaking. They decided instead that they needed to find a way to get the worlds to end themselves, without getting into an uproar and defending themselves. It was at this point that one of the members brought a member of the Fraternity of Order on board. It seems that this member was cataloging all the various apocalyptic myths of the Prime. However, she only wanted true ones and most worlds have as many stories about the "end times" as there are gods. The Harbingers offered to help the Guvner prove her theories by arranging to bring about the conditions of the prophecies and see if the world in question would, indeed, end. After a few successes, the God Slayers group of the Athar caught wind of the Group's actions, and wanted in. After all, the end of a world usually involved the death of one or more so-called gods. And, even if a god didn't die along with the world, he would be weakened by the loss of so many worshippers.

The Dustmen are interested in the actions of The Harbingers simply because of the sheer amount of death involved in an apocalypse. Usually, they are content to watch the destruction, but occasionally they will act as missionaries and prophets and attempt to ease people into the afterlife. The Godsmen that support this group act in a similar role. Rather than letting people sit around and hope for a happy ending, the Believers of the Source travel the world and motivate people to get their affairs in order so that they will get off on a better foot in their next life.

The Language Killers

This power group belongs to the same general school of philosophy as the Harbingers. Although they are just as dedicated to the destruction of the multiverse as their cross-faction compatriots, the Language Killers take a different approach. These Doomguard figure it is far easier to ruin the languages spoken throughout the multiverse than to destroy an entire, infinite plane. Language allows knowledge, ideas, and beliefs to be spread to others. These ideas and beliefs are the foundation of the Outer Planes. If you kill a berk with a new idea, more people end up being interested in the idea than if the original thinker was left alive, thus strengthening that belief. But, if you destroy a language, you eliminate the means by which those beliefs are communicated and soon the ideas themselves will die.

Even though the group calls themselves the Language Killers, verbal communication is only their primary focus. Any form of communication is a target for their efforts. Art and music, which communicate ideas without words, are equally open to corruption. However, because these "languages" don't use words, their meanings are more easily misinterpreted. Thus, not only do they need less work to destroy, they can also be used as tools to further the decay of the spoken word. Overall, miscommunication is the group's goal and tool. Throughout numerous histories from the Prime, kingdoms have warred against each other and within their own borders from the simplest miscommunication. This is the font of knowledge the Language Killers draw upon.

Given the amount of time it can take to corrupt a language, all three fractions of the Doomguard have members in this group. The language killers, much like the Harbingers, has also attracted a few (temporary) non-Doomguard members, primarily from among the Free Leaguers, Athar, Anarchists, and Xaositects. However, while all these groups support the independent thought, heresies, shifts of power, and utter chaos that the corruption of language can bring, they quickly come to blows with their former allies because the Doomguard aren't willing to "put things right" once the current "problems" with a given language have been dealt with.

The Razers

This power group is something of a rogue element within the Doomguard. Although they still support the ultimate triumph of Entropy, their methods place them at direct odds with one of the other power groups within the faction, the Sifters. See, unlike their Regulator brethren, these Destroyers firmly believe that the multiverse must be scorched by fire. As much as possible, these firebugs set everything in their path ablaze. The flames can be magical, natural, or gated in from the plane of Fire. So long as the destruction is caused by fire, the Razers do not care what method its members use.

Given this attitude, the Razers and the Sifters are always at each other's throats. It doesn't help matters that the two groups are so close together. (These arsonists have placed their base of operations within the Sea of Frozen Flames on the Elemental Plane of Fire.) The Razers have the advantage in that their fortress is carefully hidden. Lately, the Razers have been focusing their energies against the Sifters, rather than the rest of the multiverse. Although internal friction is just another facet of Entropy and she allows the occasional raid against the Crumbling Citadel, Pentar would have this group hunted down and destroyed if they caused any permanent damage.

The Factol

Pentar (Planar / female human / ranger 20 / CN)

The current Factol of the Doomguard has spent all of her thirty-odd years of life steeped in chaos and destruction. For as long as she's lived, Pentar has actively sought out situations that were both highly dangerous and as well as rife with the potential for decay. Since she was born in the Outlands gate-town of Xaos, the landscape itself provided such opportunities nearly constantly. Seeing that she spent so much time away from the relative safety of the burg, Pentar's parents apprenticed her to a local ranger. Initially, the young girl resisted the training, but she quickly changed her mind once she came to realize that being a ranger would allow her not only to travel through the chaotic wilderness more easily – and thus survive to see more of it - but it would also allow for a greater understanding and appreciation of the Entropy found in nature. Pentar's strong desire to experience natural Entropy first-hand nearly got her killed when she was a teenager. She was reveling on the slopes of an erupting volcano and barely managed to escape the lava that was flowing towards her.

Despite such personal experiences with Entropy, she soon grew bored with traveling from one natural disaster to another. Even causing them didn't hold her interest for long. So, at the age of 20, Pentar traveled to Sigil and sought out the Doomguard to become a member. She hoped to find greater challenges and dangers inside a group of like-minded individuals. The faction soon realized that she was a good asset to have. Seeing that Pentar was utterly fearless in battle or any dangerous situation, the high-ups quickly promoted her to Decay Knight, so that she could lead their troops on difficult missions. Her unquenchable zeal moved her forward once again into the ranks of the Entropic Champions.

Pentar was assigned the quest of traveling to the Prime Material Plane and freeing one its worlds from the grip of a lawful order of mages and priests that had recently come to power. She was chosen for this mission primarily because the world was one of mostly wilderness, but nature itself had been enslaved and controlled by the spellslingers. The young woman succeeded admirably and quickly. (Pentar managed to not only incite the residents to revolt, but brought many animals into the conflict as well. She also was able to use some of her early experiences from before joining the Doomguard and create a few natural disasters as well.) Upon returning to the Cage, the ranger readily volunteered for another entropic quest. This time, the high-ups decided to give her a task that was more planar in origin. They sent her to Xaos with the goal of sending it over the edge and into Limbo.

This mission was actually a test. Having seen her potential earlier, and her actual skills against the lawful order, the Doomlords decided to groom Pentar for the position of Factol. This decision brought a lot of disagreement from the Nernstroms. After all, the leader of the faction usually comes from the ranks of the Doomlords, and only rarely from the Nernstroms. Skipping two levels of rank and pulling someone from the Entropic Champions was unheard of. The true nature of the test was not see if Pentar could accomplish the goal, but how she would go about it. The leaders needed to see if she would be influenced by sympathy or nostalgia for her family and her former home. She wasn't. Upon completing this task, Pentar was willing to sacrifice even more of her skin and take up a third quest, when the previous Factol was killed in a slave revolt of his own making. Pentar was unanimously elected to the position.

Pentar has been the Factol of the Doomguard for just over five years. In her tenure, she has pushed the faction even further towards the agenda popular among the Destroyer fraction. In addition to calling for more and more acts of public violence and destruction, she has also been focusing the efforts of the faction as a whole on the stopping of the Great Modron March. While this task has been considered a duty of the Factol practically since the faction was founded, Pentar is giving every indication of being the one to finally accomplish it. She has formed an alliance with a group of tanar'ri in order to obtain a series of very destructive war machines (the *Ships of Chaos*). She has also sought out any number of dangerous monsters that can be unleashed on the modrons during the March. In process of this preparation for what is sure to be a glorious act of Entropy, Pentar has distanced herself from the day-to-day politics and operations of the faction. She has turned most of this responsibility over to the Doomlords, particularly the Doomlord of the Armory (Bendon Mawl).

Pentar is an unwavering member of the Destroyers fraction. She is always ready for battle. She never takes off her armor, and her weapons – especially her *Dust Blade of Modron Death* and *arrows of Modron slaying* - are rarely far from her side. Her raven-colored hair is kept long and unfettered, despite the possibility of it blinding her in battle. Her personality reveals that she has a volatile temper and suffers from mercurial mood swings. (This does not affect her leadership skills, however.) Although her initial focus was on accelerating the Entropy found in Nature, Pentar has easily embraced the concept of speeding up the decay of the entire multiverse. While the other factions are glad she's currently obsessed with the upcoming Great Modron March, as it tends to reduce the amount of Sigil the faction damages on a daily basis, they are a little worried about what the faction's next target will be should she succeed.

The Doomlords

Pereid (Planar / female human / thief 19 / LN)

This manic woman is one of the Doomguard's most powerful, and important, bloods. She is the Doomlord in charge of the faction's stronghold on the Quasi-Elemental Plane of Dust, the Citadel Alluvius. Pereid allies herself with the Sinkers fraction of the Doomguard, and champions the cause of Entropy on non-physical objects: things such as thoughts, philosophies, and ideas.

Pereid was born roughly forty years ago in the burg of Melodia, on the plane of Arcadia. It's not big secret that Melodia is the Harmonium's major stronghold outside of Sigil; everyone in the burg wholeheartedly supports that faction, and eventually becomes a member. Pereid was no exception. Her parents were guards at one of the Harmonium's many "training camps" on the plane, and they schooled their daughter in much the same way as they did their "guests". This upbringing turned the young woman into a zealot in the cause for peace, law, and multiversal harmony. During her career with the Harmonium, she served time in the camps, as well as patrolling the planes, and eventually ended up in Sigil. As a Measure Three, Pereid was put in charge of force tasked with keeping the Doomguard's acts of public destruction in check – a task that she did very well.

All of this made Pereid a very tempting target for the Doomguard. They wanted to strike a blow against the Hardheads, and decided to do so by turning some of their own members against them. The faction kidnapped her from her office in the City Barracks, and took the woman to the Armory where she was tortured, engaged in philosophical argument, and indoctrinated in the ways of Entropy. Within a few weeks, the Doomguard had managed to strip her belief in the Harmonium ways, and Pereid became just as strong a member of the Sinkers as she was of the Hardheads. Unfortunately, this also broke her mind. Where before she used to be ordered and organized, Pereid was now obsessive - especially about discussing philosophy, which she now does nearly 24 hours a day.

As a Doomlord, this rogue controls a large portion of the faction's resources and helps to direct the course of the Doomguard as a whole. As a member of the Sinkers, she is not too pleased with the how Factol Pentar has been running the faction of late. Having controlled the stronghold on Dust for close to eight years, she has had her fill of physical destruction and seeks, instead, to encourage the Entropy of Belief. To this end, Pereid plays something of a

balancing act – she orders the factioneers under her command to accelerate the decay of the spiritual, while slowing the decay of the physical. In this manner, she feels that she is still upholding the beliefs of the Sinkers fraction because the overall pace of Entropy remains the same.

Even for a Doomlord, Pereid tends to make quite an impression on people. This is primarily because she is always speaking. While her favorite subject is philosophy, the woman is perfectly capable of carrying a conversation with anyone on any topic – including herself if there's no one else available. Even sleep doesn't still her words. At times, she sounds much like a Xaositect with mangled syntax and mixed up word order. If she gets excited, the pitch of her babble drops to a fervent whisper. Pereid's taste in clothing resembles her speech. While everything she wears is of dark, somber colors, that's the only thing they have in common. Everything else about them is mismatched: style, size, material. Her hair is long and flowing, freely falling about her shoulders and the black and red mask that is the symbol of office for a Doomlord. When forced into physical conflict, she favors light and quick swords, such as the rapier, because it allows her blows to keep up with her words as she delivers a stinging insult with each and every strike.

Roth (Planar / male tiefling / fighter 14 / CN)

This intimidating basher is the Doomlord in charge of Citadel Sealt, the Doomguard's stronghold on the Quasi-Elemental Plane of Salt. Roth is a member of the Destroyers fraction, and uses his position to help the faction accelerate the pace of Entropy in the multiverse. His personal approach to this goal is to keep the faction heavily involved in the Blood War, as well as to attempt to intensify it whenever possible. Given his support of this eternal conflict, it's no surprise that he has volunteered his stronghold as the place where the faction hosts visiting delegations from the Lower Planes.

Nobody knows exactly how Roth came to be, what arcane flux of planar energies caused his human mother to give birth to a barbed monstrosity rather than a normal child. His parents, who were traveling through Acheron at the time of his birth, could barely work up the courage to look at him and so abandoned Roth in that plane of war, fascism, and utter order. Fortunately, (at least for Roth and the Doomguard) he was adopted by the bladelings. In their care, he grew up on the iron battlefields of Acheron. On his adopted home, the tiefling was instilled with a love for conflict that could never be quelled. As soon as he was old enough to travel across the Outer Planes by himself, Roth journeyed far and wide in search of war. He fought with the iron-shod legions of the baatezu in the Blood War against the tanar'ri, worked as a mercenary with a band of treacherous yugoloths, dueled celestials from the Upper Plane of Ysgard, and slaughtered a tribe of bariaur on the mountainsides of Arborea.

As he experienced battle in all of its forms, Roth realized that there was a reason that wars could be found throughout the multiverse. The last days of the multiverse were nearly here, and some day soon all that is shall be consumed in one final battle. The Ysgardians call this battle Ragnarok; he prefers to simply call it Doom. Converted to the glories of the coming Doom, Roth decided to take a more active role. Any sod can fight and get himself written into the dead-book, but few are able to orchestrate the final battle itself. In preparation for this glorious destiny, the tiefling traveled to the city of Sigil and joined the Doomguard.

His knowledge and experience with battle quickly earned him a position of leadership within the faction. Although the tiefling reveled in the conflicts the Doomguard assigned him to, Roth never lost sight of his goal of preparing for Doom. He carefully chose his assignments so that he would earn the most glory for his success, as well as accumulate the favors and influence needed to get into a position of true power. Roth's plans worked exceedingly well, and he became the Doomlord of Salt within four years of his joining the faction.

In addition to being the overlord of Citadel Sealt, Roth is one of the faction's master strategists. Nearly every large-scale action taken by Doomguard forces has had at least some of their battle plans or marching orders crafted by Roth. Factol Pentar has been spending much of her time recently in private conference with him, crafting attack strategies for the impending Great Modron March. In addition to planning for wars, he also has a hand in gathering resources for them. Although he leaves most of the mundane supplies to the faction's quartermasters, Roth takes a personal interest in equipping the Doomguard with weapons, especially those of destruction on a wide scale. It is for this reason that Roth's stronghold has become the host to the small colony of astral hunters that Pentar has managed to convince to work with the faction.

Roth cuts a very intimidating figure – even for a Doomlord. At first glance, he appears to be a tall humanoid clad in black, chitinous-scaled armor, with wickedly barbed spines extending from the metal. Upon closer inspection, however, it is evident that the "armor" is actually a carapace that covers his entire body, and the spines pierce his flesh and ooze a clear liquid that smells faintly of brine. Roth is ruthless and without morals, using anyone necessary

to get what he wants. The tiefling tends to speak slowly, but with a hidden threat that his words might have a second meaning, one that hints at dark malice and terrible secrets best left undisturbed. He is utterly without mercy in combat, and takes pleasure in causing the maximum amount of pain and suffering that he can. Roth's favorite tactic is to impale a foe on his spines, and then use his sword to kill the now helpless victim.

Devland (Planar / male half-elf / fighter 14 / LN)

This reclusive cutter is the Doomlord in charge of the Crumbling Citadel, the faction's stronghold on the elemental plane of Ash. Although Devland claims to be in the Regulators fraction, and provides support for the activities of the Sifters, his actual beliefs seem to fall more in line with those of the Sinkers. The half-elf's particular slant on the progress of Entropy is that it must be slowed as much as possible in the natural world. (Although he wouldn't be all that concerned if the "excess" Entropy removed from nature was transferred into more "civilized" surroundings.)

Devland was born in the forests of Arborea, son to a wood elf and her human lover. He was raised by his mother's tribe, and grew up with an instinctive love for the nature and the vast untamed wilderness of his homeland. Being a native Arborean, Devland was very passionate by nature and eagerly threw himself fully into whatever happened to catch his attention. The half-elf soon acquired an intense wanderlust by listening to the stories of his planewalking father. Once he became old enough to travel the planes and survive on his own, Devland left Arborea to travel the planes, with the idea of seeing what other types of wilderness existed. What he found quickly sickened the half-elf. In nearly every place he visited, especially on the Prime, Devland found that nature was not truly respected, merely used or even exploited. He found many places where war or simple greed had destroyed the natural world. Although he tried to fight this waste wherever he found it, the problem was too wide spread to contain. Soon, his Arborean nature led him into a deep depression. It was in this somewhat suicidal and rather susceptible state that he fell in with the Doomguard.

The factioneer he spoke with easily convinced Devland of both the presence and the inevitableness of Entropy. The destruction of nature was just one sign of its progress. Although he didn't like the idea, the half-elf reasoned that if one can't beat the system, you could at least work from within to make it more acceptable. Devland joined the Doomguard in order to make sure that his beloved woodlands would be spared the harsh effects of Entropy, and last as long as possible under the spread of a more natural decay. This desire to slow Entropy in nature led him to ally himself with the Regulators; but his dislike of what civilization does to nature makes him sympathetic to the viewpoints of both of the other two fractions within the Entropy Rats.

Devland has become the Doomlord of Ash not because of any over-arching ambition, but through simple dedication and hard work. He is the most sedate of all the Doomlords, championing the cause of the Regulators fraction with an even hand and a steady pace. While he still favors the idea of letting the civilized multiverse collapse into a mass of Entropy leaving only the natural world to slowly fall into decay, the half-elf does consider other viewpoints and is thus able to remain relatively unbiased when representing his fraction during voting on issues which affect the Doomguard as a whole.

Despite having become a Doomlord, Devland still retains his love for nature and the general solitude it provides. It is for this reason that he restricts the numbers of Doomguard stationed in the Crumbling Citadel – he feels crowded if too many people are around. He prefers to dress in clothing reminiscent of the wood elf tribe who raised him, and keeps a number of plants in his offices and personal quarters. Devland has also covered the walls of his office in bits of wood salvaged from Ash by the Sifters. In addition to his love of nature, the Doomlord also retains some of his Arborean passion. He is able to fully commit himself to a course of action or project and work on it nonstop for days at a time.

Nagaul (Planar / female dwarf / priest 10 / NG)

The Doomguard have chosen this grim priestess to be the Doomlord in charge of Citadel Exhalus, the faction's stronghold on the elemental plane of Vacuum. She still worships the gods of creation, despite being a member of the Destroyers fraction. Her faction beliefs and religion have become entwined and twisted together in a perverse fashion – she seeks to use her god-granted skills in smithing to forge for the Doomguard weapons of mass destruction that will extinguish all life in the multiverse.

Nagaul was born and raised in the tunnels and forges within Mount Clandeggin. There she was steeped in the lore of her race and raised to appreciate the art of creation above all else. However, the dwarf was also as deeply exposed to tales of the race's war against the various humanoid races. It wasn't too hard to see that for the dwarven race, creation meant weapons making which in turn meant conflict and bloodshed. Although most dwarves have no problem with this cycle, Nagaul was unable to handle the seeming paradox of creation begetting destruction. In

time, she came to rationalize that it was the fault of the humanoid races that the holy art of creation had been corrupted into one of eventual destruction. The priestess set out to find a way to achieve the complete genocide of the humanoid races.

This obsession with destruction quickly led her into the ranks of the Doomguard and the arms of the Destroyers fraction. Their goal of bringing about the end of multiverse sooner rather than later meshed readily with her twisted beliefs. However, spending a few years actively pursuing the course of Entropy warped her views even further. Nagaul saw that it was not just the humanoid races who were the cause of war and destruction – every race was responsible for starting it, even her own. She soon came to view life itself as the cause of creation's corruption into a source of destruction. As such, the dwarf embraced the goal of eliminating all forms of life from the multiverse, so that creation could proceed unhindered by its polluting influence. However, just because everything must die, that doesn't mean it has to suffer. Nagaul has come to view the genocide of every race as something of a mercy killing – putting Life out of its misery.

This merciful, if twisted, view of Entropy has placed her at direct odds with one of the other Doomlords, Roth. The very vocal arguments about the nature of destruction have begun to polarize the Destroyers fraction between their two viewpoints. Nagaul has the support of those who view the acceleration of Entropy as a means to the end, while Roth leads those who simply revel in the act of destruction and don't really concern themselves with the results. For the moment, Factol Pentar is able to prevent this disagreement from turning into a small civil war within the ranks by keeping Nagaul busy with the creation of new and more powerful weapons while supplying Roth with those same weapons for use in his Blood War campaigns.

Nagaul is a very grim dwarf, both in terms of personality and manner of dress. Since she views her duty with the Doomguard as a war against life itself, she is girded for battle at all times. She dresses in black and gray full plate armor and wields twin war hammers. She speaks in low tones full of sorrow for what she must do and sympathy for those who are about to fall beneath Entropy's advance. In fact, if it were not for her tightly controlled passion for genocide, Nagaul would be much better suited for membership in the Dustmen. This similarity with the Dead is one of the reasons that faction is allowed to visit her stronghold on Vacuum and worship at the Portal of the Last Breath.

Bendon Mawl (Planar / male tiefling / wizard 10 / LE)

Without a doubt, this spellslinger is the most influential of all the Doomlords. As the factor in charge of the Armory, he is in the best condition to influence much of what goes on in the faction's headquarters. And, since Pentar has her home and office in Sigil, Bendon Mawl is also the best position to influence the factol. It is no accident that since she has become more and more involved with preparing the Doomguard's battle plans for the next Great Modron March, Pentar has informally turned control of the faction over to this tiefling. Because he belongs to the Sinker fraction, Mawl has used this position of influence to limit many of Pentar's more destructive policies.

Little is known of Bendon Mawl's history prior to his joining the Doomguard. He simply showed up at the Armory one day two decades ago. In fact, it has become something of a game within the ranks of the faction to try and guess at key details in Mawl's past. Entropy Rats of all ranks are welcome to approach the tiefling and tell him the current rumors and theories they have about him and his background. Sometimes he'll confirm or deny a specific point; usually he'll just smile mysteriously and say, "That's a good guess. It might even be true." So far, all that's really certain is that he has spent some time in the gate-town to Baator, Ribcage, and was possibly born there. If true, this suggests that he has baatorian blood in him. But if this were the case, one would expect him to get along less well than he currently does with the tanar'ri in charge of the Armory's forges, Ely Cromlich.

As the administrator of the Armory, and the de facto leader of the faction, Mawl is well aware of Pentar's plans for stopping the March. And, like her, he thinks she has a good chance this time around. But, the Doomlord is concerned about the future of the faction **after** the attack on the modrons. As a member of the Sinkers, he doesn't like the very active, and violent, turn the faction has taken under Pentar's leadership and obsessions. So, while he faithfully serves, Mawl is also taking steps to preserve the faction - without Pentar's presence. The tiefling is treading a careful line very near to the border of treason. He hopes to bring the faction back to its original philosophy by ensuring that the vast majority of Destroyers are at Pentar's side when she attacks the March. The tiefling expects the losses the Doomguard suffer – victorious or not – to greatly reduce the influence that the Destroyers have in the faction.

Bendon Mawl is a tall, slender middle-aged tiefling spellslinger of ruddy complexion and angular features. His large, pointed ears (similar to those of a bat) poke out through his dull crimson hair, while his coal black eyes peer out from his Doomlord's mask, carefully studying everything and anticipating its eventual decay into a mass of

Entropy. Mawl favors conservative dress: gray wool pants, low black leather boots, gray silk shirt, black wool vest (with the Doomguard symbol embroidered in red over the heart), tortoise shell shoulder plates, red ascot around the neck. The tiefling is never found without his Doomguard-forged broadsword of Tanar'ri Red Steel or his *Wand of Negation*.

Mawl is a cautious, if ardent, believer/follower of Entropy. He considers all possibilities and seeks to prevent the less desirable paths of Entropy from occurring - but encourages others. As a Sinkers, the tiefling takes great enjoyment in watching the natural, unhindered progression of Entropy. In his office, he has a "living shrine" to the process - a goblet of wine and a cheese sandwich, which sit on a shelf and slowly turn to vinegar and mold. Bendon Mawl is also a student of legends and myths of items and places of power. His office is littered with papers, books, drawings, and other documents concerning these things. Currently, the tiefling is putting forth a lot of effort to locate the legendary Isle of Black Trees.

The Nernstroms

Jazvid (Planar / male tiefling / bard 8 / NE)

Jazvid is one of the rare Nernstroms who is not in charge of a permanent installation. Instead, he serves the Doomguard as their star diplomat. He understands the politics of the Lower Planes very well, and is in charge of all of the faction's dealings with the fiends. (At present, he is instrumental in keeping the Tanar'ri of Twelve Trees focused on the construction of the *Ships of Chaos*.) When he's not sealing a deal with something in the Lower Planes, Jazvid can be found either digging up information of use to the faction or else attending a meeting of the City Council in Sigil's Hall of Speakers. (He is only called in to represent the faction when there is some piece of legislation pending that Pentar wants to have guaranteed passage - or failure.) In between assignments, Jazvid calls the Outlands gate-town of Rigus home.

As a bard, Jazvid performs songs, gathers information, and deals with people on a regular basis. As a member of the Destroyers fraction, he seeks to accelerate Entropy. His specific slant is the decay of people's minds/thoughts/opinions and information in general. Although he tends to take a longer view of Entropy than most in his camp, Jazvid's not averse to giving it a little push now and again. His pursuit of Entropy is somewhat unusual. After he's found a rumor/piece of information (and given a copy to the faction), he will help the Entropy of the item. A rumor will be exaggerated to the next step; info will be made slightly more mistaken than it was. He does the same with songs. Any song he doesn't like will be recorded and then changed slightly - an acceleration of changes that would have taken place of decades of playing.

His true love is working with (over) people. He uses his *Ring of Human Influence* as well as his bardic abilities to full effect to help the Entropy of the human(oid) mind. He will use *ESP* to find out what someone thinks, and then get that person to like him either through his natural charisma or the magical charms of his ring. Once done, Jazvid will then fast-talk and suggest that the person think something else. It doesn't matter if he does it to one person at a time, or with a whole crowd during a concert.

Jazvid, at first glance, appears to be a normal half-elf that's either been rolled in coal dust or else has just returned from a week's vacation on the Plane of Ash. His tiefling nature gives him a speckled, dusty look. His silver-blond hair has "flecks" of black and gray on the strands. His skin appears as a moderate tan coated with a gray layer of dust. The whites of his eyes are also speckled. The irises themselves are iridescent (ranging from glossy black to metallic greens and purples). Jazvid's normal speaking voice is soft and breathy - being no louder than a loud whisper. Oddly, his singing voice can reach normal volumes. His normal attire is finely tailored clothing that is either brand new (at the start of a cycle) or quite worn (at the end of a cycle). When entering a dangerous situation, he uses a suit of Baatorian Green Steel Chain Mail; weapons are short sword and dagger. (He owns three sets, one each made from Baatorian Green Steel, Iron, and Silver.) Regardless of the situation, Jazvid always carries at least one of the musical instruments in which he is trained ("the bones", the clarsach (small harp), or the bagpipes).

Jaranda (Planar / tanar'ri - marilith / CE)

This fiend, like most of the other planeborn in the faction, holds her high rank due to the resources she possesses, rather than having given long years of service to the Doomguard. Jaranda controls Gallowsgate, one of the largest strongholds on the Plain of Infinite Portals (the first layer of the Abyss). Although having one of the Blood War's tacticians on their side holds some appeal for the Doomguard, the faction's high-ups really value Jaranda for her control of the Abyssal burg. It seems that the marilith is rather barmy (even for a tanar'ri) and is willing to let the faction's forces use Gallowsgate as a testing ground for new military tactics and weapons. She doesn't mind having an army attack her city, as long as it's doing so with her permission.

Jaranda is actually the longest serving member of the Doomguard currently alive. She joined the faction not long after its official founding some 600 years ago. At that time, she was serving as other mariliths do – acting as a general and tactician for the armies of tanar'ri in the Blood War. Jaranda had been growing bored with the conflict since her army had been unbeaten for well over a century. Then, a small group of mortal mercenaries approached her and volunteered to fight for the tanar'ri in the next battle. Intrigued, she asked them why. It was then that they told her about the philosophy of the Doomguard and how they felt that the Blood War was a perfect means by which they could both experience and increase Entropy.

Jaranda was immediately enraptured with what the Doomguard told her. She viewed the progress of Entropy as a conflict greater than the Blood War, a battle worthy of her obvious skill and talent. The marilith quickly pulled her army from the field and personally went to Sigil to give an offer to the faction leaders: if they made her a member, and put her in charge of the faction's military, she would give them a base in the Abyss from which they could participate in the Blood War. For the young faction, this was the chance of a lifetime, and they accepted her terms. Jaranda then returned to the Abyss and used her army to capture the stronghold of Gallowsgate. It was from this new base of operations that the marilith would craft the perfect strategy to bring war to the multiverse and further the cause of Entropy.

She is still trying to craft that strategy. Jaranda has become obsessed with finding the perfect plan, and has spiraled down into madness, discarding one grandiose plan after another. This insanity is the primary reason that she allows her stronghold to be used as a testing ground – she seeks the perfect tactics and weapons that will be the building blocks for her perfect assault on the multiverse. It also rather conveniently distracts her from trying to seize more control of the faction's troops. The various Factols of the Doomguard have learned that it is in their best interests to occasionally introduce flaws into her plans every time the marilith comes close so that Jaranda has to create another strategy, and thus ignore the politics of the faction.

Jaranda's natural form is typical for a marilith – a female torso with six arms and a long, serpentine body. Her skin is a dark brown in color, matching her eyes. Jaranda's hair is a deep black, clinging in tight curls to her head. The scales of her body and tail are black, with red and green highlights. The weapons she usually uses are a light crossbow, a pair of shields, and two *bastard swords of sharpness*. However, she only uses her natural shape in combat. Normally, she prefers to be *shapechanged* into a statuesque human warrior. In this shape, she wears only a knee length kilt made of poisoned throwing knives. Regardless of the form she uses, Jaranda always wears a large medallion of tanar'ri red steel emblazoned with the Doomguard's symbol.

Ely Cromlich (Planar / tanar'ri – marquis cambion / fighter 18 / CE)

This tanar'ri has been in the charge of all the Armory's forges and workshops for well over a century, and quite often takes a turn at the central forge himself. He is an undisputed master in both the making and wielding of weapons. Ely is the de facto leader of the Destroyers fraction, and is a vocal advocate for keeping the Doomguard involved in the Blood War – on the side of the tanar'ri, naturally. The cambion, as expected, completely supports the policies that Pentar has set forth during time as Factol. Some rumors making the rounds inside the ranks say that this strong support is not only because of their similar outlooks, but also because they are lovers.

As the faction's chief weapons master, Ely has the final say in what weapons get made by the Doomguard. Quite often, those seeking custom-made weapons will have to deal with the cambion directly. Although he leaves all of the paperwork to his assistant, Spragg, the tanar'ri has complete knowledge of all of the weapons owned by the faction both in terms of quantity and location.

Whether or not the tanar'ri is intimate with Pentar, he does have plans involving the Factol. Much like Bendon Mawl, Ely is making plans for the future path of the faction once Pentar is gone. And, unlike the Doomlord, the tanar'ri isn't planning on leaving her demise to chance. The cambion's secret plans involve assassinating Pentar during her assault on the Great Modron March, and then getting himself voted into the factol's office. Once he controls the Doomguard, Ely plans to have the faction focus exclusively on the Blood War and forsake all other projects in favor of that conflict. Although he knows that the Sinkers and Regulators won't like this shift of purpose for the faction, the tanar'ri hasn't yet decided if a purge of the Doomguard's ranks is going to be necessary to allow him to complete his grand scheme.

Saskia (Planar / tanar'ri - succubus / fighter 6 / illusionist 10 / CE)

This nernstrom has two very important spheres of influence within the faction. First, she controls a fortress deep in the Abyss. This layer not only fits the Doomguard's outlook on life but is also a prime source for the ore used to make Tanar'ri Red Steel. Saskia's home is an armed mining camp, which collects the raw material and ships it back

to the Armory by way of Gallowsgate. The second place where this succubus wields great influence is in the realm of the faction's finances. Saskia doesn't give all of the ore to her faction; she sells some of it to anyone who can pay her inflated prices. The tanar'ri also maintains control over a large number of businesses across the planes - either via direct ownership or else by controlling the mortals who do own the companies.

Saskia's Abyssal home is on the 133rd layer, where she lives in a fortified mining complex built of imported sandstone and enchanted glass atop a tall, narrow mesa. This layer, called the Consuming Furnace by sages, is made of almost nothing but raw, crude materials (predominantly iron and tanar'ri red steel ore) that are constantly rusting and disintegrating. Iron mesas jut sharply up from the metal plains, and shifting seas of rust-dunes dance in the harsh, hot wind that blows constantly across the landscape. The whole layer is subjected to an eternally searing heat, which bakes metal and makes it burning to the touch. Any metal brought to the layer (except for Tanar'ri Red Steel) will rust and disintegrate within a matter of days. Surprisingly, in spite of the abundant raw red steel ore, very few tanar'ri make their home here. This relative emptiness is what allows Saskia to provide an uninterrupted flow of red steel ore for the faction's forges.

Despite the nature of her home in the Abyss, the succubus was not always an ardent supporter of the Doomguard. Rather, she has only recently become a member of the faction (within the last century or so). Even now, she still spends most of her time supporting her first allegiance - the Original Sins Cartel. The Cartel is a loose confederation of ten powerful succubi that have realized the benefits of working together to gather souls and have managed to suppress their treacherous natures against each other for many centuries. It is through her allegiance to this Cartel that Saskia acquired her business sense and empire. (Saskia's favorite targets for corruption are businessmen. She enjoys watching them ruin their souls while she helps them ruin their competition.)

In the process of increasing her financial status, the succubus became aware of the Doomguard and their philosophy. Saskia quickly found that she agreed with the faction. After all, a belief in multiversal decay validated the layer she called home. It also reinforced the paranoid thoughts that her sisters in the Cartel would eventually betray her. Saskia joined the Doomguard as a means to creating a secondary power base; a refuge she could flee to and seek protection from when the other temptresses in the Cartel finally turned on her. Upon joining the faction, she quickly acquired a secondary home in Sigil - an old, crumbling house (which she calls the Entropy Garden) in the Lady's Ward, a few blocks from the Armory.

As soon as the high-ups found out that their new member could provide an unlimited supply of red steel ore, Saskia was immediately promoted to nernstrom. She has firmly held onto this position ever since. The tanar'ri is smart enough to realize that if she were to be elevated to Doomlord, she would lose all interest in her talents as a succubus and become completely devoted to the faction's business. Also, she would actually lose much of her influence in the faction, as she would have to give up her business empire, and thus, a large say in the running of the faction due to her controlling a significant portion of the income. However, this doesn't mean that she hasn't considered the idea of becoming Factol. Perhaps when her sisters in the Cartel finally betray her...

Saskia has allied with the Destroyers fraction, and favors the agenda put forth by Ely Cromlich. She uses her influence to make sure that the Doomguard stays active in the Blood War, and attempts to use the faction's resources to keep the War from cooling off, and possibly to intensify it. Naturally, she wants to keep the faction away from any dealings with the baatezu. The succubus has also played a major role in convincing Pentar to deal with the tanar'ri and help build the *Ships of Chaos*.

As a succubus, Saskia's natural form is that of a very attractive and sexy woman with graceful, leathery bat-like wings. Her skin is a deep tan in color with a smooth, warm, and alluring complexion. Her hair streams away from her head in a long, straight, silky white cascade, and is always carefully brushed. Her elegantly shaped eyes are a piercing, crystalline gray-violet in color. Her wings have a green tint that is reminiscent of old bronze. Saskia's face always has a somewhat condescending air about it, and has a way of shifting mysteriously from a mildly amused to a downright menacing expression - accomplished primarily through the narrowing of her striking eyes. She dresses in a long, broad, rust-red cloth, the length of which is cleverly folded and wrapped about her slender figure in a fashion which barely covers her torso, leaving shoulders, arms, legs, and head bare. The ends of the cloth hang down from her hips, falling just below her knees in the front and back. Her feet are wrapped in similar, but smaller, pieces of cloth leaving the heels and toes exposed. Her lower legs are similarly covered, the cloth buckled on with leather straps. (This cloth is actually woven from tanar'ri red steel, and so provides a bonus to her natural armor class.) When expecting combat, Saskia supplements this attire with fingerless leather gloves, a pair of greaves strapped underneath her leg cloth, and another pair strapped on her arms. The whole of her attire gives the impression of being worn out, with the cloth tattered and the greaves tarnished and dull. She often wears a long, graceful, tarnished

scimitar in a leather sheath. (This scimitar is a magical +2 *weapon* whose touch acts similarly to the tentacle of rust monster.)

Karnacki the Quick (Planar / male tiefling / wizard (conjurer) 14 / CE)

Despite being a high-up factor, this Nernstrom is really nothing more than a pawn in a dangerous political game being played between the Doomguard and Graz'zt. This tiefling is one of the Abyssal Lord's commanders in the Triple Realm, and his membership in the faction was requested by the powerful tanar'ri himself. The leaders of the Doomguard know that Graz'zt is merely trying to get an agent inside their faction, but they haven't tumbled yet to the exact reason for this. Although the Lord has dealt surprisingly fairly with the faction, the high-ups suspect that he is just waiting for the right time to spring some treachery and perhaps steal a powerful weapon or three. On the other hand, the Doomguard can't exactly pass up an opportunity to do exactly the same thing to Graz'zt. With Karnacki as member of the faction, the Doomguard will be able to have a base of operations inside the Triple Realm. Any factioneers sent there could be used as spies to get insight into one of the more powerful tanar'ri in the Abyss. It's simply going to be a matter of who uses whom first.

Karnacki himself is keeping very quiet on the matter of where his true loyalties lie. Although his first allegiance would appear to be to Graz'zt, betrayal is a way of life in the Abyss and he might simply be biding his time before throwing his full support in with the Doomguard. For now, he is content to be a figurehead of sorts within the faction, and do nothing more than host diplomatic parties between the high-ups in the faction and the Abyssal Lord's commanders.

The Entropic Champions

Trovik Negatus (Planar / male githyanki / wizard 8 / NE)

To many of the Doomguard's factioneers, this githyanki is better known by the name of "the Sign of Zero". Despite appearances, he isn't parodying the Signers with his take on faction philosophy – at least, not deliberately. Trovik is actually a failed member of the Sign of One. Originally thought to have a lot of promise, he left the Signers when he found out that he was only capable of doing the reverse of their beliefs: if he thought hard enough about something it would vanish! Once the Doomguard heard about this blood's talents, they quickly recruited him. Fortunately for the multiverse at large, Trovik subscribes to the beliefs of the Sinkers fraction, and hasn't yet tried to teach his ability to anyone else. However, he isn't adverse to a bit of garnish to send something away that a paying customer doesn't want cluttering up his particular part of the Multiverse.

Nobody really knows what happens to the items that get lost in this way. It's been suggested they're annihilated as if hit by a *disintegrate* spell, or maybe they're shunted into the Thuldanian junkyards in Acheron. Trovik is a highly valued, and protected, member of the faction. It's said that Pentar is spending quite a bit of time talking with this gith. The most likely goal of these talks is that the Factol wants Trovik to try to think the next Great Modron March out of existence.

Yaveh (Prime / female half-elf / priest 8 / NG)

This priestess is somewhat unusual in that she is utterly following her own agenda. The Doomguard merely happens to agree with it and supports her efforts. As a result, she is the only Entropic Champion in the history of the faction not to have undergone the ritual binding her to an *entropy blade*. It's doubtful that Yaveh is even aware of her rank or importance given how obsessed she is with her goal. See, she's from a prime-based doomsday cult that believes that the multiverse will end once the names of all one million and one true gods have been spoken. Everything beyond discovering and speaking the names of these deities is unimportant to her.

Naturally, the Destroyers have adopted Yaveh and her cause and are the ones to provide for her welfare. They inducted her into the faction nearly half a decade ago by "rescuing" her from the middle of a conflict between the factions of the Fraternity of Order and the Athar. The Guvners were looking to make her a member of that lawful faction simply because of the idea of being able to classify the powers as those who are true gods and those who are not appealed to their sense of order. The Athar merely wanted to kill her because her beliefs simultaneously supported and destroyed their faction's core philosophy. In the middle of the ruckus, the Doomguard factioneers snuck in, spirited her away to the Armory, and promptly gave her the rank of Entropic Champion.

Yaveh is a grim half-elf who is wrapped up in a religious crusade to bring the multiverse to a close. Most of her time is spent speaking prayers to one power or another, hoping their name is one of the million and one. With help from the Doomguard, she also controls a far-flung network of agents who diligently search through thousands of religious archives, searching for the names of forgotten, lost, or dead powers in case theirs is one of those which will unlock the end of the multiverse. She occasionally takes the time to eat or bathe. Yaveh exists mainly in her own world,

ignoring everything around her unless it threatens to stop her from achieving her goals. When the priestess perceives something as such a threat, she responds violently, invoking wrathful prayers to destroy that which seeks to stop her task. It is interesting to note that she does not invoke the name of any one power when casting her spells; it seems that Yaveh has been searching for other the names of other gods for so long that she has forgotten the name of the one who set on her task in the first place.

The Decay Knights

Hugh Phagus (Planar / male human / fighter 7 / NG)

Hugh Phagus is a well-known, and well-respected, factor of the Sinker fraction. He has caught the eye of both Doomlord Mawl and Factol Pentar; he stands a good of chance of being promoted to Nernstrom. Prior to joining the Doomguard, Phagus was a resident of Rigus (i.e. professional soldier). The man started his career in the faction as a street agent in Sigil and sometime partner to Chakan. It is through his association with Decay Knight Chakan that he has gained his reputation. At present, he is the garrison commander for Pentar's Y'Lien colony in Citadel Sealt.

Prior to his assignment to Citadel Sealt, Hugh was one of the more active members of the Sinker fraction. His adopted area of Entropy whose pace he sought to maintain was the murder rate in Sigil; specifically, the actions of mass murderers. Hugh managed to cultivate many contacts in the Harmonium and Mercykillers that allowed him to pick up information on these miscreants. The Decay Knight would sit back and follow their progress, doing nothing until they (in his estimation) "exceeded their quota". Then he proceeded to track them down and kill them. Actually, the "art" of murder is something of a hobby to Hugh. (Purely clinical interest, naturally.) He has an impressive collection of notes concerning the habits, patterns, mental state and the like on every known case of mass murder that has ever happened in Sigil. As a result of these notes and his research, Hugh is often able to determine the cause of death merely by glancing at a corpse. This intense interest also allows him to *Sift* organic remains; an ability normally restricted to Doomguard clerics.

Hugh Phagus is a man fast approaching middle age. However, he keeps his body in top physical condition and is a no-nonsense, professional. He keeps his black hair cropped short and his face clean-shaven. Hugh's personality matches his speech - a deadpan delivery with a monotone, fast, clipped speaking voice (think Joe Friday). When not wearing armor, Hugh favors the fantasy equivalent of a three-piece suit. At all times, he wears a worn and faded fedora made from dark blue felt. This hat is his personal shrine to Entropy - he wears until it literally falls apart, and then he buys a new one to start the process over. Having a background as a professional soldier, he keeps his arms and armor in top condition. He wears chain mail and wields a saber and main-gauche (all are made from Exceptional Steel). He also carries an impressive, customized heavy crossbow (doubled, extra pulley, and strength options). This weapon is especially deadly in Hugh's hands as he is a specialist with the weapon.

"This is the city - Sigil. There are over one million sods here. And one of them is always killing another one. That's OK. But sometimes, one will exceed his quota - that's when I go to work. My name's Hugh. I'm a Doomguard. I work in Homicide."

"Curly" (Prime / male human / fighter 5 / CE)

If the Doomguard faction was a true military organization, this Decay Knight would be called a career sergeant. Curly has no ambitions to rise any higher in rank. He is perfectly content to stay in the trenches of the day-to-day affairs of the faction. The man is most often found leading a squad of Doomsoldiers and Doomguards on one of Pentar's many entropic raids in Sigil or other parts of the multiverse.

Curly is actually the man's nickname that he earned early on in his career with the Doomguard. However, no one really called him by it until after he lost his trademark dreadlocks to a misaimed fireball by a faction mage. However, he's accepted the joke and now takes pride in his baldness. Curly's gruff and abusive, but has a very sound mind and keen powers of observation. He is somewhat rare among the Destroyers in that he actually can see and consider the "long view" and "The Big Picture" with respect to the progression of Entropy.

Tavis "The Reaver" (Planar / female bariaur / priest 5 / CE)

Tavis is both an oddity and a loose cannon. The first because she is an evil bariaur; the second because she cares little for procedure or mission goals - the barmy bariaur wants only to go out in a massive blaze of Entropy and take as much as she can with her. Tavis has been promoted to the rank of Decay Knight not due to any personal ambition, but only through being very effective in the right place at the right time. This "luck" has put her in the position of being able to rescue a favorite factioneer of Pentar's as well as being instrumental during the Doomguard's efforts to keep the gate-town of Plaguemort in The Outlands. She is presently being considered as a liaison with the Abyssal town of Gallowgate.

Tavis is a creature both beautiful and dangerous. Her hair is auburn and hangs down to her waist - it is bound back by a pair of black and white ribbons, with a single eagle feather. She wears a thick silver chain around her neck. Her pelt is also auburn, but a darker shade than her hair. She wears bronze plate mail on her torso and chain mail barding on her hindquarters. The faction's symbol is displayed prominently on both armor and barding. Her weapons of choice (besides the sword) are mace and javelin. She is an ardent member of the Destroyers fraction and a priest who reveres the Force of Entropy – a dangerous combination to be sure.

Recently, Tavis has begun to reconsider her goal of being ground zero for a massive act of Entropy. Her time during the near-slide of Plaguemort exposed her some of the "glories" of the Abyss. The bariaur is now trying to befriend the marilith nernstrom, Jaranda, and find out if there is any way she can be transformed into an Armanite Tanar'ri.

Spragg (Prime / male human / fighter 1 / LG)

This Decay Knight appears to be one of the more unlikely members of the Doomguard. He belongs to the Regulators fraction, yet he is Ely Cromlich's chief assistant in running the forges and weapon shops of the Army. But his fraction allegiance is precisely why Pentar paired him with the tanar'ri – it makes the man perfect for keeping track of all of the accounting and other paperwork associated with the business of making weapons. As a result, he has become the de facto quartermaster for the entire faction.

At first glance, Spragg appears to be better suited for membership in the Fraternity of Order than the Doomguard. He is a puny, middle-aged man. He is rapidly losing his prematurely gray hair, and thick spectacles make up for his failing eyesight. He is most often seen covered in ink stains with a sheaf of papers under one arm and a quill stuck behind one ear. Despite his apparent frailty, Spragg has a keen mind and is very observant. Since he is in charge of most of the inventories of the faction, the man is often the first one people talk to when they want to find out if anyone within the ranks is running a secret agenda. After all, they have to get their supplies from some one...

Doomlord Bendon Mawl is making good use of Spragg's control of the faction's stockpiles as well as his belief that the pace of Entropy needs to be slowed down. This Decay Knight is Mawl's chief ally in the Doomlord's attempts to guide the faction away from the destructive and dangerous policies set forth by Factol Pentar and the rest of the Destroyers fraction.

Pomeriel of the Birch (Planar / female elf / wizard (enchanter) 8 / CN)

This pale-skinned elf is one of the rare few covert agents employed by the Destroyers fraction. She has been sent on an undercover mission to the site of Grandfather Oak on the Outer Plane of Arborea. There, the Decay Knight has apprenticed herself to the resident master of the art of wood shaping. This craft involves using a wide variety of non-magical techniques to mold living wood into any shape the artist desires. All in all, such an artistic pursuit seems highly out of place for a member of the Doomguard, particularly one dedicated to accelerating the overall pace of Entropy.

However, Pomeriel is not learning this craft simply to make and sell works of art. Instead she is interested in the wider applications of the skills involved. The elf is trying to determine if wood shaping has any relation to the mental discipline of chaos shaping that is possible on the plane of Limbo. If it is, the craft might be the key to performing feats similar to chaos shaping anywhere in the multiverse. After all, if one can mold a living plant to one's will, could the ability to shape living flesh be not far behind? If Pomeriel is able to make this leap of logic for the faction, the Doomguard will have acquired a very dangerous new weapon for use in the pursuit of its beliefs.

The Doomsoldiers

Voltaire (Planar / male tiefling / mage – invoker 6 / LE)

Voltaire is one of the faction's "on call" mages. When large amounts of real estate or people need to experience Entropy, he's the one the Destroyers call. This tiefling is a lot closer to blue dragon than fiend - and he puts this electrical affinity to good use as a specialist wizard.

Voltaire has long black hair, yellow reptilian eyes, blue skin with very small scales, and yellow teeth and fingernails. He wears Exceptional Steel Chain Mail that has been coated in black enamel and wields a Long Sword and Whip (both made from Exceptional Steel). It would appear that this tiefling has a blue dragon among his ancestors. In addition to his physical appearance, his biology (half damage from electrical attacks) and personality also mirror this creature.

Talbott and Tobey

Talbott and Tobey are a pair of fraternal twin tieflings born and raised in Sigil. Both are members of the Destroyers, but are among the more sedate of that fraction. They prefer to let things crumble around them, only getting involved in promoting entropy when a certain project or goal interests them.

They are nearly inseparable twins, but no one can figure out why, because they seem to **HATE** each other. On more than one occasion, they have actually gone into earnest combat with one another. Talbott seems to derive significant pleasure from making Tobey uneasy and angry by commenting on her demonic arm, and she, being the more violent of the two, usually strikes back with the selfsame arm in anger. They constantly make little verbal digs and cuts at one another, and their relationship seem to be falling apart day after day, yet they still stick together. Part of this is because the Doomguard, who see the decay of their relationship as Entropy, make a conscious effort to keep them together by assigning the two to the same tasks. They make a good team, though, and seem quite capable of getting their jobs done.

Talbott (Planar / male tiefling / fighter-thief 7-7 / CN)

He is lean of build, so his musculature is not immediately apparent. His limbs are long and thin, but he carries them with a definite dexterity and smooth grace. When he carries them that is... more often than not he sits in some tavern (The Tenth Pit in the Lower Ward is his favorite), draping himself over whatever furniture is present for seating. He has several tiefling features: his ears are very long and sharply pointed, somewhat like narrow, hairless rabbit or donkey ears; a long, thin reptilian tail; a third eye in the middle of his forehead.

Talbott dresses in ragtag clothing that is always a bit too big for him, so it seems baggy. Usually, this consists of a worn, faded shirt or jerkin, over which he wears leather armor, the whole covered with a wrinkled tunic and, usually, a long faded greenish-gray coat which is left unbuttoned and falls to his knees. His long, brown trousers hang loose over the edges of his knee-high leather boots. Tucked in his belt are a shortsword and dagger, neither terribly impressive. His main weapons, however, are his two cutlasses, which uses simultaneously in a peculiar fashion. One is strapped to his back, the other across the back of his hips, parallel to the ground. When fighting, he holds one normally, the other inverted, blade down, and uses it to block and make quick elbow blows and stabs. He is very skillful with his blades. The cutlass he keeps on his back, which has a guard like a grotesque face, is called "Armiteur" and is a +2 weapon, and when it scores a good hit, jolts the recipient with a flesh and bone disruptive surge of magic (save vs. Death or suffer 1d6 extra damage).

Talbott's third eye (which is capable of *Detect Magic*) is usually not visible, for he wears a leather helm over his head. The helm falls to his brow and gives his otherwise unobtrusive, handsome face a rather grim look. The front is adorned with a metal plate that covers his forehead and third eye, leaving only a slit open for the eye to see out of. The sides of the helm fall long and loose, with holes cut for his ears to poke through (the overall effect is similar to that of a W.W.II fighter pilot's headgear). The helm is +2, and allows him an attempt to disrupt an opponent's action.

Talbott, though a fighter and rogue, has for much of his life been very interested in some forms of alchemy, and has sort of self-taught himself some chemistry. See, though he ended up pursuing a career as a fighter of sorts (mostly due to his DG involvement), he actually has a very academic mind, and therefore, though often idle, reads from time to time, and analyzes situations with a more distinguishing eye than he seems to. He often thinks, but he rarely acts. Only when something catches his fancy or displeasure does he actually do anything about it. He'll tell a berk that being so idle lets him FEEL the entropy all the more.

Because of his dabbling in alchemy, Talbott can perform some degree of chemical concoction, including primitive gunpowder (though it is expensive and difficult, and therefore rarely made). He occasionally manufactures what he likes to call Deathpacks: some gunpowder, lamp oil flasks, crumpled parchment, wood shavings, and ten or twenty caltrops all mixed together in a backpack. Light on fire and throw for best results. Due to his sister's influence, he has also mastered some arts of a mechanical nature, including trap building and such.

Tobey (Planar / female tiefling / fighter-thief 7-7 / CN)

She shares her bother's build... lean and slim, with a musculature not at first apparent. Like Talbott, her eyes are rather large and rusty red in color. Unlike Talbott, her ears are only slightly pointed and not long at all. Her face is not unpleasant, but there is a wicked gleam in her eyes that only disappears occasionally, when she is tired, upset to the point of resignation, or amused. Her hair is unkempt and spiky, raven black, and pulled into a ponytail loosely bound in the wrappings of a leather cord. Close observers will note one of her tiefling features, raven-like feathers growing from places on the back of her head, blending in with the rest of her hair. She usually has a pair of large-eyed goggles strapped on, shift up on top of her head.

Tobey dresses, again like her brother, in loose, baggy clothing. Her loose breeches are tucked into metal-clad, leather boots and behind her greaves, the knees of which are crafted into elongated, moaning faces. She wears a thick leather breastplate and shoulder armor over a loose, gray-green shirt and jerkin. She keeps a hood tucked into her shirt, but only uses it when thieving. She tends to carry herself casually, though she has a definite quickness to her manner. She seems to drape herself where she sits. There is a dark, shadowy side to Tobey that can't be defined, but is felt by those who see her nonetheless.

Almost immediately noticeable is the large metal and leather gauntlet Tobey wears on her right hand, which is connected to a forearm-encasing metal greave. The whole seems a little big for her hand, but nonetheless fits well. The fact is, Tobey's right forearm and hand are another tiefling feature... greenish-brown and rough skinned, with a hand sporting long, thin, clawed fingers connected to a slightly smaller than normal palm. Tobey is quite embarrassed and sensitive about her arm, thus, she keeps it covered, and becomes defensive and/or angry with if anyone brings it up or asks about it. She does, however, use the gauntlet in brawls as an effective bashing weapon.

Tobey carries a cutlass, like her brother, as well as a dagger, but rarely uses either. She is a master archer and prefers to use her light crossbow, which is never far from her. Originally made by an inventor in Sigil named Fisk (she stole it), it is a mechanical specialty and slightly enchanted; named "Gervasse" it is a +2 weapon and automatically recocks itself after being fired. She carries a couple of quivers full of bolts, including some magical ones with some peculiar effects. Other special and magical items include: a folding grappling hook, a grappling hook arrow, her breastplate (high quality - 50% weight and +2 AC), and a number of special trap building and thieving items.

Tobey's ever-present companion is a large Executioner's Raven, which is her loyal pet and friend. The two share an almost empathic relationship, so the raven is something like a familiar to her. Its name is Ingraham.

Tobey is mechanically gifted. Since she was young she has been fascinated with mechanical devices of every conception, and familiarized herself, through tinkering and experience, with many of them. As she developed into a promising thief, she became very competent with locks, and is something of a master in the department. She can also repair, and more importantly, skillfully sabotage more types of common machines (ever hear about the big breakdown at the Great Foundry? She, supported by her brother, was responsible for it).

Due to her mechanical inclinations (strange, considering her chaotic mentality), Tobey is almost as interested as Pentar in the Great March, simply because of the mechanical nature of Mechanus. She has therefore been actively pursuing, until recently, the capture of a modron or two. Unlike her brother, Tobey more actively seeks to create entropy... thus her occasional, seemingly pointless, sabotages.

Tobey serves two purposes for the Doomguard; her ability as a saboteur, and her skill as an archer. She has, on occasion, been used to assassinate people. Though she prefers the former practice, she is equally at home with the latter, and has even been known to comment on how powerful it makes her feel to know she holds the life of another in the sights of her bow...

Hicest Corpus (Planar / tanar'ri - succubus / thief 9 / CE)

This fiend, allied with the Destroyers faction, is one of the Doomguard's rising young stars. (Although in this case, "young" refers to how long she's been a member of the faction; age is mostly irrelevant to the planeborn.) In the three years Hicest has been a Doomguard, she's used her fiendish charisma and natural charms (as well as the occasional magical one) to gather together and lead a group of the faction's younger and more impressionable members. Although this group – called the Etchers - has become something of a political entity within the overall structure of the Doomguard faction, it's more of a street gang than anything else.

Hicest Corpus has three goals for the Etchers. The first, which she readily describes to the general public, is to promote her personal views on the acceleration of Entropy. The tanar'ri prefers to keep such efforts focused on the personal level. As befits a succubus, she advocates a hedonistic path to self-destruction. Currently, she is using the art of tattooing, particularly with destructive and toxic inks, as the means to the ultimate end of the multiverse. The second goal is that the succubus simply wishes to have a group readily available that is willing to answer to her every whim. This manipulation of the group for her own personal pleasures is the main reason why the Etchers aren't more influential than they are. The final goal is one that the fiend is keeping to herself. Hicest wishes to corrupt and destroy the entire faction from the inside out. She hopes to eventually pull all of the namers and factotums under her wings and thus rot the base of support for the Doomguard and bring the whole faction crashing down.

The succubus is quite proud – vain, actually - of her skills as an artist, pickpocket, and seductress. As such, she covers her body only in a collection of tattooed designs and symbols that represent her various corrupted victims, destroyed lovers, and stolen treasures. The chant says that some of the tattoos are the souls of victims or lovers, and that she has added their skills and knowledge to her own. Although she will steal anything, Hicest has a fondness for art, specifically body decorations. If a piece of jewelry catches her eye, she'll take it – often with the body part it was worn on still attached to it. Even the tattoos of others aren't safe. Her quarters are home to a grisly gallery of tattooed skins, pierced ears, be-ringed fingers and the like taken from their owners and hung on the succubus' walls.

Laran Susspurus (Planar / male tiefling / thief 12 / NE)

This despicable factotum is one of the faction's spies in the Outlands burg of Plague-Mort, gate-town to the Abyss. He runs an apothecary of sorts in the heart of Merchant's Row. Laran sells medications, poisons, acids, venoms, and their very expensive antidotes. Given the effectiveness of his products, it is suspected that the tiefling has cut some kind of deal with Red Shroud, the succubus who rules the burg on the other side of the gate, Broken Reach. (Given how jealously she guards her reputation as the best poisoner on the planes, there's no way she'd let some upstart set up kip next door to her without getting something in return.)

Although Laran usually acts as a messenger between the Doomguard's high-ups in Sigil and the rulers of the gate-town, his true mission is to act as a stabilizing agent and help prevent the burg from sliding into the Abyss – at least for now. Although this is directly at odds with the faction's philosophy, this seemingly lawful and charitable act serves the larger view of Entropy. First of all, it is simply a matter of convenience. The faction has cut a fair number of deals with the Arch-lector concerning the free flow of goods and people through his town. If the town were to slide, they'd have to try and deal with a new government that might not be as easily bribed. But more importantly, by knowing how to successfully manipulate the population of the town, Laran will be able to cause it to slide into the Abyss exactly when the Doomguard finally wants it to. This could be an invaluable secondary weapon against the Great Modron March should Pentar's plans for a frontal assault fail.

The Doomguards

Falcatta (Prime / female elf / fighter-thief 4-4 / CG)

This young and naive elf really wants to be a member of the Society of Sensation. She joined the Doomguard because she fears they might be right about the progress of Entropy and doesn't want the multiverse to go away before she's had a chance to see it all. She'd rather spend some time among the Entropy Rats getting a feel for the pace of decay and trying to slow it down so she can learn how best to spend her time once she turns stag on them and joins the Sensates. Due to her ulterior motives, Falcatta is a bit over-eager to prove herself a member of the Doomguard; even it is only the Regulators fraction. This terminally cheery "yes sir, can do!" attitude tends to get on the nerves of nearly everyone around her.

However, despite her best efforts, Falcatta is slowly becoming more and more a true member of the Doomguard. Perhaps sensing her reluctance, her superiors have continually assigned her to the more dangerous missions. As a result, the elf has had a more concentrated and continual exposure to the forces of Entropy than most namers. These experiences have begun to turn her fears about the nature of Entropy into solid beliefs. If she stays a member of the Doomguard for too much longer, Falcatta might very well abandon her plans to become a Sensate and stay with the Regulators fraction a whole-hearted member.

"The Griffin" (Planar / female human / fighter 3 / N)

This woman is known only by her nickname. She earned it because of her piercing gaze and sharp tongue. The Griffin has been a namer of the faction for several years. She hasn't gained any rank in the faction because she is using it as a social club of sorts. Most of her efforts are put into running the tavern she owns in the Hive Ward of Sigil, the House of the Griffin.

The Griffin's commitment to Entropy makes her establishment a favorite among the thugs of the Hive – she views bar-fights as the perfect expression of decay. As a result, she strongly encourages them, and employs several bashers whose sole job is to pick fights with the patrons. Due to this chaotic atmosphere, the Revolutionary League has been using the tavern as a safe house for its members. The Griffin is well aware of this fact and approves of it, mainly because they tend to start a lot of fights; especially when the Harmonium arrive after responding to an "anonymous" tip that there are Anarchists about.

The Free Agents

DeMiro the Erratic (Planar / male bariaur / cleric 6 (Thoth) / Guvner / LN)

DeMiro's a casualty of his own observational skills. He used to be a high-up of the Fraternity of Order, where the bariaur concerned himself with the study of Erraticism. Unfortunately for him, the Guvners at large did not approve of his pet theories. Eventually, DeMiro was asked (along with several other members researching other equally controversial subjects) to leave the faction.

Why was there this cull of Guvner high-up men? About this time, the Guvners were looking real friendly with the Mathematicians. They're barmy bloods from the Plane of Gears itself, and they're often put up on pedestals by less numerically minded Guvners. They've got this way with figures, so Mathematician factors are sometimes brought in when a particularly tricky equation's proving hard to solve.

DeMiro'd come across just such a one of these. Back in those days, of course, his research was respectable to the lawful masses (truth be told, most of the Guvners' didn't really know what he was up to). Since he was an important sort of blood, a B4 chief of the Bureau of Erratic Phenomena, (a sub-section of the Bureau of Research) his superior was able to persuade a visiting Mathematician to give his work a critical once-over. The number crunching took many weeks in fact, far longer than anyone had expected. It turned out that DeMiro's formula was more complex than anything anyone could ever remember seeing. Intrigued, the Mathematician sent for a legion of moingos (they're bizarre creatures whose only purpose in existence is to calculate), and set them to work, too.

When the team finally reached an answer, they were so shocked, they calculated it all again, twice. Still the same answer was reached. DeMiro himself was amazed, and checked his theories and formulae thoroughly. They all seemed to be correct. The revelation brought the Fraternity of Order to a standstill when it was announced. The actual answer to the calculation wasn't that important, it was more the fact that there was a solution at all.

See, DeMiro and the moingos had calculated the date when chaos was invented (give or take a few millennia).

Now many powers and stranger creatures have laid claim to stirring up an ordered cosmos and creating chaos. Other mythologies reckon the multiverse started off chaotic and order was formed from it. Still others reckon that

everything's just the same as it was when it all began. Well, DeMiro's calculation 'proved' that there was a definite start to chaos and entropy, from which it has steadily increased. According to the formula, it's going to continue growing at a set rate until the entire multiverse is engulfed in complete disorder.

When the initial shock had worn off and the moingos had left the Cage (probably to fortify Mechanus against the encroaching chaos), scholars in the Fraternity began to attack DeMiro's findings. The ink had barely dried on his final report when the fateful knock came on his laboratory door. He was being summoned to the Factol, who was officially Not Amused.

Factol Hashkar didn't approve of DeMiro's conclusions at all. See, the bariaur'd drawn a number of startling hypotheses from his thesis. Firstly, DeMiro postulated that the multiverse was once perfectly ordered, like Mechanus only more so. In fact, it was so perfect that there was no such thing as motion, time or energy. Obviously, life as it's generally known couldn't exist in these conditions, so for life to begin, a bit of uncertainty had to be brought into the picture. DeMiro speculated that time and chaos originated from the site known as the Spawning Stone in the plane of Limbo. Little enough is known about the place to ensure nobody could contradict his suggestion with any meaningful evidence (the slaadi guarding the place make sure of that).

Allegedly, from this place of beginning, chaos and time radiated out across the Outer Planes, creating uncertainty, possibilities and choice. That's why Limbo is the seat of all things chaotic, and planes near to it have also assumed the mantle of unpredictability. It's even leeching into Sigil, where random portals and ever-changing street patterns are the very manifestation of chaos-stuff. Planar races have also been affected, as they've been exposed to it for so long; the tanar'ri and eladrin are tainted with chaos as are, of course, the slaadi. These bloods are the liveliest of all the planar creatures, and live the wildest, most exciting lives. It all came as a package see; without a bit of chaos then nothing but motionlessness could ever result.

Now that was about the point where Factol Hashkar began to lose his patience. To the factol, it must've looked like DeMiro was trying to prove mathematically that Law and Life didn't mix. Those who've met the bariaur would probably agree that DeMiro's got this was of upsetting people when he argues with 'em, and the more excited he gets, the more he rubs berks up the wrong way. Maybe Hashkar was having a bad week of it, but he suggested firmly and unswervingly, that DeMiro might like to take his barmy hogwash to the Anarchists, who'd probably be able to make more use of it than the Fraternity of Order.

DeMiro's a proud cutter, and he's not the sort to take criticism like that lying down. In fact, he packed up all his papers that day and left the Fraternity, vowing to prove his theory with field data. Probably relieved to be rid of the troublemaker, the Guvners approved an extended fact-finding mission to whichever planes DeMiro wished to visit. The more the merrier, they said.

DeMiro left the Cage soon after, headed for the chaotic side of the great Ring of Outer Planes. That's where he wanders to this day, from burg to burg, across the planes of disorder. He's cataloguing what he calls 'the Capricious Laws'. See, according to DeMiro's theory of chaos overwhelming the natural order of the multiverse, the empirical 'laws' of physics which Guvners spend so long measuring aren't really all they're cracked up to be. Chaos itself is corrupting laws long thought to be perfectly predictable. The effect is especially noticeable on the Chaos planes, though it's becoming more and more prevalent across the planes, at least according to DeMiro.

The sort of thing the bariaur observes varies from place to place, but when a berk sees an example of Contrary Law, he'll know it. Basically, it's a reversal of a body's normal expectations. DeMiro's catalogued 'gravity cuts', where the natural gravity of an area simply vanishes for a short time. He's weathered 'time slips', where time itself accelerates, reverses, or simply stops. He has evidence of 'magic storms', where the magical flux of a locality undergoes tremendous turbulence; magical effects can appear from nowhere, and spells can seem to cast themselves.

Earthquakes are apparently another example of Capricious Law. DeMiro's explanation is that the planes are grinding against one another; jockeying for position in the multiverse, and stresses appear through them as they prepare to tear themselves apart. DeMiro's also noted 'friction lapses' where the force of friction simply evaporates, and 'magnetic vortices' where electrical static charges build up without reason.

DeMiro's collection of bizarre events continues to grow; in fact, he uses his formulae to predict the date and place of the next inexplicable phenomenon, and follows 'em around the Great Ring. He's aided in his quest by a solitary moingo who DeMiro's named 'Rubric', who deals with much of the heavy number-work. Many bloods from the Chaos Planes recognize the bariaur by his copious tattoos (DeMiro's had his more controversial formulae branded

into his forearms and chest) and the two-dimensional crimson-hued living equation that's never far from his side. Locals know that when they spy the curious pair, something very strange is bound to happen soon.

Nobody knows, least of all DeMiro, how long he'll carry on his research, or what he hopes to prove in the end.

Rules of Entropy

This chapter discusses the game mechanics that affect the running and playing of a member of the Doomguard faction within a campaign. The rules presented here – whether modifications of canon rules or created by the on-line Planescape community - are of use to both players and game masters. The first section, *A Call to Arms*, deals with rules and ideas that directly apply to combat. The second section, *Mightier than the Sword*, presents mechanics – primarily nonweapon skills/proficiencies – that are not normally used in combat situations. The next section of this chapter, *It's a Dirty Job*, will talk about ways to customize Doomguard characters through the use of custom kits and other abilities that don't really fit into the previous two sections. The final section, *The Ecology of Entropy*, introduces a whole new set of mechanics that will allow players and DMs alike to use a more detailed model of how Entropy affects the multiverse.

A Call to Arms

Given that the faction provides intense combat training in the use of the sword to each and every member, the Doomguard obviously values highly combat skills. Not only are these skills useful in advancing the cause of Entropy against any physical object, they are also quite helpful in defending one's self from those beings who take exception to the factioneers' promotion of decay. The faction uses the sword as a weapon of choice primarily due to simple economies of scale. The sword is one of the easiest weapons to make, as well as one of the most versatile in terms of both form and function. However, the faction high-ups also put stock in what the graybeards tend to call the "inertia of belief" with regards to the sword. The image of this weapon is used in countless cultures across the multiverse as a symbol of strength, power, and conflict. Very often, images of death and destruction are paired with the sword. The Doomguard feels that these beliefs will help reinforce the faction's ability to shepherd the multiverse to its ultimate destruction through their use of the blade.

However, the faction favors individual initiative just as much as it favors the sword. Members of the Doomguard are encouraged to find a weapon that fits their own temperament, rather than just blindly accept the sword as their weapon of preference. Warriors still favor the sword simply because it is very effective and the majority of magical weapons are swords. Rogues tend to choose either the dagger – a smaller sword, as it were, which has more use in stealth than a broader and heavier blade – or missile weapons. It's very often safer to cause Entropy from a distance. Doomguard priests have the most varied tastes of all the factioneers. This is mainly due to the multitude of Powers, Philosophies, and Forces that are worshipped in the name of destruction and decay. Wizards tend to pick only one, light weapon – usually the staff – and save their martial training for increased effectiveness with their spells. Finally, Psionicists tend to have the same outlook as their spellcasting brethren – learn a simple weapon for defense, but concentrate on making the mind the true weapon.

In order to reflect the strong military bent the faction is presented as having in this book, game masters and players are highly encouraged to make use of the *Player's Option: Combat & Tactics* book. This work expands greatly on the basic combat system and includes a large number of proficiencies, skills, and maneuvers to expand on combat and reflect a Doomguard's greater dedication to combat. Another method to show the faction's dedication to combat is to allow Doomguard characters to use nonweapon character points (or slots, depending on which method is being used) for weapon skills on a one-for-one basis.

FIGHTING SCHOOLS

The concept of the fighting school for D&D was introduced in the *Savage Coast* campaign setting. The rules presented here are an adaptation of the text published in that product. Historically, a fighting school represented a single master of a weapon who taught students his particular techniques and philosophies of fighting with that weapon. Although every student learned the same basics of wielding that weapon, each school had its own collection of "secret passes", maneuvers that were developed to accomplish a specific purpose. While anyone could fight without these secret passes, their use could surprise an unsuspecting opponent and perhaps turn the tide of battle.

In D&D terms, a fighting school is collection of very specific skills that must be purchased individually before they can be used. (Note that if a DM chooses to use these rules, they should be used instead of, not in addition to, the standard D&D critical hit system. If the DM does not use any sort of critical hit system, these rules will most likely be overpowering and should not be used.) Each skill costs the same as one weapon proficiency, regardless of whether a DM is using slots or character points. The secret passes can only be used with one specific weapon type (i.e. long sword as opposed to all proficient weapons) that is declared when the maneuver is purchased.

The passes are split into Basic Passes, Difficult Passes, Master Strokes, and Death Moves. Before a character can learn any Difficult Pass, he must have already mastered at least two Basic Passes. To learn a Master Stroke, he must know at least two Difficult Passes. Finally, to learn a Death Move, he must have already mastered at least two Master Strokes. A PC can never have more Difficult Passes than Basic Passes, more Master Strokes than Difficult Passes, or more Death Moves than Master Strokes. (The last two restrictions are in place in case the DM should choose to create more moves than are currently listed.)

Secret passes come into play in combat, whenever a player rolls *at least* five points higher than his target number in an attack. Once this happens, the PC has the **option** to use a secret pass. The degree of success necessary for each type of move is given in the table below.

Type of Pass	Attack Roll Must Succeed By
Basic Pass	5
Difficult Pass	6
Master Stroke	7
Death Move	8

A player does not declare before rolling that he intends to use a secret pass. By rolling well in combat, the PC creates an opening for one of these maneuvers, and he can then choose whether to take it or not. If he doesn't have an appropriate move available, he can choose to simply score a normal hit on the opponent. NOTE: These moves can be combined with the declared intention of using the faction's *entropic blow* ability.

The effect of a secret pass is always in addition to normal damage unless otherwise specified in the description of the move. Some of the passes require a special condition, such as the use of a shield or second weapon or the presence of a certain object.

Entropy's Anvil

This is a fighting style created and used primarily by members of the Destroyers fraction. Mirroring their take on the Doomguard philosophy, this style seeks to increase the amount of Entropy present in combat. This is done by seeking to make destructive changes to the "normal" state of melee, either through breaking the opponent's weapon(s) or knocking him off-balance so as to allow for additional attacks. Needless to say, this offensive fighting school relies on brute force. As such, it is only taught to factioneers who have a Strength score of at least 13. (While this fighting style can be learned with any weapon, most members of the school prefer to use blunt weapons as they are better designed for the moves involved.)

Basic Passes

Hammer's Salute

This attack is a crushing blow to the opponent's head. It gives a +2 bonus to damage; the opponent must make a successful Constitution check at a -4 penalty or be stunned, automatically missing his next attack.

Iron Charge

The opponent must make a Strength check at a -4 penalty or be forced backward 1d4+2 steps. This is especially useful when fighting on a ledge or cliff.

Decay's Tongs

The Doomguard distracts the opponent and rushes in, knocking foe's weapon to the ground. The attacker automatically gains initiative next round and a +2 bonus on his next attack. This attack inflicts no damage.

Entropy's Maul

Doomguard attacks forcefully enough to knock foe off balance. Opponent must make a successful Strength check at a -4 penalty or be thrown to the ground. His next initiative must be spent picking himself up.

Difficult Passes

Iron Lunge

The Doomguard doubles the damage rolled for this attack and adds +2.

Destruction's Tempering

The Doomguard strikes a vital spot, doing maximum damage. The opponent must make a successful save vs. paralyzation at a -2 penalty or flee.

Shattering Ram

Doomguard strikes foe's weapon with his own, using massive force. Opponent's weapon must successfully save vs. crushing blow or be shattered. This attack inflicts no damage.

Master Strokes

Needle's Revenge

The Doomguard has gouged out one of the foe's eyes. Opponent receives a -2 penalty to all attacks and initiative rolls and a +2 AC rating penalty until the eye is magically regenerated. If both eyes are gouged out, the foe suffers a 4-point penalty to all the above.

Entropy's Forge

The Doomguard successfully hits for maximum damage and grabs a nearby object, hitting the opponent for an additional 1d8 points of damage plus any Strength bonus.

Death Move

The Final Strike

The Doomguard crushes his opponent's neck. Opponent can no longer fight and will die in 2d4 rounds. Only healing spells (*cure serious wounds* or better) can be used to repair this damage.

The Balance of Decay

This is the name of a fighting style that is favored by members of the Sinkers fraction. Much like the Doomguard who created it, this method of combat seeks to manipulate the current level of Entropy within a combat, without increasing or decreasing it. This philosophy is obtained by performing moves that redirect the opponent's blows, creating openings for future attacks. As part of the idea of damage in equals damage out, this fighting style is used with two weapons.

Basic Passes

Doomguard Two-Step

This attack can be used only on the first attack (that round). With it, the Doomguard sets up his next attack, which will give his secondary weapon at a +2 bonus to hit.

Swift Sting

This attack inflicts a wound to the opponent's sword-bearing arm. Foe fights at an attack penalty of -2 until damage is healed. (Effect is cumulative with each secret pass until -10; then, the foe loses all use of that arm).

Doomsoldier Counter-Step

This attack automatically puts the opponent off balance until the end of the following round; he has a 2-point AC penalty (ex: AC 5 becomes AC 7). This attack inflicts no damage.

Double Strike

This pass can be used only on the first attack (that round). This move is actually two successful attacks, so it also takes the place of (i.e. prevents the use of) the second attack. Damage for both attacks is rolled at a +1 bonus.

Difficult Passes

Kiss of Steel

Doomguard hits opponent with weapon hilt; opponent must make a successful Constitution check at a -6 penalty or be stunned, losing all attacks for one round.

Decay Knight's Ironsnap

Character pins foe's weapon. If used against an opponent fighting with one weapon, the next attack automatically hits for maximum damage unless the opponent uses his initiative (if he hasn't already used it) to make a successful Strength check, freeing his weapon. If the Strength check fails, his weapon must successfully save vs. crushing blow or break. This attack inflicts no damage.

Two-Handed Farewell

No matter which attack it is performed with, this pass inflicts maximum damage for both weapons. This does not negate any other attacks.

Master Strokes

Entropic Champion's Block and Strike

This attack must be performed on the first attack (that round). The first weapon inflicts no damage, but the second weapon inflicts maximum damage if it hits (i.e. an attack roll still has to be made). The Doomguard also automatically gains initiative in the next round. If the opponent has not attacked this round, his next hit is effectively parried.

Nernstrom's Blurring Tower

Doomguard whirls weapons so quickly that the opponent is confused, missing all attacks until the end of the next round and suffering a +2 AC penalty.

Death Move

Doomlord's Embrace

Doomguard strikes with both weapons, opening the arteries in the foe's neck. Opponent can no longer fight and will die in 2d4 rounds if a healing spell (*cure serious wounds* or better) is not used.

Entropy's Ward

This third fighting style unique to the Doomguard is the specialty of the Regulators fraction. These factioneers prefer to slow the overall pace of Entropy in the multiverse and prevent things from decaying too fast. This combat style reflects that desire to keep the pace of destruction to a minimum. As a result, Entropy's Ward is a defensive method of combat. The Ward seeks to quickly incapacitate a foe either through paralysis or unconsciousness.

Basic Passes

Entropy's Handshake

This disarm attack will work even against an opponent using the two-weapon fighting style. Opponent must make a successful Strength check at a -4 penalty or drop all weapons he is currently holding. This attack inflicts no damage.

Decay's Reverence

This attack inflicts a wound to the opponent's leg. Foe suffers a -2 penalty to initiative rolls until the leg is healed. (Effect is cumulative with each pass up to a -10 penalty; then, the opponent loses use of the leg.)

Destruction's Slice

Doomguard can cut any single nonliving object within reach, such as a pouch, rope, candle, belt, or other object that can normally be cut with a bladed weapon. This attack inflicts no damage.

Show of Force

Opponent must make a successful Dexterity check at a -4 penalty or be knocked to the ground. His next action must be used to pick himself up. The Doomguard can choose to execute this attack for no damage.

Difficult Passes

Entropic Display

Doomguard's apparently superior fighting ability frightens opponent so much that he must make a successful save vs. paralyzation at a -2 penalty or surrender.

Doom's Accolade

This attack inflicts damage to the opponent's sword-bearing arm. Foe fights at a -4 penalty to all attack rolls until arm is healed. (Effects are cumulative the first two times this is used; after that, the opponent can no longer use that arm.)

Sigilian Standoff

Doomguard locks weapons with the opponent, closing in until they are face to face. This effectively prevents any weapon attacks by either of them until someone steps away. If the opponent steps away first, the Doomguard automatically gains the next initiative with a +2 bonus on his attack roll. However, the opponent can attempt a Strength check at a -6 penalty to push the Doomguard away; if he succeeds, neither receives any subsequent bonuses.

Master Strokes

Acheron Sundown

This attack inflicts a hard blow to the side of the opponent's head. Foe must make a successful Constitution check with a -8 penalty or fall unconscious. This attack inflicts half damage.

Entropy's Courtesy

The swordsman disarms the opponent and shreds his garments over a vital area. The opponent must make a successful save vs. paralyzation at a -4 penalty or flee (if there is room) or surrender. The swordsman can choose to execute this attack for no damage.

Death Move

Destruction's Sentence

Opponent's weapon arm is severed (or at least completely disabled) at the elbow; opponent's hit points are automatically halved, and he must make a successful system shock roll or fall unconscious. He will bleed to death in 1d4 hours if not healed, magically or otherwise.

Mightier than the Sword

In addition to having a few non-combat skills taught only to faction members, the Doomguard also makes great use of many of the canon nonweapon proficiencies. Many of the most popular ones are those skills commonly associated with invention, creation, and construction. While this seems at odds to the faction's core philosophy, one has to remember the old adage the Doomguard tends to live by: "If you know how to put something together, you know how to take it apart."

Demolition

General NWP, 2 slots, INT – 4
(5 CPs, 3-, INT/Knowledge)

The easiest way to bring down a structure isn't to smash into the whole thing. Instead, it is far easier to remove or destroy the key points that hold it together. By doing this, the structure will destroy itself. The character that learns this proficiency learns how to use the minimal amount of work to do the most damage. Characters who are extremely skillful in Demolition can not only level the building, but can also make it fall where they wish. Such an act requires additional checks of this proficiency.

While this proficiency may be useful for removing decayed structures in order to build new ones, the majority of demolition experts on the planes are the Doomguard. As a consequence of this, the majority of structures destroyed are done so for entropic reasons.

'It's a Dirty Job...'

Faction Abilities

Whenever a PC becomes a member of the Doomguard faction, he gains a number of benefits and drawbacks to reflect his newfound, deep-seated beliefs. These abilities are gained by all factioneers, regardless of existing character class or kit. Every member of the Doomguard receives three benefits: +1 to hit with any sword (note that this bonus does not grant automatic proficiency nor does it negate the non-proficient penalty); perform an *Entropic Blow* (successful to-hit roll of 5+ over what is needed will remove 50% of target's remaining hit points, only works on targets of the opposite alignment); *Sift* ruins/rubble/debris to determine the cause of destruction (priests may also use the ability on organic remains). However, along with these benefits comes a fairly major restriction: the PC must fail a saving throw vs. magic in order to benefit from any kind of magical healing (potion, spell, etc.). (Note that this saving throw cannot be voluntarily failed. It reflects the character's firm belief in the ultimate triumph of Entropy.)

Priest Kit: The Force of Entropy

Can use all armors and shields; Allowed Battle Axe, Bows (all), Cestus, Club, Hand/Throwing Axe, Javelin, Mace, Morning Star, Swords (all), Spear, Trident; Major Access to spheres of All, Chaos, Combat, Elemental; Gains +2 to saves versus all Elemental or "Decay/Entropy" spells; Can transfer Entropy as per the Doom Paladin kit.

Priest Kit: The Philosophy of Decay

Can use all non-magical armors and shields; Allowed Dart, Dagger/Knife/Stiletto, Lasso, Sword (Khopesh, Short), Whip; Major Access to spheres of All, Chaos, Charm, Healing (reversed), Necromantic (Reversed); Minor Access to spheres of Divination, Protection (reversed), Sun (reversed); *Fear* 3x/day; Immune to Disease/Decay; Command Undead; *Cause Disease* 1x/week; Lay on Hands (reversed) 1x/day.

The Ecology of Entropy

As far as the canon of Planescape is concerned, the affect Entropy has on a creature or object is measured very simply in hit points of damage. However, this tends to cheapen the Doomguard's fascination with this effect and their goals of being able to measure and manipulate it for their own ends. It also fails to address the natural decay of objects due to the passage of time. For those who wish to more accurately model these things, a new game mechanic is introduced in this chapter: Entropy Points.

Entropy Points (EP) are similar to hit points, but they are used to measure a creature or object's resistance to the processes of decay. In some ways, they can be considered the opposite of hit points – a creature or object's EP total starts at 0, and slowly builds up over time. Theoretically, unlike hit points, there is no set maximum limit for EP; Entropy continues to accumulate as time passes, even after a creature is dead or an object has crumbled to pieces. The effects of Decay continue as the corpse rots, or the pieces continue to fall apart until nothing is left but dust. As the Doomguard faction continually points out, Entropy is always increasing; it's just the natural way of the multiverse.

Normally, the build-up of EP is a very slow process, driven by the passage of time and the ravages of the environment. If this were the only way to increase Entropy, the gaining of enough EP to cause an effect would take years or decades – a timescale that is generally useless for most campaigns. However, the Doomguard's obsession with Entropy has led them to create many skills, magic spells, and devices that greatly speed up this process and make this system more useful. Additionally, the DM does not have to limit the use of EP only to Doomguard characters. While the faction is dedicated to increasing the Entropy in the multiverse, there are many other groups that would like to see it reduced. The most notable among these is the Prolongers sect. As part of their efforts to avoid death, they have to reduce or eliminate the effects of the passage of time upon their bodies and minds.

Entropy Points and Living Creatures

The first part of the EP system is to determine how entropic damage accumulates, and just how much decay a creature or object can withstand. How the subject's EP total affects it varies depending whether or not the object in question is alive and what it's made out of if it's not. Living creatures tend to be more sensitive to the effects of decay than objects, but the very fact they have biology gives them the advantage of being able to bleed off some of the EP that they gain. Objects have no natural means of recovering from decay – some outside agency must repair them, either physically or through the use of magic.

Living creatures normally gain their entropy points through the aging process, at the rate of one entropy point per year. The maximum amount of entropy a creature can withstand is related to its hit points. Entropy has no obvious effect upon a being until its EP total equals half of its maximum hit points. At that point, the creature suffers the physical penalties as if it were one age category greater than the being really is. When enough EP have accumulated so that the total exceeds three-quarters of the creature's maximum hit points, it suffers the physical penalties of being two age categories higher. When a being's EP total equals its maximum hit points, it has the penalties associated with being age categories higher. This system explains why some beings are said to be "old before their time". Unfortunately, EP will continue to accumulate at the same rate even beyond a being's maximum hit points. For every EP beyond a creature's maximum hit point total, the creature must make a special CON check. If that check fails, the creature's maximum hit points are reduced by one hit die, and its EP total is reduced to match the new total. (Example: a 2nd level fighter with a maximum of 14 hit points has had a very rough life and gains his 15th EP, and fails his CON check. The fighter then rolls 1d10 to see how many hit points are lost. Getting a 5, his maximum hit points are now 9 and his EP total drops to also become 9. Even though his maximum hit points have been reduced, the fighter is still considered to be 2nd level for all other intents and purposes.) This reduction in maximum hit points can only be reversed by the use of powerful magic, such as *restoration* or *wish*, since it reflects the more or less natural ravages of time.

It must be stressed that the artificial aging effects of a high EP total are only the negative effects of a creature growing older. Normal beings, such as members of the standard player character races, will see their Strength, Dexterity, and Constitution scores reduced but will not see the corresponding gains in Intelligence and Wisdom. Creatures that grow more powerful with age, such as dragons, are not going to get more powerful due to a sudden influx of entropy but will still suffer the hit point loss associated with massive amounts of EP. Beings that are unaffected by age, such as the various undying planeborn races like tanar'ri or guardinals, are unaffected by physical entropy and see neither benefit nor penalty from their EP total.

As mentioned earlier, living creatures have the ability to shrug off and even "heal" some of the damage they suffer from the gaining of entropy points. At the end of a year, when the being would normally gain an entropy point, it can make a Constitution check. If the check succeeds, no EP is gained for that year. To reflect the fact that children seem to be more energetic and resistant to the passage of time, a creature is considered to have a CON of 20 until it reaches adulthood. Additionally, bed rest can bleed off EP that has been gained. For every week of rest, a being can "heal" 1d4 entropy points. As can be seen, only especially frail creatures succumb to the natural progression of entropy.

However, there are other ways for EP to accumulate. The most common of these, especially for adventurers, is through injury. Conditions that cause physical damage also tend to increase the entropy present in creatures. In these cases, EP are gained in a manner similar to how hit points are reduced from subdual damage. That is, every four hit points of damage causes a gain of one entropy point. This is on a per attack basis. (Example: a character suffers 18 points of damage from a *fireball* spell. His EP total will also increase by 4. If in the next combat round he takes 2 points of damage from being stabbed with a dagger, there is no gain of EP even though he's suffered a total of 20 points of damage.)

In addition to situations that accelerate the gaining of entropy points, there are also times by which the reduction of EP can be sped up. The methods by which hit points are regained work to reduce a creature's EP total, in the same manner that is outlined above. That is, for every four hit points of healing received, a creature loses one entropy point. This is also on a per instance basis. (Example: Our seriously torched and stabbed character finally gets to a temple for some much needed healing. He first gets a *cure serious wounds* spell, which heals him for 13 points and thus reduces his EP total by 3. Still being damaged, he opts to get a pair of *cure light wounds* spells, each of which heals him for 3 hit points. The character still has 1 EP left over from the previous damage even though he received a total of 6 more points of healing since neither of the latter spells did greater than 4 points individually.)

This concept of a 4-to-1 ratio between physical damage and entropic damage also works in reverse. For every four entropic points of damage taken - from an *Entropy Pearl*, for example - one hit point of physical damage is also suffered. Likewise, for every four EP that are healed, one hit point is also restored. On first glance, it might appear that causing entropic damage is a very inefficient way to harm someone. Normally, it is. But, because Entropy is a natural process, every living creature is affected equally by it. That is, most special defenses and magic resistance scores will not work to reduce entropic damage. Overall, creatures are usually only going to suffer direct entropic damage at the hands of a Doomguard device or spell. However, if this system of entropy points is going to be introduced to a campaign, the DM is highly encouraged to bring in some other things that are going cause direct entropic damage, such as a monster native to the Negative Energy Plane.

Entropy Points and Objects

For the purposes of this section, an "object" is anything that can be affected by the passage of time but is not a living creature. That is, it can refer to anything from a wooden door to an entire building or even an undead monster. (If the DM feels that the passage of time will eventually wear down even immortal beings, they could be treated as objects as well.) In general, entropy points work the same for objects as they do for living creatures. Objects gain one EP per year. Unlike living beings, there is no equivalent of a CON check to see if the object can shrug off and ignore the yearly increase. Thus, objects will always gain EP, which is why they need constant maintenance to stay in good working order. The exception to this are sentient objects, such as undead. These objects can benefit from a week of rest just like living creatures. Otherwise, the only way to remove EP from an object is to repair it. A regular maintenance schedule will prevent the yearly accumulation of entropy points, while a more extensive repair project can reduce an object's EP total by 1d4 points. Of course, one can always resort to magic - spells such as *mending* are able to remove 1 EP per level of the mage who casts it.

However, objects are known to be able to withstand the ravages of time much better than living beings. A chair will usually outlast the craftsman who built it. There are several changes to the base mechanics of EP that reflect this staying power. The first is that there are no age categories for objects. Rather, objects are unaffected by their accumulation of entropy until their EP total matches their current hit points. (While there are many ways to determine an object's hit points, the editor of this netbook recommends the method presented in the D&D 3E version of the *Player's Handbook*, page 136, tables 8-12, 8-13, and 8-15.) After this, an object will lose one hit point for every ten entropy points its EP total exceeds its current hit points. (Example: A wooden stool has 10 hit points. The object is fine until it reaches 20 entropy points. At that time, the chair will be reduced to 9 hit points. Every year thereafter, the object will gain one EP and lose one hp [21 & 8, 22 & 7, 23 & 6, 24 & 5]. However, when the stool has a total 25 EP, its EP exceeds its hp total by more than 20, so the stool will instead lose two hit points, and will continue to lose 2 hit points per year after that [25 & 3, 26 & 1, 27 & 0]. At zero hit points, the object is destroyed.)

Another change is in the hit point-to-entropy point ratio. Rather than being 4-to-1, objects have a ratio of 10-to-1. Note that while it takes more physical damage to increase the entropy of an object than that of a living being, the more damage an object has the less entropy it is able to withstand in the long run. (Example: An old metal door has 20 hit points and 19 entropy points. Somehow, the door suffers 10 points of damage, increasing its EP total by 1 while reducing its hit points. Now, the door's EP [20] exceeds its hp [10] so it will immediately take another hit point of damage and will start losing hit points every year thereafter, rather than waiting another eleven years before this process would have started had the door not been attacked.)

Some alternate methods to determining when an object begins to suffer the effects of high amounts of entropy involve taking the object's hardness rating into account. (The "hardness rating" of an object is a concept exclusive to the third edition of the D&D game. See the *Player's Handbook*, page 136, tables 8-12, 8-13, and 8-15.) If the DM wishes to make an object extremely resistant to the passage of time, the object's hardness rating will not only apply to physical damage but entropic damage as well. In this case, the rating is used to determine the rate at which an object accumulates its entropy points. (Example: A material has a hardness rating of 5, so it will gain one EP every five years.) Another method is to keep the rate of EP increase at one per year, but to use the hardness as a multiplier to both the amount by which the EP total must exceed current hit points before damage is taken and the hp-to-EP ratio. (Example: A material has a hardness rating of 5. It will take 50 points of physical damage to cause one point of entropy damage, and the object would suffer a hit point of damage for every 50 points its EP total exceeded its current hp.) Needless to say, this method should only be applied to materials which have a hardness rating greater than 1. While these methods require more bookkeeping on the part of the DM, they do a better job of reflecting the seemingly timeless nature of such real-world examples like the pyramids at Giza or the Coliseum in Rome.

There is one set of exceptions to the rules of how entropy points affect objects. Items that are made of glass or minerals (gems being the prime example) are immune to the effects of entropy. In effect, their EP total is permanently zero – they last until they are destroyed (reduced to zero hit points).

Entropy Points and Concepts

As been stated earlier in this work, the Doomguard not only believe in the Entropy of the physical world, but the metaphysical one as well. They know that it is possible to cause the decay of nonphysical things such as songs or even abstract items such as ideas. Regardless of whether or not it pertains to government, religion, or some other cultural aspect, every concept tends to decay and become corrupted over time. Without periodic "repair" and maintenance, a concept can turn into something completely different or disappear altogether. This section discusses how to apply the EP system to the realm of "mental entropy".

A concept is only as good as the people who use it and adhere to its original form. Much like living creatures and objects, concepts gain entropy points as time passes, but at a much slower rate. A concept will gain one EP for every decade that passes. However, these points can be "healed" as long as there are those who continue to teach the concept and remind people about the truth behind it. While these sages are active, entropy points are removed at the rate of one per every six months of instruction. Every 10 EP a concept gains indicates a certain measure of corruption or amnesia that has taken place, resulting in people believing in something that is no longer the original idea. It is possible to use instruction to stem the tide, but without special efforts an idea can never be completely recovered. A concept's EP total can only be reduced to a multiple of ten through the use of normal teaching methods. (Example: A religious concept has amassed 29 EP. Worried about the corruption of their faith, the clergy begin preaching more openly about the concept. They can only reduce the concept's EP total to 20.) It is possible to further reduce a concept's EP total, but it requires careful and detailed research or magic to find out the truth of the original concept, which can then be taught to bring the idea's EP back down to zero. When a concept has amassed 100 EP it no longer exists, either because it has been completely corrupted into something new or else has been totally forgotten. At this point, it is virtually impossible (at the DM's discretion, of course) to reduce its EP total and thus recover the concept.

The Doomguard and Entropy Points

With the introduction of the entropy point system, a whole new range of options becomes available to members of the Doomguard. With this mechanic in place, factioneers become better able to directly influence the force of Entropy and the rate of Decay in the world around them, as befits the concept and core beliefs of the faction. This section will highlight several ideas of how a DM might allow characters to accomplish this.

The first, and simplest, option now available to factioneers is the ability to cause entropic damage directly, rather than physical damage. To quickly create new entropic spells, it is recommended that any force-based spell (like *magic missile*) or elemental spell (like *fireball*) can be converted into its entropic equivalent. All of the mechanics of these spells would be the same, save that their damage is now expressed in EP, rather than hp. Likewise, the reversed version of the various clerical healing spells could be modified to cause a direct increase in a creature's EP total. Additionally, a Doomguard character could use some of the rules listed above to the faction's advantage. A prime example of this is Nernstrom Jazvid (see page 27 of this netbook), who is a bard decided to the corruption of ideas. His efforts can now be modeled as instruction that increases the EP total of a concept, rather than reducing it.

The more exciting ideas come from integrating the entropy point system with other game mechanics, such as the Doomguard resistance to healing spells. This ability of the faction can now be redefined to indicate that these spells no longer affect a factioneer's EP total. With this change, the saving throw vs. healing can be removed as the healing of physical damage no longer directly conflicts with the faction's beliefs in the rightness in the progress of Entropy. The only way a Doomguard can ever hope to reduce his EP total through natural means or other, completely new, methods of manipulating entropy points. Another ability that could be changed to deal with entropy points is the faction's feared *entropic blow*. Changing it to deal a massive amount of entropic damage rather than hit point damage would fit very well with the faction's philosophies, especially that of the Destroyer's fraction. Unfortunately, this admittedly makes the power less useful overall. A better method might be to change the power to allow the factioneer to channel his current EP total as extra damage (entropic or otherwise) into the attack, rather than just doing 50% of the target's current hit points in damage. This makes for the very interesting image of an elite Doomguard shock trooper willingly being hit with multiple *entropic missile* spells before going into combat so that his EP total is very high to make for a more powerful *entropic blow*.

Another possibility is for the DM to modify the base EP mechanics depending on what fraction of the Doomguard a character belongs to. Since the Destroyers favor increasing Entropy they could have an EP-hp ratio of 2-to-1 rather than 4-to-1, both for inflicting and receiving entropic damage. The Sinkers might develop spells that allow them to transfer entropy points from one object or person to another, thus keeping the total level of EP in the area constant. The Regulators would possibly develop *cure entropy* spells to slow down the progress of Decay, and might even have a slight resistance to entropic damage themselves.

The Magic of Decay

The Doomguard doesn't use just weapons and skills to promote the cause of Entropy. The faction also makes extensive use of magical items, spells, prayers, and mental powers in support of its beliefs. This chapter, like the previous one, will discuss modifications to existing mechanics and present new rules for dealing with Doomguard-specific magics. The first section - *Bell, Book, and Candle* - talks about mage spells. The next, *Rituals and Devotions*, deals with priest spells. The third portion of the chapter, *Mind over Matter*, discusses psionic powers. The final section, *Arcane Objects*, lists magical items that have been created (or at least see primary use) by the faction.

Bell, Book, and Candle

Wizards of all sorts are greedily accepted into the ranks of the Doomguard. This is due to the wide range of spells they have at their command. Also, since these spells are created through hard research and are not granted by any external power, faction mages are able to create new spells and tailor the effects to mirror their belief in Entropy. Mages are also favored because of their critical role in the creation of magical weapons.

Path Magic - The Doomguard's Domain

The Doomguard's Domain is the name given by factioneer wizards to a collection of spell paths that fit well with the militant and generally destructive nature of the faction. (All of the spells listed in these paths can be found in the *Wizards' Spell Compendium* volumes.)

Archer's Road	2:	Firestaff	9:	Black Blade of Disaster
1: Catapult	3:	Iceland		
1: Magic Missile	4:	Tenser's Staff of Smiting	Whip Path	
2: Melf's Acid Arrow	4:	Thunderlance	3: Whip of Pain	
3: Flame Arrow	4:	Thunder Staff	4: Forcelash	
3: Melf's Minute Meteors	4:	Thunder Staff	6: Vampiric Lash	
4: Acid Bolt	5:	Magic Staff	7: Khelben's Warding Whip	
4: Missile Mastery	7:	Create Soundstaff		
	8:	Blackstaff		
Breaker's Road		Road of Swords	Path of Negation	
1: <i>Crack Stone</i> (see below)		1: Scatterspray	1: Erase	
2: Shatter		1: Catapult	2: Shatter	
6: Disintegrate		2: Bladethirst	3: Dispel Magic	
9: Crystalbrittle		2: Whirling Blade	4: Ray of Oblivion	
		3: Sand Sword	5: Pierce Magic Resistance	
Lance Path		4: Enchanted Weapon	6: Disintegrate	
3: Iceland		4: Tenser's Flaming Blade	7: Curse of Forgetfulness	
4: Thunderlance		6: Tenser's Transformation	8: Dispel Enchantment	
		7: Mordenkainen's Sword	9: Sphere of Ultimate Destruction	
Road of Staves		7: Chromatic Blade		
2: Decastave				

Detect Entropy (Divination)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 5 rounds/level

Area of Effect: Path 10 ft. wide x 10 ft. long/level

Saving Throw: None

When cast, the wizard must specify the level of entropy to be detected. In general, there are five levels of entropy, based on the percentage of entropy an object holds: Low (0-19%), Average (20-39%), Moderate (40-59%), High (60-79%), and Extreme (80+%). The level chosen by the caster sets the lowest level of sensitivity the character wishes to be able to detect. Anything below this limit will not be detected. The trade off the caster makes is by

ignoring the lower levels, the character doesn't detect every object, since all items have some entropy present in them. Detection is a path 10 feet wide along the wizard's line of sight to the level-based range limit.

Material components of this spell are a pinch of ground rock and a pinch of rust, which are consumed in the casting of the spell.

Crack Stone (Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Instant

Area of Effect: 2 cubic inches/level **OR** 2" long + 2" length/level

Saving Throw: Neg.

This is a rather useful spell for a wizard who wants to tear stones apart. This spell will work on any kind of stone, whether it is natural, dressed, or created through magic (such as via the *wall of stone* spell). The dual area of effect refers to the fact that this spell can be used to either shatter a volume of stone, or else create a single fissure. For example, a 3rd level caster could break 6 cubic inches of rock or cause an 8" long crack to appear. This spell can be used offensively against stone-based creatures such as earth elementals or xorn, but the damage caused is minimal (2 hit points/level to a maximum of 20 hit points of damage).

The material component for this spell is a small stone pellet with a deep groove cut into it. The caster squeezes the fissure, snapping the pellet apart, during the casting of the spell.

Rituals and Devotions

Being a priest and a member of the Doomguard means that the basher is treading on thin religious ground. After all, the vast majority of deities aren't fond of the idea of having one of their mortal agents being part of an organization that is waiting around for them to die. (In fact, for most powers, one of their priests joining the Doomguard is only slightly better than having him join the Athar.) The only gods that encourage their priests to join with the Sinkers are those whose spheres include death, destruction, or disease. The majority of priests within the faction are those who do not follow one particular power, but those who instead worship a force or philosophy.

The spheres favored by Sinker priests are Chaos, Combat, Healing (reversed), and Necromancy (reversed). These are the spheres that contain the vast majority of the destructive divine spells. If the priest prefers to champion the cause of Entropy on a more personal level, spells that are enchantment/charm based (mind-affecting) are favored for their use in getting others to do the faction's work for them.

Mind over Matter

Mindbenders, while rare, are welcome within the ranks of the Doomguard. Their role is similar to that of wizards, but on a more personal level. (Only the most powerful psionics can affect more than one or two people at a time with their mental powers.) These cutters tend to use their abilities on something of a commando basis, making surgical strikes in the name of Entropy.

The primary discipline favored by faction mindbenders is, of course, Psychokinesis. This area of mental powers is dedicated to the manipulation, and often destruction, of the physical world. Nearly every single power in this discipline can be used to further the cause of Entropy. There are some psionics who prefer to live up to their nickname of mindbenders and specialize in the Telepathy discipline in order to further the ideals of Rot and Decay on the mental landscape around them.

Arcane Objects

The common stereotype of a member of the Doomguard is that they don't care about their equipment and enjoy watching it rust and collapse around them. Only the more radical members of the faction actually do so. Most factioneers are able to look at the big picture realize that it doesn't do their faction's goals much good if they die before they can carry them out. So, the bulk of the factioneers at least keep their equipment in functional condition. Given that members of the Doomguard can see the benefit in working tools, it shouldn't come as a surprise that the wizards in the faction have created specialized magical items that fit the faction's image. However, it should be noted that these spellslingers are still faithful to the faction's core tenet that nothing is forever; thus, no magic item

created by a Doomguard wizard is permanent in nature. (Even the powerful Entropic Blades last only as long as their quest.)

Lesser Sinker Whistle

This is a signal whistle crafted from vulture bones. It typically has 1d8 charges. When blown, a large, skeletal vulture appears. It willingly serves the user of the whistle as a flying mount. This item essentially casts *Bloodstone's Spectral Mount*. Only the blower of the whistle may ride the beast. The vulture appears with bit, bridle, and one saddle. It is AC 0, but only has 15 hit points. The person riding the creature CAN engage in limited combat if they have a lance or some kind of missile weapon. (Since Lesser Whistles typically function at 6th level, the vulture will have a MV 24 and duration of 6 hours.)

Greater Sinker Whistle

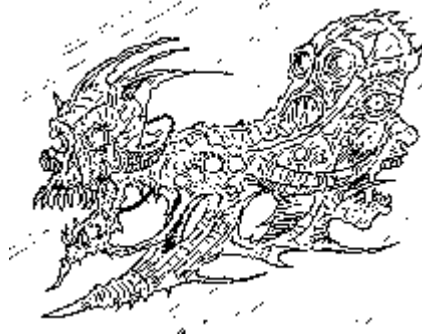
This is a signal whistle crafted from Vrock bones. This device typically has 1d4 charges. The object works as the lesser version, save that it duplicates *Bloodstone's Spectral Steed*. In this case, the vulture is able to carry the use of the whistle and passengers. The creature appears with bit and bridle and enough saddles for all riders. (These items typically function at 12th level, thus creating a steed of the following statistics: AC 2, 22 hp, MV 48, lasts for 12 hours; can carry the user and 4 other passengers, for a total of 5 people.)

Entropy Spike

The Entropy Spike is a magical weapon created by the Doomguard, which is second in power only to the Entropic Blade. Physically, the Spike resembles a slim throwing dagger that is a "frame" of Tanar'ri Red Steel filled with a cold, dull black material. This material is actually a solid form of Entropy. These daggers are one-shot weapons of massive damage. Upon impact, the Spike detonates in an effect that is a combination of the Doomguard's *Entropic Blow* and the *Flame Strike* spell. All creatures (and certain objects) in a 10' diameter and 30' high cylinder are affected as if they had been struck by a *Blow*. Note that the rules of the *Blow* still apply with regards to maximum damage and alignment. There are three advantages to this weapon which make it highly prized by the Doomguard: 1) the user need only hit the target, or even the immediate area around the target (thus, eliminating the need to roll at least 5 above the required to-hit number); 2) more than one target can be affected; 3) magic resistance does not apply as the damage comes from pure Entropy rather than magic.

The Ship of Chaos

(This entry is reprinted from the published module *In The Abyss*.)



The term "ship" can only be loosely applied to this fiendish object. It is not so much a means of transport as it is a flying weapon. This construct is made of bone, crushed spirits, and thousands of larvae. The *Ship* is one of seven such weapons built by the tanar'ri on the Abyssal layer of Twelvetrees. Although the *Ship* is primarily of tanar'ri origin, the faction designed and built the two primary weapons systems of the construct, and thus received one ship in payment. Unfortunately for the Doomguard, the *Ship of Chaos* is actually a sentient object, and has its own ideas about who owns it.

The mere physical appearance of the construct betrays its fiendish origins. The vessel is roughly three hundred feet long, and about one third that wide and tall. There are two heads, one at each end of the *Ship*. Each is a colossal face as wide and tall as the ship. The gaping mouths are filled with teeth the size of doors. Most of the object seems to be made from a twisted mass of thick, ropelike fibers. The fibers are woven together in an organic mass of pale white, mottled with pale yellow. An irregular row translucent blue blisters line the *Ship's* flanks. The vessel moves by flying, usually about one hundred feet above the ground. This movement, as well as the magical weapons mounted on the vessel, is fueled by the consumption of larvae. These pathetic creatures are consumed at the rate of roughly one an hour, but more are destroyed during periods of quick motion or use of its magical powers.

The *Ship* is built for one purpose – mass destruction. The large central deck provides a perfect platform for up to two score archers and/or mages to rain arrows or spells down upon the enemy. The mouth of each head carries eight medium ballistae (THAC0 14, Range 11/22/33, ROF ½). These siege weapons can only fire into the front (or rear) arc of the vessel, but are magical weapons. They are considered +3 with regards to what creatures they can harm, and deliver 8 points of electrical damage in addition to the normal damage caused by the bolt (2d6). While these capabilities are impressive, they tend to pale in comparison with the pair of magical weapons that the Doomguard have designed and installed in the *Ship*.

The first of these are the *force projectors*. Four of these horrific weapons are mounted on the vessel, two in each head. The *projectors* harness the physical destructiveness of Entropy into a narrow cone two hundred feet long. No attack roll is needed when using these weapons, and they have a 120-degree arc of fire. Any creature caught in the cone is affected as follows:

- *5 Hit Dice or less*: save vs. breath weapon or be disintegrated.
- *5+1 to 8 Hit Dice*: save vs. breath weapon or suffer 3d8 points of damage and be knocked prone. If the target is man-sized or smaller, it will be pushed to the far end of the beam, plus 2d20 feet. Creatures suffer an additional 2d8 points of damage if they collide with a solid object.
- *8+1 Hit Dice and up*: save vs. breath weapon or suffer 3d8 points of damage. Man-sized and smaller targets are knocked back 2d20 feet, falling prone. Creatures suffer an additional 1d8 points of damage if thrown into a solid object.
- Note that once a creature is prone, it can be pinned in place if a beam is directed at it again. The target must save vs. breath weapon at -2. If failed, the creature is pinned for the entire round and suffers 4d8 points of damage.

The other weapon is actually the *Ship's* primary form of attack. It is an *entropy field*, which can be activated anytime that the vessel is in motion. This *field* is a sphere, centered on the *Ship*, with a 480-yard radius. All creatures in the sphere, except for those on the *Ship of Chaos*, are affected as follows:

- *5 Hit Dice or less*: creatures are affected – without saving throws - as per the 5th level wizard spell *chaos*. The confusion lasts as long as the creatures remain in the area of affect, plus 3d4+1 rounds once they leave.
- *5+1 to 8 Hit Dice*: creatures are subject to the *chaos* spell, but they are allowed saving throws as per the spell's description.
- *8+1 Hit Dice and up*: save vs. spell or be *repulsed* (6th level wizard spell) each round they are in the area of affect.

In addition to using Entropy as a weapon, the *Ship* has also been designed to harness this force to travel. Since the construct has no special plane-traveling ability, it has to use portals and conduits to travel. It can make use of any such gate as long as it is at least five feet square. If the *Ship* is too big to fit through normally, it turns its *entropy field* inward and warps itself (and any passengers) to fit through the opening. Unfortunately, only tanar'ri are immune to the intense side effects this warping causes. (Doomguard, Anarchists, and Xaositects receive a +1 bonus to their saves vs. the effect.) All spell effects and magical items on board are subjected to a *Mordenkainen's Disjunction*. Creatures must save vs. spells or become permanently insane (only curable by *heal* or *wish*). An *anti-magic shell* can be used to make anything inside its area of effect immune to this warping. (Note that this might prevent the *Ship* from passing through smaller portals.)

However, the most unusual feature is one the Doomguard didn't bargain for. The *Ship* itself is alive, after a fashion. In building the vessel, the tanar'ri bound the mind and spirit of a vrock into the construct. As a result, the *Ship* has an independent will and a limited number of innate abilities. The vessel can see, but has no sense of touch or smell. It doesn't feel pain, but is vaguely aware of its physical condition. The *Ship's* vision extends in the full sphere around itself, but is limited to a normal human's range in daylight, and 60' infravision in the dark. It can communicate telepathically and can sense the general location and emotion state of every creature on board. The *Ship* can still use two of a vrock's innate abilities (the screech, and the spores), but only on those who are within the cranial chambers of the two heads.

As end result of this sentience is that the *Ship* still considers itself the tanar'ri it once was. Hence, it has no automatic love for or allegiance to the Doomguard. However, after discovering this disconcerting fact, the faction also quickly tumbled to a solution of sorts. The faction simply has to *charm* each of the ship's brains to keep it under their control. While this works, it is definitely only a temporary measure. Not only does the spell have to fight against the normal willpower of a vrock, it also can be removed if the *Ship* has to use its warp ability to fit through a portal. Currently, the faction is looking for a more permanent solution to the problem.

Entropy Pearls

Entropy pearls are formed in the chaotic sea of Limbo, and then stored in the Abyss for months before being exposed to the Negative Energy Plane for an indeterminate period. The result is that the bit of Limbo trapped within is utterly corrupted. Instead of being formless matter use to create objects, the primordial soup has been changed to cause entropic destruction when freed.

Despite their name, entropy pearls come in various shapes and sizes. However, they come in three general categories: lesser, moderate, & greater. The pearls cannot cause any harm unless their extremely soft skins breaks against an object. When the bubble-like skin "pops," the pearls release the stored entropy in a 5' diameter burst, causing damage in proportion to their power. (If the DM is using this netbook's EP system, the damage values listed will be in entropy points, rather than hit points.)

Lesser: 1d4 (100 xp, 500 gp)

Moderate: 2d4 (200 xp, 1000 gp)

Greater: 4d4 (400 xp, 2000 gp)

Entropy Mines (XP: 500-2000, Cost: 2500-10000 gp)

Entropy mines come in various styles. However, they come in two general classes: mechanical traps containing several *entropy pearls* or magical devices containing spells or other enchantments that release a massive amount of damage far greater than what *entropy pearls* can cause. These items are rarely found intact outside of the Doomguard's control, unless they were planted. Trap style, entropy mines are little more than rigged containers that hold anywhere from 4d4 to 1d100 entropy pearls of any type. When sprung, these mines fling their contents up to 50 feet in any direction determined by the way it was rigged. Quite often these devices are used against structures rather than people.

Appendix - The Faction War

The last published Planescape product turned out to be the *Faction War* (FW) module. Given the vast amount of controversy that was created in the on-line community by this product, this netbook would be remiss if it didn't make some attempt to reconcile this product with the views of the Doomguard faction as presented in this text. This chapter is an attempt to "fix" all of the problems with that module as well as take into account information and viewpoints held in *Faces of Entropy*. The first section, *How it Begins*, is an examination of the events leading up to what is really the only major conflict of the war in the Cage. Next, *The Battle at the Armory* discusses the actual assault on the Doomguard's headquarters and removes the glaring stupidity that was present on the part of the faction in the module. The final section of the chapter, *Aftermath*, accepts the fact that the Doomguard's power and structure has been shattered and discusses the new state of affairs for and the future of the faction.

How it Begins

The entire plot of FW hangs on the actions and motivations of Rowan Darkwood, factol of the Fated. First and foremost, Darkwood has always wanted to wrest control of Sigil from the Lady of Pain. A careful reading of all the canon material will reveal that this isn't a surprise. Since the earliest source materials this has been stated. The *Factol's Manifesto* described more of his preparations for this by revealing that he has courting (i.e. seducing) the new factol of the Mercykillers, the young tiefling Alishon Nilesia. Darkwood merely wants the use of the Mercykillers as expendable soldiers in the war that is sure to come if he does get control of the Cage. As to how he's actually going to defeat the Lady of Pain... The *Faction War* module reveals that many thousands of years ago, a powerful mage challenged the Lady and nearly took control of the City of Doors from her, but was defeated at the last possible moment. His soul was trapped within a gem, and the jewel was then flung into the farthest depths of the planes. The Duke heard about this story, and made the finding of this gem and the spells cast by the ancient wizard the key to his plans to take control of Sigil. The events of FW are set in motion when Darkwood finally gets his hands on the legendary gem.

Despite being a leatherheaded Prime who thinks he can safely take on the Lady of Pain with an elaborate scheme, the factol of the Fated isn't entirely stupid. He does recognize that his next biggest obstacle to seizing control of the Cage is the other factions. As soon as he gets his hands on the gem, Darkwood takes control of Sigil's rumor mill and starts planting information to increase the tensions between the other thought guilds. Once all the factols start disappearing, the Duke's plans take a life of their own and hatreds flare up without any further interference from the Heartless' factol. This is where the authors of this netbook feel that FW failed – for the first time. The timeline of events of the conflict between the factions fails to take many obvious factors, such as common sense, into consideration. The remainder of this section will discuss the timeline of events leading up to the Battle of the Armory in some detail.

Day 2-5: Darkwood feeds rumors to the Harmonium, Doomguard, and Revolutionary League to increase tensions among these factions. Factol Pentar of the Doomguard is Mazed by the Lady of Pain on Day 5.

The rumors fed to the Harmonium indicate that the Doomguard are starting to arm up in preparation for starting another open war in the Cage. The Doomguard and the Anarchists, on the other hand, hear that the Harmonium is preparing to assault the Armory and scrag every single Sinker in the Cage. This information is designed to play on the intense dislike that the enforcers of Sigil's laws have for the Doomguard, which continually break them. Also, it makes passing reference to the events shortly after the founding of the Entropy Rats, in which the Harmonium and Doomguard went to war. The Revolutionary League is included merely because they excel at causing social unrest and disorder. Unfortunately, these rumors are the first in a long line of flaws in the FW module.

The reactions of the factions as presented are not very intelligent. They also ignore one very important fact revealed in the *Factol's Manifesto* – the Doomguard sword a blood oath that they would never start another war in Sigil. This fact would have to be recorded in the Harmonium's (or at the very least, the Guvners') records since they were the faction more or less directly responsible for them having to swear it in the first place. Hence, the Hardheads should not have gone into instant "full alert" mode. They would only increase their state of suspicion and begin an investigation, trying to find out if the Doomguard had somehow found a way to negate that oath. Given the amount of magic in the Planescape setting, this could very easily be resolved by any number of divination spells, or even just killing a Sinker and using *speak with dead* to see if his spirit was still bound by the oath. Also, since Pentar has been Mazed simply for being the leader of a violent faction, why wouldn't Sarin get Mazed for starting the build-up for open warfare?

The Doomguard, on the other hand, would immediately begin building up defenses. They would certainly believe the rumors that the Hardheads were stupid enough to try another assault on the Armory. Given the sheer amount of weaponry available to them, the Sinkers would be able to fully arm up their headquarters in short order. And, by using the portals to their Inner Planar citadels as the supply routes, no one would ever know that anything had changed. Additionally, some of the high-ups would go public with the rumors, especially since many Anarchists are already in the streets, decrying the Harmonium in the name of both factions. There is also the question of why Pentar even believes the rumors in the first place. The module implies that Darkwood openly warned the Destroyers about the Harmonium's supposed plans. Everyone knows the Fated don't do anything because it's the right thing to do, there's always something in it for them.

On a related note, the Mazing of Pentar can be considered an error as well. However, this error is building on an error from an earlier product. The deluxe module *The Great Modron March* fails to make any mention at all of a Doomguard assault on the March. At best, it implies that the Doomguard did nothing to affect the March because "it's early and that's proof enough of Entropy at work". This line of reasoning is completely out of character for both the faction and its leader. The *Manifesto* clearly states that Pentar is obsessed with the March, is getting more and more into her preparations for it, and that this grand event is due within the next few years. So, if the March was early as TGMM states, then Pentar would only be off in her timeline by a year or two. Given her motivations, she would launch her assault regardless of whether all of the pieces were in place or not. Based on the inferred past history of the faction and the March, the assault would have failed and probably killed Pentar in the process. So, while the factol of the Doomguard would still have gotten Mazed, it would have been somebody other than Pentar.

Day 9: The "leaders" of the Free and Revolutionary Leagues are Mazed. The members of both factions loudly blame the Harmonium and begin to side more strongly with the Doomguard.

Unfortunately, this is another weakly justified event in the module. Why are the leaders of the Free League Mazed? The Indeps have never taken sides and nearly always stay strictly neutral in any conflict. In fact, if their leaders hadn't disappeared, they probably wouldn't have joined with the Doomguard. The Indeps only ally with the Destroyers because the Entropy Rats are their best bet of getting revenge. As for the Revolutionary League, they aren't affected at all by the loss of their leaders. After all, not even they know who all their leaders are – the cell structure of the faction guarantees this. In fact, by this change of leadership, the Anarchists are now more than willing to participate in open warfare than they were before – something the Lady is supposedly trying to avoid.

Day 11: Ely Cromlich begins handing out weapons from Armory to any who promise to oppose the Harmonium.

While a plausible event, it couldn't happen the way it's written. This action definitely violates the blood oath that binds the Doomguard from ever starting a war in the City of Doors. If any weapons were to be handed out, it would have to be in secret and only to Indeps and Anarchists. If it absolutely had to happen in a public manner, it wouldn't occur until the next step in the timeline.

Day 16: The Mercykillers begin to split apart, slowly heading back to the original sects that joined during the Great Upheaval (the Sodkillers and the Sons of Mercy). An Anarchist agent kills Factol Sarin of the Harmonium – with Doomguard weapons.

It is stated in FW that the death of their factol is what finally prompts the Harmonium to switch into high gear and begin preparations in earnest for an assault on the Armory. It should be noted that the Doomguard have at least an 11-day head start in gathering their forces – they've been on the defensive since Pentar vanished on Day 5. Given the Hardhead's reaction to the death of their factol, this is the best time for the Sinkers to open up their stockpiles to anyone who's willing to swing a weapon against the lawboys.

However, this day contains another big flaw. If it was so easy to kill Sarin – all it took was a single *arrow of slaying* – why hasn't it happened before now? The *Manifesto* clearly states that once a month Sarin accompanies the Harmonium patrols around Sigil and makes several arrests himself. It's also quite clear that the Revolutionary League is willing to do anything to bring down the other factions. One of their numerous cells should have bought that arrow years ago. Why wasn't Sarin protected by a few relatively simple spells that can easily thwart a missile attack, even a magical one?

Day 20-24: The Free League formally allies with the Doomguard and the Revolutionary League against the Harmonium. The Sodkillers finally split from the Mercykillers and also join with the Doomguard alliance.

Day 25: The Battle at the Armory takes place.

Now, looking at this timeline, one can see that the Doomguard has been preparing for an attack on the Armory for at least 20 days. While the Harmonium has also been gearing up for the same amount of time, they've had to go in two directions – defense, since the DG are going to attack; and a touch of offense, in case they have to do a preemptive strike. The Hardheads really didn't start planning for an attack until Day 16. Thus, you have a four-day attack plan vs. a twenty-day defense plan. Given this difference in numbers, there's virtually no way the Battle should have gone as presented. At the very least, the sheer numbers of Doomguard present in the Armory at the time of the battle are way too low.

Now, all of the previous discussion only dealt with "fixing" the FW adventure so that fits into the rest of the canon materials as well as recognizing the presence of that arcane magic known as common sense. It does not take into account any of the new information created for and presented in this netbook. While the material in this book doesn't affect the overall flow of the above events, it does change the motivations behind those events and adds an extra layer of political intrigue to the whole affair. The vast majority of these extra plots revolve around the Doomlord of the Armory, Bendon Mawl.

This tiefling high-up would decide that the events leading up to the Battle at the Armory are the proper time to steer the faction away from the policies of the Destroyers fraction, especially once Pentar disappeared. Although he couldn't predict the coming battle, he could most likely guess that some kind of conflict was inevitable. As such, with the majority of the Doomguard taking an active stance towards the progress of Entropy, the faction would probably not survive. Although this does fit into the overall philosophy of the faction, Mawl feels compelled to answer to the higher calling of the Doomguard needing to exist until Entropy has claimed the entire multiverse. As such, he would finally implement the plans he had been creating for the faction's (apparently unexecuted) plans of attack on the next Great Modron March – using an event of great conflict for the faction to cover a purge of the ranks.

Bendon Mawl would rally all of the known Destroyers to the defense of the Armory as well as, mainly for appearance's sake, half of the Sinkers. He'd then instruct the remaining Sinkers and all of the Regulators to stockpile weapons plans, books, tomes, and other resources and fortify their respective Inner Planar citadels. Entropy requires that the majority of the Doomguard must fall, but not all of them. He would also send word to Citadel Sealt to ready the colony of Astral Hunters for use in the conflict as well. Once all these plans were in place, he'd sit back and wait, to see how events would actually unfold.

The Battle at the Armory

The second adventure of the deluxe module *Faction War* bears this title. It is the opinion of the authors of this netbook that the faction was misrepresented in the text of the adventure. Even for how the Doomguard is portrayed in the canon material, the factioneers acted rather stupidly in the siege of their headquarters. How could they not have at least one lookout keeping an eye on the biggest gap in their defenses, the open shaft above the main forge? But, when one considers how this netbook has treated the faction as being very much a group of experienced soldiers, if not military experts, the events of this adventure absolutely could not have happened as presented.

The general plan for the assault on the Armory consisted of three parts. The first was a frontal assault on the main entrance of the Doomguard's headquarters. This is one of the few things the module got right. Any attack of this nature is doomed to failure unless the attackers can get men on the inside to disable the immensely strong defenses that the faction can place on the front doors. However, this wave of the battle should have been a lot bloodier than presented in the official text. No matter how many people the attackers have, they are all trying to get through a single set of large double doors - an area roughly 30' wide by 50' high. This means that the attackers could only muster about six or seven people in a line, which are not very good odds against defenders on their home turf. The rest of the assault force is simply standing around on an open plaza, able to be picked off by archers or mages from the battlements above the front doors.

Of course, once through the doors, the attackers still aren't able to mount a free assault on the interior of the Armory. They have to get through the foyer first. This is a single chamber, with only one other exit in it. This makes for another strongly defensible position. Although not stated in any of the canon materials, this entry chamber is probably built like the gatehouse to a castle – there are a series of murder holes in the ceiling where defenders on the floor above can drop boiling oil, spells, or even monsters such as green slime down on invaders. After this gauntlet, there is still one more obstacle to deal with. The Doomguard have placed a permanent anti-magic zone at the exit

from the foyer. Thus, any spells that an attacking force might have on them will be negated and any magical items will be rendered useless for a short time. This will cause the invaders to be weakened upon crossing the threshold into the Armory proper. And, since the foyer exits directly into the weapons display hall (a rather large space), the first wave will be cut down by the use of several siege engines and archers. The only hope a frontal assault has of succeeding is for the invaders to somehow get allies inside the building by another way so as to divide the defenders' attentions.

Fortunately, the authors of *Faction War* recognized this wrote the frontal assault as merely a diversion while two more waves formed the real attack on the Armory. Unfortunately, they severely botched the description of the second wave. This part of the conflict consisted of an elite strike force that flew up to the roof of the Armory, and then down the open shaft into the building's central forge on the main floor. A good plan, but it should have been as effective as the frontal assault. The Doomguard have lived in the Armory for nearly 500 years. As such, they would know that they have a central smokestack in their headquarters, and hence a weak point in their defenses. At the bare minimum, the shaft would have been covered with a chain net and had an *alarm* spell placed on it. But, considering the militaristic nature of the faction, and the centuries with which they've had to work, the actual defenses would be much tougher.

Given the presence of an anti-magic zone in the foyer of the building, it's not too much of a stretch to guess that there is another in the shaft itself. The best place to put this would be about 10' down from the top; this position would prevent attackers who suddenly lost a *fly* spell from grabbing a hold of anything to prevent a twenty-plus story fall into a fiery forge. If the faction is feeling particularly sadistic, there is probably a grating of very sharp blades just above the bottom of the shaft to carve up any hapless attackers into smaller and more easily burned pieces. In order to prevent more mundane means of entrance, such as rappelling down long ropes or the use of naturally winged creatures, the top part of the shaft is probably covered in razorvine and there would be several chain nets at various intervals. *Glyphs of Warding* would most likely be placed at strategic intervals as well. And again, certain types of monsters such as molds could be "tamed" and living in the shaft.

The final wave of the attack on the Armory is really the only that would have succeeded. This force used a very straightforward method of assault – ladders and *passwall* spells. These attackers pierced the walls of the Doomguard's headquarters in several places on the main floor and hit the defenders from behind. This invasion force is the one that would finally allow the attackers in the frontal assault to break through the Doomguard's defense and join the attack inside the building. The reason why this attack wave succeeded is because it used the Armory's very nature against it. The building is built as a giant vault. As a result, there are very few windows. As such, it would be an easy matter for attackers to blind these few viewpoints with *continual darkness* or other concealing spells.

Once the attacking force finally gets inside the Armory, the battle would still most likely have gone strongly against the invaders. Certainly, the third wave would initially turn the tide against the defending Doomguard, but the faction would have quickly rallied and started to beat back the Harmonium and its allies. After all, they're on their home ground. The factioneers know every twist and turn of the building. As such, once it's obvious the first floor is in danger of falling, they would begin retreating to the upper floors and pulling portions of the invaders into prepared ambushes. Also, they would probably have *invisible* agents left on the ground floor, ready to send word through to the Inner Planar outposts to send through a wave of reinforcements to hit the attackers from behind. All in all, it seems obvious that even a three-pronged assault of the nature listed in the module would fail. In fact, this was probably apparent to the authors as they introduced something of a *deus ex machina* to guarantee that the Doomguard would lose – the *spheres of annihilation*.

The authors of this netbook have no problems at all with the presence of these magical items. In fact, they are right up the Doomguard's alley, especially considering the presentation of Citadel Exhalus in this text. There are really only two issues to address with regards to the *spheres*. The first issue is relatively minor and doesn't really relate at all to the events in *Faction War*. Given that there are ten defective *spheres of annihilation*, how many functional ones would the Doomguard possess? If there were even only one functional orb, it would have been used in the defense of the Armory, most likely against the frontal assault. Further implications are that if the faction owns, if not builds, these items, why haven't they succeeded against the Great Modron March yet? I think that even one of these weapons would rip the modron army apart, especially if used when it was vulnerable – such as when the boxes emerged from the chaos of Limbo.

The second quibble, on the other hand, is a rather major one. This involves the action of the malfunctioning *spheres* once they've been accidentally released during the battle. Why do they stay within the confines of the Armory? There is no logical reason why their movements would be confined to the borders of a single building. If they are

moving completely at random, why don't they just eventually eat through the outer walls of the faction headquarters and proceed to leave wide paths of destruction through the Lower Ward and the rest of Sigil? There is no obvious reason other than "the authors said so because the Armory has to be destroyed for the sake of our story". While understandable, it's not very convincing or plausible and overall is very disappointing.

There are two additional aspects to the conflict that haven't been considered in the discussion of the Battle, both of which are creations of this netbook and will end up contributing to the Doomguard's loss of the conflict. The first is the fact that Doomlord Bendon Mawl made sure that the majority of the defenders of the Armory were Destroyers. This would mean that they would tend to ignore battle plans and simply act more as a mob, seeking to create the maximum amount of Entropy they could. This would allow for the surely more coordinated Harmonium-led attackers to at least hold their own once their forces made it inside the Armory. (A situation that closely mirrors the Blood War battles between the orderly baatezu armies vs. the more numerous tanar'ri hordes.) The other consideration is the presence of the Y'Liens. Once released into the battle, they would proceed to revert to their true natures and kill everyone they could, Doomguard or otherwise. Also, in the confusion of battle, some of these creatures would return to the Quasi-Elemental Plane of Salt and attempt to claim the Citadel Seal for their own. The skeletal defense force left by the Destroyers would be hard-pressed to defeat these creatures. And once the portal to Sigil is cut off by the destruction of the Armory, they would either flee or be killed.

Aftermath

In the end, the Armory collapses into a massive pile of rubble, primarily due to the ravages of the *spheres of annihilation*. Although, given the nature of the combatants, a large number of destructive spells were also used which contributed to the loss of the building. When the structure collapses, whatever magics were used to keep the towers of the elemental outposts existing in both Sigil and the Inner Planes are destroyed and the citadels fully exist in only the elemental planes. This effectively cuts off any surviving Doomguard from their remaining strongholds. No one is going to be scavenging the ruins for leftover weapons as several *spheres* are still in the wreckage, and a small number of Y'Liens would try and set up a colony there as well.

Although FW does a reasonable job of discussing the aftermath of the Battle, given the changes made in this book the results would be a lot bloodier. The attackers would have suffered even more severe casualties, possibly on the order of 75% losses, due to the Doomguard pulling out all the stops and using every heavy-duty weapon of mass destruction in the defense of their headquarters. There would most likely be a large amount of collateral damage to the surrounding city blocks as well, especially if the *spheres* behave more rationally and had spread out in all directions. As for the Doomguard faction, it has been effectively expunged from Sigil, and had its influence reduced on the other planes of existence.

The Destroyers fraction of the Doomguard is essentially no more. The vast majority of their members were in the Armory when it collapsed, and thus were either killed in the assault or are wounded and stranded in Sigil. The Destroyers who managed to survive the War will band together and go the way of the Revolutionary League. These Doomguard will become a secretive group, employing guerilla tactics to take revenge on the factions who participated in the attack on the Armory. The Destroyers who stayed behind in Citadel Seal are in equally dire straights. Once the Destroyers became distracted by the attack in Sigil, the queen of the astral hunters would order her warriors to break free of their "guest quarters" and seize the fortress for her own. This surprise assault from behind would wipe out many of the Doomguard and force the rest to retreat to a defensible position in the building or flee out into the plane of Salt. Either way, their protective magics would soon wear off and they would be killed by the moisture-draining effect of the elemental plane. The few remaining Destroyers would be those who couldn't respond to the call to arms either by being away on missions or already defending other important Doomguard installations, such as Citadel Exhalus.

The other two fractions of the Doomguard, the Sinkers and the Regulators, would now be on fairly even terms with the loss of up to half of the Sinkers in the Battle at the Armory. Each camp would control one of the remaining Inner Planar citadels and they'd share power in the third (Citadel Exhalus). Although communications would difficult at first due to the loss of a quick transit through the Armory in Sigil, they would manage and forge a new philosophy for the Doomguard. There is still enough of them that they would remain a faction and would quite possibly retain the same name. Although not intentional, they would probably tend to shut out the remaining Destroyers from the new politics. These disaffected members would either modify their beliefs to be more mainstream, or else break off from the faction and form a new sect or just join with the Revolutionary League.

With the loss of their only major base of operations on the Outer Planes, the Doomguard would begin to turn its attention inward and focus on Entropy in the Inner Planes. In fact, this would serve to increase the faction's relative

power. After all, there aren't any other factions in the elements, and only a very small number of sects. Additionally, Entropy is more of an elemental concept anyway. Although the Doomguard would still pay attention to events on the Outer Planes, the faction would now attempt to bring Entropy to the multiverse by destroying its foundations – matter itself.

Appendix - Third Edition Rules

The release of 3E back in August of 2000 has seen an influx of new players as well as a renewed spark of enthusiasm from the veterans. The new version has generally cleaned up and improved the D&D game; not the least of its accomplishments is making the system consistent. However, with the release of 3E, no more 2nd Edition products are going to be published, meaning that some form of conversion will have to be done to continue to play Planescape. Perhaps more troubling is the fact (well, strong rumors) that a new *Manual of the Planes* is going to be released which might very well invalidate (or at least, redefine) the setting and the entire body of work associated with it. As a result, any 3E Planescape campaigns are going to use the conversion rules created by the Net Planescape community.

Conversion Difficulties

The first step in making a viable conversion is to figure out what to do about the Doomguard and all the other factions. Due to the fundamental mechanics used to create the factions in 2E, there are serious difficulties in converting this key Planescape concept to the new 3E rules. The difficulty arises from the fact that 3E has no rules for either kits or drawbacks.

At a very basic and broad level, the factions were kits based on alignment and belief. A kit was something that affected a character's class but was almost completely separate from it. It was something like a hack or a patch that could be applied; new rules that were added to modify the original ones. But, regardless of what new bonuses or penalties came with the kit, the character's fundamental class was unchanged - a fighter was still a fighter. Although the kit does not exist in 3E, there are two very close analogues to it: the prestige class and the monster template. However, these are not perfect matches.

The prestige class, while taking the role of a kit for player characters, tends to change the fundamental class of a character. Well, more accurately, it turns the character into a multiclassed one with one class being the original and the other being the new "kit". The main conflict with turning the factions into prestige classes is that the prestige class is a class. It has multiple levels of power and gaining these powers requires sacrificing the gaining of abilities in the character's original class. A kit was a one-time only thing; it wasn't another class in and of itself. Also, prestige classes have fairly complex requirements before a character can join them, and a character be made a member during the creation process. A kit usually had no, or else very limited, requirements to be a member and a character could have a kit starting at first level.

The template is a much closer match to the kits of 2E. It is a one-time modification applied to an existing creature. It keeps the original intact, and just adds abilities to it. Vampires and Lycanthropes are handled this way in 3E, and it makes a certain amount of sense to model membership in a faction the same way - the creature is still fundamentally what it is. The conflict between a kit and a template is that the template is designed to be applied primarily to monsters. As such, a template tends to increase the challenge rating of monster. This seems to be the equivalent of adding one or more "ghost levels" to a character, making a 3rd level fighter the supposed equal of a 4th level fighter. Additionally, there are no rules given for designing templates.

The final hurdle to creating the 3E version of the factions is the odd fact that 3E has no mechanics for penalizing the player characters. With the exception of having low stats, there are no rules to give a character a drawback. The entire class and feat system is set up to give characters a whole range of bonuses, but no where is there any kind of chance to take something that will cause a problem for your character. This is a large gap between 2E and 3E, especially since a big part of the factions was the drawbacks associated with becoming a member - the Doomguard resistance to healing spells being the pertinent example.

Conversion Strategies

The listed difficulties only make the task of creating a 3E Planescape game difficult, not impossible. Regardless of the gaps in the new version, there are primarily three different methods of recreating the factions under the 3E model. The first option is to model the factions as a collection of skills and feats. This eliminates most of the mechanics associated with belonging to a faction and makes these organizations mainly role-playing entities. A character would pay a fee, and then have access to teachers that allow for the acquiring of the faction-specific abilities. Although this is the easiest solution, it lacks the special feel that belonging to a faction used to have. Also, it tends to make becoming a member more of a burden than it used to be, because characters no longer get the basic faction abilities for free.

A second option, and the one favored by setting designer Monte Cook, is to make the factions into prestige classes. This maintains the special feel of belonging to a faction, as there are now a series of powers and abilities that can be obtained upon joining. However, as mentioned earlier, this is still not exactly the same as 2E because it forces the character to sacrifice some of his original class to become a factioneer. Additionally, it has the drawback of making all members of a faction essentially the same. Before, anyone could join a faction if they met the entrance requirements; it didn't matter if they were a commoner, a noble, or a veteran adventurer. Now, every member of the faction is going to be a near cookie-cutter copy of all the others, because they will have to take the same skills to qualify for the prestige class. And, none of these members will be the average "man on the street". Using the current prestige classes as models, every member will at least be a 5th level fighter (as the element common to all prestige classes seems to be a base attack of +5 or higher).

The third option is to make use of the monster template, as it is the mechanic to use when one wants to add powers and abilities to a creature, while keeping that creature essentially the same as it was before. The new *Monster Manual* has a Celestial and a Fiendish template to allow for the creation of "normal" beings native to the Upper and Lower Planes. Thus, the concept of a faction template isn't that far out. Also, with templates such as the Half-Fiend, there is a precedent for including powers that increase depending on the hit die of the creature. However, this has the drawback of making membership in a faction a static thing. There is no room to grow and change once a character has become a member.

So, instead of any of these three options, this netbook is going to present a fourth option, one that seems to be favored by significant portion of the on-line Planescape community. This method combines all of the previous options and also "goes back to basics" by looking at the intent behind the faction's powers and abilities to determine how they will be defined under 3E's mechanics. A template that is applied as soon as the character completes the entrance requirements will represent namer status in a faction. Further advancement in the faction will be implemented as a series of skills and feats that are only available to faction members. Finally, each faction will have one or more prestige classes associated with it, to represent the specialized and fanatical members of the organization.

The Doomguard in 3E

The following rules are an attempt to portray members of the Doomguard faction according to the third edition of the D&D game. This is not a direct conversion of the 2E rules; rather, it maintains the feel and design intent of the original.

The Doomguard Template

This template describes the abilities common to all members of the Doomguard faction. By itself, it represents someone of namer status. It can be applied to any being who joins the faction; even one that already has a template (such as a half-fiend).

- **Martial Weapon Proficiency:** Upon becoming a member of the faction, the new Doomguard may become proficient in the martial weapon of his choice. If the character is already proficient in all martial weapons, no additional benefit is gained.
- **Healing Resistance (Ex):** Due to the Doomguard's belief in the ultimate triumph of Entropy, members of the faction are more reluctant to take actions the result in the reduction of Entropy in the multiverse. As a result, factioneers have difficulty being healed by non-magical means. This ability works exactly the same as Energy Resistance (the creature ignores the first X points of the specified energy every round), but functions only in instances when hit points would be cured by magic. (Instead of the level/hit die based system listed below, a flat resistance of 10 could be used instead.)

<u>Level/Hit Die</u>	<u>Level of Resistance</u>
1-3	5
4-7	10
8-11	15
12+	20

- **Sift (Ex):** Because members of the faction are dedicated to furthering the cause of Entropy, they are trained to study and identify it in all of its forms. As a result, factioneers are able to examine the physical remains of a creature or object, and determine its cause of death or destruction. With a more detailed examination, they even able to perceive the psychic impressions left behind by the target's demise and actually witness the destruction as if the Doomguard was present. However, the Doomguard is limited by the age of the remains, and by the amount of personal experience with Entropy they possess. This ability can be performed a maximum of 3 times plus the character's Wisdom bonus per day. One round of examination will reveal

the cause of the target's destruction; to view the cause, the Doomguard must spend one minute of meditation for every five minutes of destruction to be viewed.

<u>Level/Hit Dice</u>	<u>Age of Target Remains</u>	<u>Senses Used in Viewing</u>
1-5	10 years	Sight only
6-11	500 years	Sight, Sound, and Smell
12+	1000 years	Relive the experience (from either the destroyer's or target's perspective)

Doomguard Skills and Feats

Once a character has joined the faction, he may be trained in skills and feats that are the exclusive property of the Doomguard. These abilities are closely guarded secrets, and harsh punishment is inflicted on those who would betray this trust.

- **Feat - Weapon Specialization:** The Doomguard faction as a whole is a militant organization, closely resembling a standing army rather than a "thought guild". As such, any factioneer is allowed to specialize in a single weapon, similar to members of the Fighter class (page 37 of the 3E *Player's Handbook*). All the same benefits (+2 to damage) and restrictions (must be at least 4th level and proficient in the chosen weapon) apply.
- **Feat – Entropic Blow (Su):** This ability is the one best known, and most feared, outside of the faction. When using this ability, a Doomguard is able to tap into the multiversal pool of Entropy and inflict grievous damage upon an opponent. This power can only be used once per day. If a Doomguard scores a threat when striking a target, he can activate this ability to result in an automatic critical hit. The multiplier for the critical strike is based on either the character's level or weapon, whichever is greater.

<u>Level/Hit Dice</u>	<u>Multiplier</u>
1-3	x2
4-7	x3
8-11	x4
12+	x5

(Author's Note: Notice that this ability is no longer automatically available to all members of the Doomguard. Due to the redefining of the power into 3E terminology, it became more powerful. As a result, this ability now represents an intense level of commitment to the faction and thus has to be purchased with a feat at the expense of something else.)

Doomguard Prestige Class: The Entropic Champion

The Entropic Champion represents a Doomguard's ultimate dedication to the cause. Through intense training and devotion, the Entropic Champion becomes one with Entropy and is able to shape it to his will. All champions are given a specific goal to pursue, which they will accomplish or perish in the attempt.

To qualify to become an Entropic Champion, a character must fulfill all the following criteria.

- **Base Attack Bonus:** +5 or greater
- **Skills:** Craft (any related to the creation/destruction of objects) 3+
- **Feats:** Entropic Blow
- **Special:** Obviously, the character must be a member of the Doomguard faction. The character must have personally and successfully furthered the cause of Entropy in a manner to impress the faction high-ups (i.e. DM's discretion). Finally, even if chosen to become a member of the prestige class, the character must survive the ritual that turns the character into an Entropic Champion (Fortitude save, DC 10). Failure to survive the ritual does not result in the death of the character (unless the DM wishes), but rather the permanent loss of 2 hit points and prevents the character from ever becoming a member of this prestige class.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	0	0	Entropic Brand +2d6
2	+2	+1	+1	0	Target Bonus +1
3	+3/+1	+2	+1	0	Entropic Blow 2x/day
4	+4/+1	+2	+2	+1	Target Bonus +2
5	+5/+2	+3	+2	+1	Entropic Brand +3d6
6	+6/+3	+3	+3	+1	Target Bonus +3
7	+7/+4	+4	+3	+2	Entropic Blow 3x/day
8	+8/+4	+4	+4	+2	Target Bonus +4
9	+9/+5	+5	+4	+2	Entropic Brand +4d6
10	+10/+6/+1	+5	+5	+3	Target Bonus +5

The following skills are considered class skills for an Entropic Champion.

- Alchemy (Int), Climb (Str), Craft (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (architecture and engineering) (Int), Profession (Wis), Ride (Dex), Search (Int)
- **Skill Points at Each Level:** 2 + Intelligence Bonus

All of the following are features of the Entropic Champion prestige class.

- **Hit Die:** d8
- **Weapon and Armor Proficiency:** As the elite troops of a militant faction, the Entropic Champion is expected to go into combat at some point in every mission. As a result, members of this prestige class receiving training equal to any soldier. Entropic Champions are proficient with Light Armor, Medium Armor, Heavy Armor, and Shields. They are also proficient in all Simple and Martial Weapons.
- **Entropic Brand:** Part of the rituals involved in becoming an Entropic Champion involves sacrificing a portion of the character's skin and life essence so that he is bonded with both his primary weapon and the forces of Entropy. The chosen weapon becomes a +2 *Entropic Brand*, which deals extra energy (negative quasi-elemental) damage. The damage done by this energy starts at 2d6 and increases as the character gains levels. This energy is one of the following forms (chosen at time of creation): Vacuum, Salt, Dust, or Ash. Along with the additional energy damage, an Entropic Weapon has additional powers, depending on the chosen form: Vacuum – Energy Resistance (Air/Electricity, 15), *Ray of Enfeeblement* 3x/day; Salt – Energy Resistance (Water/Cold, 15), *Control Water* 3x/day (Lower Water only, as 12th level cleric); Dust – Energy Resistance (Earth, 15), *Disintegrate* 1x/day; Ash – Energy Resistance (Fire, 15), *Chilling Touch* 3x/day.
- **Target Bonus:** Each Entropic Champion is always assigned to accomplish a goal that will significantly advance the Doomguard's agenda. The character is able to focus his mind upon the target of his current mission and become more effective in pursuit of that goal. The target is declared at the start of the mission, and cannot be changed. When dealing with the target, the bonus applies. If the target is a singular being or object (the Arch-cleric of Veluna), the full bonus can be used. If the target is a small group (the clergy in the Veluna temple), only half of the bonus can be used. (Note: a "small" group is limited to a number of beings equal to the character's level.) Finally, if the target is a large group (all worshipers of Pelor), only one-third of the bonus applies. This bonus can be applied to all skill or attack rolls.
- **Entropic Blow:** Due to the increased commitment to the forces of Entropy, an Entropic Champion is able to tap into those forces more often. At higher levels, the character gains additional uses per day of this feat.