



TM

ACCESSORY

THE  
**FACTOIS**  
MANIFESTO



FOR 5<sup>TH</sup> EDITION

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# BASICS

This material is subject to DM approval, and may only be used for PLANESCAPE campaigns played previous to FACTIØN WARS adventure, meaning the city of SIGIL must be open for players.

This guide is a translation of the 2<sup>ND</sup> EDI+IØN PLANESCAPE FAC+IØNS, to a 5<sup>th</sup> edition equivalent of its philosophy, abilities, hindrances, and notoriety earning.

The following glossary will set the basic knowledge to understand each of the factions listed in this paper and how to use them in your campaign.

PHILØSØPHY: is power and factions knows it, what you believe shapes the multiverse; or so they say. There are 15 philosophies in Sigil by decree of the city ruler: The Lady of Pain. These philosophies are bound to strongholds in Sigil, which in most cases lend a service to the city. Players may only belong to one faction at a time, they can quit after, which will cause the player to lose all of its benefits and be unwanted or even banned by that faction.

ELEGIBILITY: Some factions have requirements and most require a test to join them, **these tests (MEMBERSHIP in red) are DM'S DARKS and must not be seen by the player before joining; also, factions are selective and won't allow second tries.**

NØ+ØRIE+Y: how your efforts are recognized by your faction. The pursue of philosophical growth is rewarded with 1 notoriety point every time a player achieve a faction objective; difficulty increases according to character level and number of times fulfilled. All quests given by the faction will reward 1 point if, after finishing it, the faction demands are fulfilled. Lastly, a player may sacrifice a month of downtime serving the faction as a guide, guard or worker in his HQ, earning 1 notoriety point.

A player stays namer until achieving 4 notoriety points, and stays factotum until achieving 8 more. In other words, to be a factor a player needs 12 points.

HINDRANCE: It is a disadvantage given by your philosophical believes.

NAMER: a noob in the faction. Normally these berks are set to do basic shores for higher ranks

who are testing them in their mind set of the philosophical views of the faction.

FAC+Ø+UØ: bashers who are no longer initiates in the faction. They attend more important matters, including services, guides, and access to deeper faction knowledge.

FAC+ØRS: are cutters who become a philosophical pillar of their faction. They represent the Factol and the faction believes. They are also the next in line for the Factol job if conditions are met. See Factol.

FACTØL: this blood is the faction ruler; he is the living depiction of the faction philosophical believes. No one is over the Factol and only abdication or death can remove him from his rulership, then a Factol is chosen by the other factors; voting is required. A player who becomes a Factol also turns into a none player character, as his duties to the faction and the city are beyond his personal agenda. Factol benefits are not listed in this guide, as players who become Factol turns into NPC.

INSPIRA+IØN: membership to a faction allows to store multiple inspirations, and each level increases this amount by 1. Outsiders 1 slot, namers 2 slots, factotums 3 slots and factors 4 slots. Some faction abilities are only usable spending inspiration. DM shall reward inspiration to players for roll playing their faction in key moments; no rewards if the player does not compel to his faction or ignores his hindrance.

Inspiration faction abilities are individual, and each require to spend an individual inspiration point. These are new applications for inspiration, aside the ones described in the player's handbook.

DISCLAIMER: Mr. Zeb Cook, please do not sue me for this work, I did it for the internet berks and the addle-coves in my campaign. I am a huge fan and have been playing your vision of the multiverse for about 30 years. I do hope someday you or Wizards of the Coast get a look on this paper and hire me. If anyone still wants to sue me ... then SØD YØUR SØDDING SØD YØU SØDDING BERK!

# THE ATHAR

PHILOSOPHY: also called Defiers or the Lost, they believe that the gods are frauds; the unknowable truth lies beyond the veil. These bashers are reluctant to gods, thus they become resistant to the magical abilities of power agents such as: avatars, celestials, fiends (infernal baatezu, abyssal tanar'ri and demodand gereleths, but not yugoloths as they do not worship powers or deities), clerics and proxies.

- Listen, the powers are frauds, I can prove it! Listen to me!
- Worshipers are the source of power, not the other way around.

FAC+ΘL: Terrance. Human, cleric (Great Unknown) 19<sup>th</sup>, LG.

REKNΘWN MEMBERS:

- Caylean. Tiefling, ranger 4<sup>th</sup>, CG.
- Hobard. Githzerai, wizard 8<sup>th</sup>, CN.

SIGIL HQ: the Shattered Temple (Lower Ward). This building is Aoskar's last temple, or what is left of it, the Athars hold this divine graveyard to remind everyone that the powers, or gods for berks, die when they are forgotten by their worshipers or when all of their followers are slain, as her Serenity did to Aoskar's followers before she took over the city of Sigil.

For none believers, of dead gods, the Athar have a portal that leads straight to Aoskar's husk floating in the Astral.

Athars offer healing services to those brave enough to resign or blame their faith for their misfortune.

And for all who go by, there is always Athar propaganda.

HΘME FIELD: the Astral. Defilers of the Great Unknown draw their spellcasting abilities from this plane.

ALLIES: Believers of the Source.

ENEMIES: none.

ELIGIBILI+Y: anyone ready to resign his faith on a power or pantheon.

MEMBERSHIP: [DIII'S DARK] applicants to this faction must overcome a few challenges:

**Resign:** an applicant will resign his faith and call all the gods frauds. Then he must destroy a holy book and a holy symbol, of the resigned religion.

**Defile:** the applicant must go to a church of his resigned religion or pantheon and give Athar pamphlets to the flock, telling them to wake up from the powers allure.

NΘ+ΘRIE+Y:

- Sabotaging sacred festivities.
- Persuade a flock of resigning their faith.
- Aid and sway a power agent of resigning his faith.
- Defiling or destroying a temple of a power.
- Turning in powerful items or artifacts made by gods, and destroy them.
- Asking a power granting a wish to become powerless.
- Slay a proxy, an avatar or a power.
- Hunting down the scarce Aoskar's followers left.

HINDRANCE: a Defier will never accept aid from a power or his agents; and must bestow 10% of the gold earned to the faction.

NAMERS: being let down by a power imprints an emotional scar that turns an Athar into a beacon of might. Defiers, become immune to faith-based spells casted by power agents, including *augury*, *banishment*, *bestow curse*, *divination*, *divine word*, *enthral*, *forbiddance*.

The Lost also learn to withdraw power from the Great Unknown. By spending inspiration, a Defier may cast any cleric or druid spell of up to 4<sup>th</sup> level; Athar clerics may use spells from any caster list, only components with a gold cost are required and consumed if stated, as if casted with a spell slot of the same level of the spell, use wisdom as the spell casting ability for any spell casted by faction abilities (apply to factotum and factor abilities).

FAC+Θ+UΠIS: or Atheons, are trained to become the first line against power agents, getting advantage to all saving throws against spells casted by power agents.

Atheons can withdraw more power from the Great Unknown, allowing them to cast any cleric or druid spell of up to 6<sup>th</sup> level by spending inspiration.

FAC+ΘRS: Atheons who get this far, become cloaked from all divination spells casted by a power or his agents, therefore they cannot be detected by such magic.

Factors can withdraw more power from the Great Unknown, allowing them to cast any cleric or druid spell of up to 8<sup>th</sup> level by spending inspiration.

# BELIEVERS OF THE SOURCE

**PHILOSOPHY:** also called Godsmen, they believe that all life springs from the same divine source, ascending and descending in form as it is tested on each reincarnation, forged until its ready to become a power.

- How can I improve myself today?
- Everyone is a Power in the making!

**FACIL:** Ambar Vergrove. Half-elf, ranger 19<sup>th</sup>, NG.

**REKNOWN MEMBERS:**

- Ombidias. Voadkyn prime, warlock 7<sup>th</sup>, NG.
- Zena. Tiefling, ranger 18<sup>th</sup>, NG.

**SIGIL HQ:** the Great Foundry (Lower Ward). This huge factory forges countless of common iron goods used city wide, clogging the Ward with fumes, smog and hammers noise. Those walking in the Lower Ward must roll a constitution DC 12 saving throw, or start coughing uncontrollably and be poisoned for 1 hour.

The Great Foundry area junk yards are filled with rubble and ores daily, to keep the daily demand supplied. Each day of work pays 3 jinks and at least 1 crafted item.

**HOME FIELD:** the Ethereal (Ambar's Palace Island, deep Ethereal). Believers of the Source draw their spellcasting abilities from this plane.

**ALLIES:** Athar.

**ENEMIES:** Bleak Cabal, Dustmen.

**ELIGIBILITY:** anyone can join, but those who worship powers cannot go beyond namer rank. As a godly self believe is require to imbue the magic items.

**MEMBERSHIP:** {DM'S DARK} applicants to this faction must overcome the following challenge:

**Trainee:** applicants work a couple of days in the Great Foundry, he will have to use the following artisan tools to craft items (rolling with disadvantage untrained skills): carpenter, glassblower, leatherworker, potter, smith, tinker and woodcarver.

After finishing, he will get paid 3 jinks per work day and be told "unfortunately your skills aren't good enough, maybe you should try a different faction". The applicant should ask for a second chance, to be willing to learn the traits of crafting, to improve, and to be diligent to his tutor.

**NOTRIETY:**

- Develop an invention or a production upgrade.
- Craft a rare or better quality magic item.
- Help someone to be closer or to achieve godhood.
- Infrequent faction adventures or quests.

**HINDRANCE:** Godsmen can only be brought back from death by a reincarnate spell. If 10 days pass after his dead, he reincarnates in a newborn forgetting his past life.

**NAMERS:** believing everyone is a power in the making, causes denizens of the planes to be open to Godsmen due to their lack of prejudice. When met with planar beings, the first charisma skill used by a Believer on this creature is rolled with advantage.

Believers are trained by their tutor to become craftsmen and are taught 3 artisan's tool skills. They become so skillful that they can use inspiration to change any crafting skill check for a natural 20.

**FACILS:** are grand master artisans. AFTER A LONG DAY OF PRODUCTION, roll an artisan skill check (advantage in the Great Foundry), if the roll is a natural 20 the Believer imprints his spark of godhood, crafting a magic item. Roll a 1d100 to assign its magic strength: 01-60 common, 61-95 uncommon, 96-99 rare, 00 very rare. The DM may choose a magic item resembling the crafted item or roll a random one from the DMG. See "a DM Guide to the Planes" to check planar effects on "Magic Items, page 15".

Factotums are gifted crafters, and by using inspiration they can grant magic properties for a full day, to an item they made, or a full week for 2 inspiration points. This item does not require attunement and can only be used by its crafter. The item must resemble the original magical one. The Believer may imbue any magic item into his work, according to his level: 1<sup>st</sup> to 5<sup>th</sup> uncommon, 6<sup>th</sup> to 10<sup>th</sup> rare, 11<sup>th</sup> to 20<sup>th</sup> very rare. Selling these fake magic items in Sigil will definitely call the attention of the law, specially if someone is barmy enough to try to bob A'kin, the arcanoloth owner of the friendly fiend magic shop.

**FACILS:** are legendary artisans. By spending 4 inspiration points, a Godsmen may craft any legendary item. The item cost 10% of its original price and takes a week to craft. This ability can be used once a year and drains 1 constitution point permanently on every craft.

# THE BLEAK CABAL

PHILOSOPHY: also called Bleakers or Madmen, they believe that nothing makes sense, there's no grand scheme, no deep meaning, no elusive order. The only truth worth finding lies within.

- Nothing means anything; why bother doing anything?
- Nothing means anything; why not do anything?
- Nothing means anything; anything means anything.

FACITL: Lhar. Half-orc, fighter 8<sup>th</sup>, CN.

REKNOWN MEMBERS:

- Addle Pated. Tiefling, cook 0, CG.
- Ezra. Bariaur, scholar 0, NG.
- Sruce. Human prime, wizard 14<sup>th</sup>, CN.
- Tessali. Grey elf, fighter 5<sup>th</sup>, wizard 7<sup>th</sup>, rogue 6<sup>th</sup>, CG.
- Tybold. Grey elf, fighter 5<sup>th</sup>, wizard 7<sup>th</sup>, priest 6<sup>th</sup>, CG.

SIGIL HQ: the Gatehouse (Hive Ward). This vast asylum, offers shelter and food to indigents, orphans, addle-coves, barmies and violently insane subjects. People wait in colossal lines for a room, a plate of soup or to get mental treatment. Faction members may always eat and stay in the Gatehouse.

Bleaker soup kitchens are open in all wards to help the indigents and those who do not have a green to eat.

HOME FIELD: Pandemonium (Madhouse in Pandesmos).

ALLIES: Doomguard, Dustmen, Revolutionary League, Xaositects.

ENEMIES: Fraternity of Order, Harmonium, Mercykillers.

ELIGIBILITY: lawful sods can't join.

MEMBERSHIP: [DIP'S DARK] applicants to this faction must overcome the following challenge:

Bleak: a body may ask to join the Bleakers to any member, and he will be asked if he "wants to understand himself or the rest of the bodies in the multiverse?", no matter the answer, for the following days the applicant won't be requested to do anything, and those who ask what to do are ignored or told to "go to the mazes", and those who stay around are told "are you still here?", "you would go barmy if I told you the truth", "leave, this place is for Mad-men". After tagging along to a week, the applicant is no longer ignored and is asked to help in the Mad-house labors, from cook to psychiatrist, who cares.

NOTRIETY:

- Absorb the same patient madness for 10 weeks.
- Design a test or experiment, yielding positive results and turn it into a standard procedure.
- Save a barmy of a suicide attempt and treat him until is resigned to continue its meaningless life.
- Treat a patient with a 1 in 100 rarity mental illness.
- Visit the Harmonica in Pandemonium.

HINDRANCE: life is pointless so why bother. Bleakers roll a d20 at the start of every day, if the roll is 1 then the Bleaker is overwhelmed by melancholia, and no actions can be taken under this effect; this condition only ends if taken to the Mad-house for treatment or philosophically convinced by someone that it is worthwhile. A monster slicing the Bleaker or his party is not enough justification.

NATERS: the Madmen are only susceptible to melancholia, thus they are immune to any other kind of madness, including the effects of Pandemonium and the spells *confusion*, *crown of madness*, *enemies abound*, *feeblemind*, *Otto's irresistible dance*, *Tasha's hideous laughter*; this ability also gives the Bleakers a natural advantage on intelligence and wisdom saving throws against psychic damage spells.

Madmen mind is also a sink for madness. A Bleaker can absorb someone else madness by spending an inspiration point while clinically treating a patient for a full hour, curing the patient 1 mental illness for a week.

FACITUS: are mind blank introverts, becoming resistant to psychic damage.

Bleakers who has absorbed a patient illness may use it to cause melancholia to those around him. As an action, those 30 feet around the Bleaker must succeed an intelligence saving throw or become incapacitated for a full minute; use the Bleaker wisdom to determinate its DC. Direct hits on the target allows another saving throw.

FACITORS: are mind blank adepts, who only listen their own thoughts, and thus they become totally immune to all psychic damage and learn to cast the *mind blank* spell once per day.

At this rank, Bleakers have a cumulative 10% chance to permanently heal a mental illness when treating the same patient.

# THE D⊕⊕MIGUARD

PHIL⊕S⊕PHY: also called Sinkers, they believe that entropy is ecstasy, decay is divine. Order falls towards randomness, giving sense to time. Be aware that the multiverse is falling apart, and Sinkers are here to take sods from interfering.

- Break it to bits; help entropy along!
- Let it go, it's going to decay anyway...

FAC⊕L: Pentar. Human, ranger 20<sup>th</sup>, CN.

REKN⊕WN MEBERS:

- Ely Cromlich. Cambion, fighter 18<sup>th</sup>, CE.
- Spragg. Human prime, assistant 0, LG.
- Ash: Devlan. Half-elf, fighter 14<sup>th</sup>, LN.
- Dust: Pereid. Human prime, rogue 19<sup>th</sup>, LN.
- Salt: Roth. Tiefling, fighter 14<sup>th</sup>, CN.
- Vacuum: Nagaul. Dwarf, cleric 10<sup>th</sup>, NG.

SIGIL HQ: the Armory (Lady's Ward). This building is the source of weaponry in the city, and their magic weapons are of the best quality. With enough jink to pay taxes, a cutter can get weapons up to very rare quality made in Sigil (Planewalker's Handbook, magical item bonus loss by plane table). They also craft green steel weapons, which increases the weapon damage by one die size (Planewalker's Handbook, page 132).

H⊕ME FIELD: decaying citadels in the Negative Quasi-planes (Ash, Dust, Salt, Vacuum).

ALLIES: Bleak Cabal, Dustmen.

ENEMIES: Fraternity of Order, Harmonium.

ELIGIBILITY: healing classes won't like to join.

MEMBERSHIP: (DM'S DARK) applicants to this faction must overcome the following challenges:

**Entropy:** the applicant will shatter his main weapons on the Armory walls.

**Chaos:** the applicant is given a sack with 500+ jinks to scatter in any public place in the Hive. If a riot breaks out, the better.

**Decay:** in this final test, the applicant must prevent the dabus from trimming the overgrown razorvine of a building, for a full day. Nevertheless, read the Mercykillers in case the sod slays a dabus.

N⊕+⊕RIE+Y:

- Promoting or protecting entropy.
- Finding new sources of multiverse decay.
- Turning in powerful weapons or very rare ores.
- Faction adventures or quests.

HINDRANCE: whenever a Sinker is magically healed or magically cured of a disease, he must fail a constitution saving throw DC 12, succeeding means the spell does not work. Likewise, any access to healing spells is barred to all classes.

NAMERS: are trained in martial weapons, and if already proficient then they get a +1 to attack and damage rolls with martial weapons. Additionally, a new green steel weapon is made for the new emissary of entropy.

Sinkers are taught the Entropic Blow. After hitting with a melee weapon, a Sinker may spend inspiration to transfer Hit Dice to wound a creature or object, while healing himself the Hit Dice spent; up to 1 Hit Die for every 3 character levels rounded up. Factotums can use the Entropic Blow once per day without spending inspiration, and factors twice.

FAC⊕+⊕UMIS: are taught how to sift memories out of destroyed matter. After spending 10 minutes of quiet reflection the Sinker will have a vision of the minutes previous and after the destruction of the matter sifted. Slain creatures are considered destroyed matter.

By spending inspiration, a Sinker skips the 10 minutes reflection time, and can interact with objects and even ask questions or talk to subjects in his vision.

FAC⊕RS: or champions of entropy, endure a final test in one of the decaying citadels in the quasi-planes. A green steel weapon is crafted along with scraps of his own skin; this craft reduces the Sinker constitution or charisma by 1 permanently. The weapon has 3 magical properties and requires attunement. First, it is enchanted with a magical +2 to hit and damage rolls, which works in all planes. Second, according to the crafting quasi-plane of origin it grants **resistance** to a damage type, and third it stores a spell that can be casted once per day (as if casted with a spell slot of 7<sup>th</sup> level, intelligence or charisma is the spell casting ability, use the highest).

- Ash: **fire**; *delayed blast fire ball*.
- Dust: **physical (not magical)**; *disintegrate*.
- Salt: **ice**; *chain lightning*.
- Vacuum: **gases and clouds**; *reverse gravity*.

# THE DUSTMEN

PHILOSOPHY: also called Deaders, they believe that everyone is dead, some more than others. A body must explore his existence with patience, purging passions, ascending toward the purity of True Death.

- Everything that lives is worth of dying.
- Die... and let die.

FAC+ΘL: Skall. Lich, wizard 19<sup>th</sup>, NE.

REKNΘWN MEMBERS:

- Komosahl Trevant. Human, wizard 12<sup>th</sup>, NE.
- Oridi Malefin. Tiefling, cleric 18<sup>th</sup> (Death), N.

SIGIL HQ: the Mortuary (Hive Ward). This building is a necro keep in charge of dealing with the many corpses found in the city, the faction pays a handful of greens per corpse; most of them delivered by the collectors who also loot whatever the deceased was carrying. In most cases the corpses are sent to the plane of their pantheon power of death, but sods without a creed are sent to be burnt in the elemental plane of fire; the building have portals to all this places.

Outside the faction is a wall where all the names of the new defunct are written for visitors to find. The faction offers funerary services to those with jinks to pay for their departed acquaintance.

This place also hides a library with the most powerful necromancy spells and darks about the creatures from the negative energy plane (undeads).

This faction offers food and shelter to all of its members, though the room is shared with other bunch of people, and the smashed potatoes aren't that tasty; sidestepping any passions.

HΘMIE FIELD: Dead's Negative Energy Plane citadel.

ALLIES: Bleak Cabal, Doomguard.

ENEMIES: Sign of One, Society of Sensation.

ELIGIBILITY: everyone will eventually join.

MEMBERSHIP: (DMM'S DARK) applicants to this faction must overcome the following challenge:

Sign: "You resign your passions and the False Life you been living until now. You are bond to serve the best interests of the

faction, and so, in case of decease, your corpse will belong to the Dustmen to linger its service upon reaching True Death".

NΘ+ΘRIE+Y:

- Convincing others that they live a false life.
- Killing mortals who refuse to die or age.
- Turning in powerful necromantic items.
- Turning in corpses with dark knowledge.
- Infrequent faction adventures or quests.

HINDRANCE: a Deaders must roll a death save, DC 10, every time any kind of resurrection spell is casted on them. Failing means the spell doesn't work, but materials are still consumed.

NAMERS: all Deaders have a Dead Truce, an ancient pact that protects them from undead, so undeads will not attack them, unless the undeads are attacked first.

Deaders also learn how to control undeads. By spending inspiration, a Deader can command up to 1 challenge rating worth of undeads per level. If the target undead belongs to a master it gets a wisdom saving throw; use the Dustmen wisdom to determinate its DC. Although it does not work on sentient free willed undeads.

FAC+Θ+UIMS: are well versed in the arts of the dead, and join an elite circle. Factotums may cast the *Speak with Dead* spell to any corpse once, and even if there was a grudge when the subject was alive, it ends due to the Dead Truce.

Additionally, factotums are allowed in the library. All factotums learn how to cast any illusion or necromancy spell by spending inspiration; **the level of the spell can be as high as half the caster level rounded up, as if casted with a spell slot of the same level of the spell, spells casted this way are not subject to plane effects, only components with a gold cost are required and consumed if stated, intelligence or wisdom is the spell casting ability, use the highest.** Dustmen death clerics, death monks, necromancer mages, phantom rogues, spirit bards and undead warlocks can use this ability once a day without spending inspiration, and factors twice.

FAC+ΘRS: only the most detached from emotions and those actually die, may join the inner circle of the Dustmen, progressing toward True Death. Factors who die are rised as sentient free willed undeads, earning all the powers and hindrances of the undead it turns into. The DM will have the final word on this transformation.



# THE FATED

PHILOSOPHY: also called Takers or Heartless, they believe that the multiverse belongs to those who seize it. No one's to blame for a poor sod's fate but the sorry sod himself. They seek to be self-reliant, to adapt to whatever the multiverse throws at them, and to take it from whoever is unworthy of it.

- What's mine is mine, and what's yours is mine, too.
- I'll get what I want no matter what stands in the way.

FAC+ΘL: Duke Rowan Darkwood. Human prime, cleric (Heimdall) 17<sup>th</sup>, ranger 3<sup>rd</sup>, CG.

REKNΘWN MEMBERS:

- Aram Oakwright. Dwarf, fighter 4<sup>th</sup>, CG.
- Brigitte Gunnarsmoon. Frost giant, CN.
- Ik'phus. Nycaloth, NE.
- Rayl. Githzerai, fighter 4<sup>th</sup>, wizard 6<sup>th</sup>, CN.
- Ziporath. Astral deva, NG.

SIGIL HQ: the Hall of Records (Clerk's Ward), previous Bigby's library. This faction taxes all businesses except those in the Hive Ward (roll a 1d5x10% tax rate to shops and inns, every week) and works as public registry city businesses, properties and new population (5 jinks for city documents; evaders can only stay or shop in the Hive Ward). Heartless loan money on a 20% monthly interest rate; sods who default lose all their belongings and might be sold as slaves to repay any debt.

They also own the Hall of Information where a basher can get, for 5+ jinks, business info, portal locations in the city, portal keys, job vacancies and other public city knowledge.

HΘME FIELD: Ysgard (Rowan's Hall in Asgard).

ALLIES: Free League, Mercykillers (loosely).

ENEMIES: Harmonium.

ELIGIBILITY: lawful good sods can't join.

MEMBERSHIP: (DM'S DARK) applicants to this faction must overcome the following challenges:

**Mental:** the applicant will test its wits by solving a tricky puzzle or riddle.

**Physical:** the applicant then faces another aspirant in combat. No weapons, nor magic allowed. A dagger

is set at the center before starting the fight. Whoever drops below half its hit points is disqualified.

**Philosophical:** applicants are gifted a coupon to have a fancy night in an expensive inn. Accepting this charity is against their beliefs. Call it a bye gift.

NΘ+ΘRIE+Y:

- Retrieving taxes from defaulters.
- Finding new dark knowledge for the library.
- Turning in powerful items or spells (hellbound).
- Faction adventures or quests.

HINDRANCE: Takers won't accept or do charity, and they hate to owe anyone. Whenever someone does any small thing for a Taker, he feels compelled to pay back, at least a stinger.

NAMERS: are trained to be a step ahead of others, gaining 2 bonus proficiencies, which can be spent in skills, tools or languages of their choice.

Also, Fateds learn how to do anything by themselves. They can use inspiration to be temporarily a skill proficient or skill expert, adding the proficiency bonus to one skill or tool of their choice for a full day.

FAC+Θ+UMS: get well trained, adding 1 more bonus proficiency, which can be spent in a skill, expertise, tool or language of their choice. They also learn the sleight of hands skill (or advance to expert).

Factotums get access to Bigby's library, where most of the multiverse knowledge is hidden. By spending inspiration, a Taker digs specific information about Sigil, planes (portal locations & keys, magic alterations & spell keys, layers, weather, habitants), spells, items or creatures; each inspiration spent grants the researcher 3 questions; or he can pay 50+ jinks (for paper work) per question. A Taker may spend inspiration while outside the library, recalling information read during previous visits; roll a 1d2 questions per inspiration.

FAC+ΘRS: through training and research a Taker becomes a skill master, adding a 1d4 to all his skills and tools checks.

Factors get access to darker knowledge and can research precise information about factions, sites, NPCs or events of Sigil or the planes; it still cost gold or inspiration.

# THE FRATERNITY OF ORDER

PHILOSOPHY: also called Guvners, they believe that those who learn the laws of the multiverse can rule it. Everything has laws, although most are dark, when you know the rules, the multiverse is yours to command. There are three truths that rules it all:

- I. The Center of the Multiverse. There is no center in an infinite expanse, thus a body is the center from its perspective. Although some say is the city of Sigil.
- II. The Unity of the Rings. The multiverse is full of endless rings. A body will always end up where it started by following any ring. the Inner Planes, the Outer Planes, the Outlands or Sigil are examples.
- III. The Rule of Three. Which simply states that everything happens in threes. Like the alignments.

FAC+ΘL: Hashkar. Dwarf (petitioner), sage 0, LN.

REKNΘWN MEMBERS:

- Jamis. Human, priest (Oghma) 10<sup>th</sup>, LG.
- Nancias Garabutos. Human, wizard 11<sup>th</sup>, LN.

SIGIL HQ: the City Court (Lady's Ward). In these hollowed walls, the wells of law bring justice to the wrongdoer, vindication to the wronged, and order to the disorderly. Law-breakers wait in the Prison until the appointment in the City Court, where sentence is given according to the crime. Criminals who run to hide into the planes are subject to be hunted down by the Mercykillers, wherever justice needs to go to be delivered. See Mercykillers.

The walls of the City Court hold a library full of sentences driven to law-breakers, judges, advocates, Harmoniums and Mercykillers, but most importantly a whole collection of laws of the multiverse, a knowledge that allows Guvners to bend the rules.

HΘME FIELD: Mechanus (in the Fortress of Disciplined Enlightenment).

ALLIES: Harmonium, Mercykillers.

ENEMIES: Revolutionary League and Xaositects.

ELIGIBILITY: only lawful bashers are accepted.

MEMBERSHIP: (DIT'S DARK) applicants to this faction must overcome the following challenge:

Advocate: win a lawsuit by defending or accusing a criminal, using the city of Sigil laws in favor of a client. Sentence reduction count as a win, if the crime is lowered from death sentence to incarceration.

NΘ+ΘRIE+Y:

- Save or sentence a criminal to Death by the Wyrms.
- Find a loophole by using the three truths on a law.
- Discover an unknown pattern in a chaotic plane.
- Faction adventures or quests.

HINDRANCE: Guvners believe in laws, though the rightness or wrongness makes no difference, one just must stay away from breaking a law.

NΑΠΠΕRS: or Aides, are encouraged to seek knowledge anywhere, and thus they are taught the *comprehend languages* and the *warp sense* (Planewalker's Handbook, page 113) spells; each can be used once per day (apply to factotum and factor spell abilities). Warp sense is a 2<sup>nd</sup> level spell that works exactly as detect magic but it detects portals instead; an intelligence DC 12 saving throw is required to know where the portal discharges and its key.

Guvners understanding of the multiverse allow them to get the best result of any advantage. A Guvner uses 3d20 whenever he spends inspiration to get advantage on a roll.

FAC+Θ+UΠIS: or administrators, are taught to deal with the multiverse and its denizens, learning the investigation skill (or advance to expert) and to cast the *tongues* spell once per day.

Administrators learn the dark of loopholes, which allows them to manage reality, thus by spending inspiration an administrator can copy and cast any spell seen during the last day; the level of the spell can be as high as half the caster level rounded up, as if casted with a spell slot of the same level of the spell, use intelligence or wisdom or charisma as the spell casting ability, whichever is required by the original spell class.

FAC+ΘRS: at this rank, Administrators dominate loopholes. By spending inspiration at the start of a combat round, a factor may return in time 1 round for each inspiration point spent, recovering any hit points lost, spells slots used and the health condition he had at the start of the previous round(s).

# THE FREE LEAGUE

PHILOSOPHY: also called Indeps, they believe that one must keep options open, because no one owns the truth. They do not consider themselves a faction, and thus no one tells them what to do.

- Sod off! I don't need your mumbo-jumbo.
- Think for yourself, don't listen to me.
- I'm a real individual.

FACILITY: None.

REKNOWN MEMBERS:

- Bria Tomay (leader). Human, bard 14<sup>th</sup>, CN.
- Jadex. Centaur, ranger 10<sup>th</sup>, CN. Red Lion Inn owner.
- Lethea (leader). Wemic, fighter 6<sup>th</sup>, LN.
- Lesander (leader). Wemic, fighter 6<sup>th</sup>, LN.
- Swider. Human (prime), rogue 3<sup>rd</sup>, CN.

SIGIL HQ: the Great Bazaar (Market Ward), the entire ward is invaded with tents and shops lifted by these cutters. This is a marketplace where a body can find any adventuring gear, food or drink in a variety as wide as the multiverse where it came from; a market that never rests. There are also inns, taverns, a coffee shop, a jewelry shop, a weapon and armor shop, gate-keys shop (Tivum's antiques) and the Fels Tattoo Parlour; which border the Bazaar, offering the wildest shopping experience for adventurers with enough jink to pay for the items plus taxes. See Fateds.

This ground is a save heaven or a lock down for all Indeps, as Hardheads are not allowed in the Bazaar and do not want Indeps out of it. See Harmonium.

HQ FIELD: Outlands (informal meetings in Tradegate).

ALLIES: Fated (sometimes).

ENEMIES: Harmonium.

ELIGIBILITY: anyone can join.

MEMBERSHIP: [DMM'S DARK] applicants to this faction must overcome the following challenge:

Freedom: applicants first are asked "¿what do you believe in", the answer must be linked to "freedom". Then, "¿what would you give up your independence for?", the only satisfactory answer is "nothing". Applicants are warned that the faction has no Factol, thus no legal representation in Sigil.

Mark: a body must not fear freedom, and thus applicants are required to tattoo themselves with the faction symbol in a somewhat visible spot.

NOTRIETY:

- Open a new merchant route from a plane to Sigil.
- Own a shop in Sigil.
- Make a series of trades yielding a x1000 profit over the original investment.
- Snitch an undercover Harmonium in the Bazaar.

HINDRANCE: as independent faction it has no Factol, therefore is not represented in any city business. Indeps have no judge in the courts, nor a seat in the council, in Sigil Indeps have no protected rights.

NAMES: everyone knows Indeps move the multiverse commerce routes, this reputation grants them a 10% discount in all inns, shops and taverns in the multiverse.

Even though, being an Indep in Sigil ain't easy, especially with the Hardheads and their charming personality around. To avoid Hardhead faction abilities outside the Bazaar, Indeps have developed a natural advantage against all charm spells. And to ensure Hardheads stay out of the Bazaar, Indeps can spend inspiration as a bonus action, to use their Know Faction ability to reveal the faction membership of anyone in a 30 feet radius; unwilling subjects to reveal their faction identity may roll a wisdom saving throw, use the Indep charisma to determinate its DC. Factotums can use the Know Faction once per day without spending inspiration, and factors twice.

FACILITY: are expert traders who persuade and deceit both clients and vendors. Factotums learn the persuasion skill (or advance to expert) and the deception skill (or advance to expert). Indeps working a deal may use their persuasion or deception skills against a vendor insight to increase discounts to 20%, and factors 30%.

FACTORS: are the masters of the trade, receiving advantage on persuasion and deception skills when working on a deal.

Factors are also the main target of the Hardheads hate, as they are the limbs of the headless monster that Indeps call faction. To avoid paranoia, Indeps of this rank become immune to all charm related spells.

# THE HARMONIUM

PHILOSOPHY: also called Hardheads, they believe that they are the ultimate guardians of peace, but if it takes a war to get others to set things right, the Harmonium way, so be it. Whatever it takes to reach the golden Harmony.

- Universal peace and harmony... or else!
- The right way, is the harmony way.
- Everyone must be Harmonium... I meant should be.

FAC+ΘL: Sarin. Human (prime), paladin 16<sup>th</sup>, LG.

REKNΘWN MEMBERS:

- Diana. Human, wizard (enchanter) 12<sup>th</sup>, LN.
- Faith, Sarin's wife. Human, cleric 12<sup>th</sup>, LG.
- Tonat Shar. Human, fighter 9<sup>th</sup>, LG.
- Killeen Caine. Half elf, wizard 15<sup>th</sup>, LN.

SIGIL HQ: the City Barracks (Lady's Ward). This massive compound serves as the stronghold for the city watchmen. Bedrooms and classrooms fill the first floor. The second floor keeps the library, which holds history about the faction origins, Harmonium membership, Hardhead assignment and supervisor, arrests and city patrols.

City patrols include a Measure (cleric, paladin, or wizard; level 8<sup>th</sup> to 12<sup>th</sup>), and 3d4 Notaries (any class; level 3<sup>rd</sup> to 5<sup>th</sup>). Law-breakers are turned in the Prison, who then must face a trial in the City Court for a sentence.

Members of the Harmonium are paid 2 jinks per work day, and may eat and rest in the Barracks.

HΘΠE FIELD: Arcadia (Melodia in Buxenus). Originally from the prime world of Ortho.

ALLIES: Fraternity of Order, Mercykillers.

ENEMIES: Free League, Revolutionary League and Xaositects. Harmoniums have a grudge with almost every faction, but these three are their main targets, who abhor the Hardheads back.

ELIGIBILI+Y: only lawful bashers are accepted.

MEMBERSHIP: (DIT'S DARK) applicants to this faction must overcome the following challenge:

**Indoctrination:** applicants must attend Sarin's speech, where he talks about the type of man he is—tough, forthright, charismatic and unforgiving—and tells the recruits what he

expects of them. Then, they are shipped off to training camps in Buxenus for eight weeks, where applicants must show skills and discipline. After the training the applicant will sign that "he is in the Harmonium for good" or decline.

NΘ+ΘRIE+Y:

- Pacify a riot.
- Get a fink in an enemy faction.
- Seize factotums or higher ranks of enemy factions.
- Faction adventures or quests.

HINDRANCE: a Harmonium cannot disobey a superior's order. Those who turn stag the faction are sentenced to death by the Factol. Also, refusing to return to faction duties is considered treasonous.

While in Sigil, a Harmonium wearing its faction symbols won't be able to buy any items at the Great Bazaar, and visiting the Hive might include signing the dead book. See enemies.

NAMERS: or Notaries. Although Hardheads aim peace, most of the city of Sigil do not like them. To keep things under control, they are taught *charm person* and *pyrotechnics* spells; each can be used once per day, as if casted with a spell slot equal to half the level of the caster rounded up, intelligence or charisma is the spell casting ability, use the highest (apply to factotum and factor spell abilities).

The Buxenus training makes Notaries endure hours of patrolling. By spending inspiration, a Hardhead removes any level of fatigue.

FAC+Θ+UTIS: or Measures, are trained to harass bigger threats, learning the intimidation skill (or advance to expert) and to cast the *charm monster* spell once per day.

Buxenus training allows Measures to increase their physical capabilities. By spending inspiration, a Hardhead increase an ability score by 2; may choose 1 among strength, dexterity or constitution.

FAC+ΘRS: or Movers, make themselves respected and feared, influencing crowds by just giving an order. To ensure it is done, the Harmonium way, they learn to cast the *fear* and *mass suggestion* spells once per day.

Movers are also fearless and have advantage against abilities or spells that causes the frightened condition, or can spend inspiration to cleanse it on himself.

# THE MERCYKILLERS

PHILOSOPHY: also called the Red Death, they believe that justice is everything, properly applied, leads to perfection. They follow the Eight Tenets of Justice, a code unchanged for the last 600 years:

- IV. I will uphold Justice before all else, purging the multiverse from those who break the law.
- V. In all situations I will weight the rights and wrongs with a clear and impartial mind.
- VI. I shall decide where Justice must fall under the law, and I will mete out that Justice with a firm and unyielding hand.
- VII. I believe in the righteousness of my faction; we alone answer to the higher law of justice.
- VIII. I will not pass judgement on good or evil, only on law-abiding and law-breaking, for therein lies wrongness.
- IX. I will punish the guilty as the crime demands.
- X. I will be diligent in the pursuit of the guilty, and while so engaged I will remain innocent of any wrongness in the eyes of others.
- XI. I will never release a lawbreaker until his sentence has been carried out.

FAC+ΘL: Alisohn Nilesia. Tiefling, wizard 8<sup>th</sup>, LE.

REKNΘWN MEMBERS:

- Arwyl Swan's Son. Human prime, paladin 17<sup>th</sup>, LG.
- Shander Mountpool. Tiefling, fighter 8<sup>th</sup>, LE.

SIGIL HQ: the Prison (Lady's Ward). This massive complex holds city criminals complying a sentence given by the city judges, the Guvners. All prisoners are given a fetter mancatcher to inactive all their teleportation abilities, and must do hard labor until their death sentence is executed or until they pay the prison time. Sentences according to the crime:

\*Death by the Wyrms (huge festivity on Petitioner's Square, Sigil; includes executions too): plotting against the lady, killing dabus, threat a Factol.

\*Execution: murder, rape, burglary, arson.

\*10 years of hard labor in the Vault (Carceri, Colothys): assault, embezzling, jaywalking, begging, vagrancy.

\*10 years of incarceration: minor crimes.

HΘME FIELD: Acheron (Vorkehan in Avalas).

ALLIES: Fraternity of Order, Harmonium.

ENEMIES: Society of Sensation, Sign of One, Revolutionary League.

ELIGIBILITY: only lawful bashers are accepted.

MEMBERSHIP: (DMM'S DARK) applicants to this faction must overcome the following challenges:

Oath: join a lecture of the Eight Tenets of Justice an oath "to obey the Eight Tenets of Justice, punishing and pursuing law-breakers anywhere in the multiverse",

Fetch: bring dead or alive a fugitive in the Hive Ward.

NΘ+ΘRIE+Y:

- Turning in or executing law-breakers.
- Unmasking potential law-brakers or plotters.
- Deliver Law and Justice to the multiverse.
- Faction and allied faction adventures or quests.

HINDRANCE: all the Justice might will fall on Mercykillers committing crimes outside the pursue of law-breakers. Also, they can't release law-breakers until their sentence has been carried out.

NAMERS: to ease the pursue of law-breakers, Mercykillers are taught *command* and *zone of truth* spells; each can be used once per day, as if casted with a spell slot equal to half the level of the caster rounded up, wisdom or charisma is the spell casting ability, use the highest (apply to hold person factotum spell ability).

Mercykillers learn the Justice Strike. Mercykiller may spend inspiration to multiply any attack or spell damage x2; and the Mercykiller takes half of the multiplied damage.

FAC+Θ+UMIS: or Justicars, are trained to catch law-breakers in the multiverse, learning the survival skill (or advance to expert) and to cast *hold person* once per day.

Mercykillers are aware that most dangerous criminals have teleporting and plane shifting abilities. Justicars learn to restrain such abilities on targets hit by the Justice Strike, for 1 minute. Factotums can use the Justice Strike once per day without spending inspiration, and factors twice.

FAC+ΘRS: a Justicar at this rank, may spend inspiration to cast any divination spell to find a target; spells casted this way are not subject to plane effects, only components with a gold cost are required and consumed if stated, as if casted with a spell slot of the same level of the spell.

# THE REVOLUTIONARY LEAGUE

**PHILOSOPHY:** also called Anarchists, they believe that the status quo is built on lies and greed, so factions must be crushed, broke down and rebuilt with what is left; that's the only way to find the truth.

- Worm your way into the heart of power and slowly destroy it from within.
- Pike it! You can't prove a thing.

**FAC+ΘL:** ¿Who the sod knows?

**REKNΘWN MEMBERS:**

- Beringe. Human, fighter 10th, rogue 10th, NE.
- Brimarc. Githzerai, fighter 7th, CN. The Secret Door.
- Nanice. Elf, wizard 6th, N. The Harim.
- Strader. Half-elf, rogue 8th, N. Interplanar Importers.
- Traice. Half-elf, rogue 7th, CN. The Harim.
- Valer. Tiefling, rogue 6th, CN. House of the Griffin.

**SIGIL HQ:** Anarchists are always in the shadow and do not own a headquarter, instead they use many safe houses throughout the city of Sigil, some owned by other faction collaborators. Among them are Interplanar Importers (Sensate), the Harim (Cipher), House of the Griffin (Sinker), the Secret Door (Anarchist), the Square Bar (Anarchist).

The faction henchmen are spread in "cells", and namers only know its members and its leader, who knows the chant. Factotums meet in secret and answer to a factor, who also monitors a "cluster of cells". And factors meet in a congress to inform and take instructions of a masked unknown subject who is said to be the Factol.

**HΘMIE FIELD:** Carceri (Bastion of Last Hope in Othrys).

**ALLIES:** Doomguard, Xaositects (loosely).

**ENEMIES:** Fraternity of Order, Harmonium.

**ELIGIBILITY:** lawful sods can't join.

**MEMBERSHIP:** (DMM'S DARK) applicants to this faction must overcome a challenge:

**Find:** to be an applicant of this faction, one must first find an Anarchist in the city, which might be harder than one think, spreading the word in the safehouses is a start.

**Dark:** after finding a subject, who does not ensure is an Anarchist, the applicant must share a faction dark, such as a faction membership test and how to approve it or a secret.

**NΘ+ΘRIE+Y:**

- Be accepted as a namer in a faction.
- Infiltrate an enemy faction.
- Expose a **FAC+IΘN DARK**.
- Reach factotum, factor or Factol rank in a faction.
- Sabotage a faction adventure or quest.

**HINDRANCE:** Anarchist cannot hold any public office or noble title, own a business, or take part in any power structure of the planes.

Fully 90% of all treasure gained must be distributed to the Anarchists cause or to the oppressed; not the players.

Anarchists may infiltrate a faction only once, unless a new identity is used, as most factions give only 1 chance.

The faction will cut lose anyone revealing it's an Anarchist.

**NAMERS:** the main trade of an Anarchist is to blend into the structures of power to destroy them from within. Thus, an Anarchist can infiltrate a single faction, if the membership test is approved, but unable to use the abilities of the infiltrated faction. To ease the intrusion, Anarchists are trained to use the disguise kit tool and the forgery kit tool.

Anarchists are also at the edge of getting caught by peery eyes, hence a body must always act casual. By spending inspiration Anarchist lies and alignment cannot be detected, and become immune to the spells *detect thoughts* and *zone of truth*, for a full day. Works on confessions under torture.

**FAC+Θ+UIMS:** those who display natural deception traits are promoted to cell leader, with its own personal team of 1d4+2 bashers (any class; level 1<sup>st</sup> to 3<sup>rd</sup>) to execute plots and sabotage factions.

Factotum Anarchists can infiltrate a second faction, and every day at dawn the Anarchist may choose to use the namer abilities of one of the infiltrated factions; including inspiration abilities.

**FAC+ΘRS:** only the most reliable are promoted to cluster leaders, with its own personal crowd of 1d4+2 cell leaders (any class; level 5<sup>th</sup> to 8<sup>th</sup>) who execute plots and sabotages as requested.

Factor Anarchists can infiltrate a third faction, and every day at dawn the Anarchist may choose to use the namer abilities of a second infiltrated faction, or the factotum abilities of a faction in which the Anarchist has been promoted to factotum rank; including inspiration abilities.

# THE SIGN ⊕ F ⊕ NE

PHIL⊕S⊕PHY: also called Signers, they believe that everything exists because the mind imagines it. Any Signer could be the One who creates the multiverse through the power of thought.

- Cross me, and I'll make you wish I never thought of you at all.
- Well, that's ¿not? how I imagined it.

FAC⊕L: Darius. Human, wizard (diviner) 11<sup>th</sup>, NG.

REKN⊕WN MEMPERS:

- Sarazh. Tiefling, cleric (Deneir) 14<sup>th</sup>, LG.

SIGIL HQ: the Hall of Speakers (Clerk's Ward). This huge mausoleum for Rilith, the first Signer, is also the city government and a place where faction representatives debate ideas, laws, philosophies, city issues and whatever is a subject of fundamental discussion; debates are voted and bureaucracy begins.

H⊕ME FIELD: Beastlands (Dreamheart in Krigala).

ALLIES: Society of Sensation.

ENEMIES: Bleak Cabal, Harmonium.

ELIGIBILI+Y: anyone can join.

**MEMPERSHIP: (DM'S DARK) applicants to this faction must overcome a challenge:**

**Prophecies: applicants to this faction must predict a future event to befall in Sigil, in the following week, big enough to agitate its citizens. The candidate is given a day to forecast 3 possible events of the future, with at least 2 details in it, to be delivered to the faction in a sealed envelope. These are open after a week. If any comes true, the applicant is accepted.**

**Examples: the lady will be sighted in the lower ward; a riot will breakout because of high taxes; a sod is getting death by the wyrm for killing dabus; silly prophecies that not comply the criteria are discarded.**

**Each prediction has a 5-10% chance to occur depending on the forecast imagined (unless the prediction actually happens during the story telling, due to natural circumstances). But some canny bashers might cheat and use divination or hire fortune tellers, ensuring a better chance to guess (10-50%). More**

**devoted cutters could call for a riot blaming the Takers of high taxing! As long as it happens, who can prove a Signer did not imagine it?**

N⊕+⊕RIE+Y:

- Predicting a quest or event outcome.
- Be voted (+), for debating ideas in Hall of Speakers.
- Influencing a philosophical shift in the multiverse.
- Scarce faction adventures or quests.

HINDRANCE: whenever a Signer use inspiration on a faction ability, he rolls a d20, rolling 1 means the Signer imagined an awful outcome, hence the prediction fails and instead the Signer mind is drained getting 4 levels of exhaustion. Additionally, he cannot use his faction inspiration abilities until achieving a new level or until a fellow Signer imagines his abilities back.

NAMERS: once a Signer imagines how things really work, he starts to see through illusions. Signers are immune to illusion cantrips, and can make an intelligence saving throw against illusions that normally do not have one (such as invisibility or mirror image, the creature spell casting ability determinates the DC), and have advantage on saving throws when the illusion spell indicates one.

Signers quickly develop the habit of thinking that all happens because they imagined it. And so, by spending inspiration, a Signer can ask for **ANY** dice roll to be rerolled again, but before the outcome is determined. The best of the 2 dice rolls is chosen.

FAC⊕+⊕MIS: higher ranks become harder to fool by mind tricks, and so they get advantage against abilities or spells that causes the charmed condition.

Imagining becomes so natural for factors, that they start mimicking spells. By spending inspiration, a factor may cast any spell of up to 5<sup>th</sup> level; **cannot cast spells requiring components with a gold cost, as if casted with a spell slot of level 5<sup>th</sup> (9<sup>th</sup> for factors), use intelligence or wisdom or charisma as the spell casting ability, whichever is required by the mimicked class (apply to factor ability).**

FAC⊕RS: the only thing a Signer factor cannot imagine is a wish spell, but by spending inspiration, a factor may mimic and cast spells of up to 9<sup>th</sup> level.

# THE SOCIETY OF SENSATION

PHILOSOPHY: also called Sensates, they believe that the senses form the path to truth, for the multiverse doesn't exist beyond what can be sensed. They strive to expand their palate of experience to encompass as much as they can through sensations. They include artists of every shade, epicurean bards, planewalkers, roamers, and anyone with a taste for delicacies.

- Touch it, smell it, taste it, see it, hit it.
- Feel to live! Feel to know!

FACIL: Erin Darkflame Montgomery. Human, cleric (Diancecht) 9<sup>th</sup>, LG.

REKNOWN MEMBERS:

- Annali Webspinner. Bariaur, fighter 7<sup>th</sup>, CN.
- Cuatha Da'nain. Half-elf prime, ranger 15<sup>th</sup>, LG.

SIGIL HQ: the Civic Festhall (Clerk's Ward). The place to go for an evening's entertainment at all hours from peak to anti-peak and back. This complex hosts art galleries, theaters, museums, and a library of sensations and experiences. In the sensoriums they record sensations and memories (paying donors 100+ jinks for new sensations) and offer the wildest multiverse experiences (for a price of 100+ jinks per experience). The best sensations and memories are private, factotums and higher ranks can experience them for free.

HOME FIELD: Arborea (Gilded Hall in Olympus).

ALLIES: Sign of One; occasionally Fraternity of Order and Free League.

ENEMIES: Doomguard, Dustmen, Mercykillers.

ELIGIBILITY: anyone can join.

MEMBERSHIP: (DM'S DARK) applicants to this faction must overcome a challenge:

Experiences: the applicant must contribute an intense captivating experience in which emotions and senses are entangled; a good description with emotional sensing traits of an adventure is good enough. Uncreative, boring, monotonous applicants are discarded.

NOTRIETY: this sensational way of living has no boundaries, meaning members roam the multiverse finding sensations and experiences. Each time a Sensate help finishing someone else quest, he can

record it in the sensoriums, where his experience will be studied by higher faction members. Quests with low sensation content rewards 1d3x100 jinks. Exposure to hazardous or pleasant experiences increase the dice to a 1d4, rolls higher than 3 means the jury is amazed; rising notoriety. DM's may increase the roll to a 1d4+1 for long quests and extreme experiences. Rolls higher than 3 may be rewarded with Civic Festhall experiences instead of gold, like tickets for theater, opera, circus or sensorium memories for him and his companion; remarkable experiences might get the Sensate rewarded with a magic item.

HINDRANCE: Sensates cannot refuse offers that lead to new experiences or sensations, including painful ones. Only a sure death can be refused.

NAMES: curiosity get berks in hazardous situations, but Sensates are trained to handle it. Their senses become acuter, giving them darkvision 60 feet, advantage on surprise perception checks and insight checks to detect lies.

Sensates continual exposure to hazards toughens their body, granting advantage versus poison saving throws. Also, by spending inspiration a Sensate can cure a disease afflicting himself.

FACILS: are taught the Sensory Touch. After being in contact with a creature for 10 minutes of quiet reflection, Sensates may transfer as many Hit Dice worth of hit points to the target, experiencing a brief vision of how they were wounded.

Factotums are tougher, and become resistant to poison damage. They can also, as an action, spend inspiration to become proficient on a saving throw, for the next 8 hours; may choose 1 among strength, dexterity, constitution, intelligence, wisdom or charisma).

FACILS: witnessing so many hazards, experiences and sensations makes them believe they are the toughest. At this rank, a Sensate becomes totally immune to poison, blinding and deafening. Unless someone burn or picks his eyes out!

Factors can also, as an action, spend inspiration to get resistant to a type of damage, for the next 8 hours; may choose 1 among acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder or physical.



# THE †RANSCENDENT‡ ⊕RDER

PHIL⊕S⊕PHY: also called Ciphers, they believe that action without thought is the purest response, to train body and mind to act in harmony, and to become one in spirit with the multiverse.

- I am, therefore I act.
- The right hand doesn't have to know what the left hand is doing.
- Empty yourself of thought, allow the multiverse to act through you.

FAC‡⊕L: Rhys. Tiefling, fighter 5<sup>th</sup>, wizard 15<sup>th</sup>, N.

REKN⊕WN M‡M‡BERS:

- Iarmid. Aasimar, wizard 6<sup>th</sup>, NG. Owner of The Other Place, a spa in Guildhall Ward.

SIGIL HQ: the Great Gymnasium (Guildhall Ward). This astonishing compound built of gold and rose veined black marble, contains pools, exercise fields, baths, steam rooms, massage tables, lounges, exquisite healthy cuisine and a portico of instructional seminars. For 3 jinks anyone can join the fun; although massages and seminars (painting, sculpting, dancing and music) cost 5 extra jinks per session; regular visitors might want to buy a subscription:

- 30 jinks: 15 entries + 1 massage.
- 60 jinks: 30 entries + 3 massages.
- 90 jinks: 60 entries + 10 massages.

Faction members get to access the Cadence of the Planes Chamber, a place of quiet reflection that allows a body to test his abilities in a controlled dreamscape. In it, a Cipher may face combat challenges and strategies of different planar foes; any from the outer to the inner planes. The chamber may be used once per week, and its encounter changes every time; some are deadly. Challengers take 50% of the total damage received in the trial as psychic damage.

H⊕M‡E F‡ELD: all around in Elysium.

ALLIES: Most factions.

EN‡M‡IES: Harmonium.

ELIGIBILI‡Y: must have a partly neutral alignment. NG, LN, N, CN and NE bashers are allowed.

M‡M‡BERSHIP: (D‡M‡'S D‡RK) applicants to this faction must agree to work as life guards, seminar instructors, massagers, cooks, gym instructor, calisthenics coach, yoga teacher, combat trainer, or whatever the applicant may see to be fit for in the faction, each day of work pays 3 jinks. Unless the applicant pays a subscription, which must be renewed to keep the benefits.

No matter how the applicant becomes a namer, he must commit to a healthy, body building and mind focusing routine, to be eligible for higher faction ranks. Higher ranks are help in the training growth of the namers.

N⊕‡⊕RIE‡Y:

- Every 4 character levels earn a point.
- Save guard a child from drowning (3% per day).
- Defeat a DEADLY encounter in the Cadence of the Planes Chamber.
- Be the champion of a sport or combat tournament.

H‡NDRANCE: once an action is stated, the Cipher must commit to that action, and cannot change his mind.

N‡M‡ERS: body and mind become one, reacting and moving faster. Thus, a Cipher roll Initiatives with advantage and add 5 feet to the movement rate.

Ciphers may go into a trance state by spending inspiration, which can be used at any moment after someone finishes his turn. By doing so, the Cypher have an extra full round of combat, before his next turn. This also resets the Cipher's reaction if it was already used that round.

Ciphers with 0 inspiration points, get 1 point by making any activities in the Great Gymnasium.

FAC‡⊕‡UM‡S: training day and night gets a body to a higher level, adding another 5 feet to the movement rate, and according to the type of training they become proficient in a saving throw; 1 among strength, dexterity, constitution or wisdom.

Factotums are also lightning fast, allowing them to cast the *haste* spell once per day, and factors twice. The haste spell may be casted again by spending inspiration.

FAC‡⊕RS: turn into masters of the mind over body arts, adding another 5 feet to their movement rate, and they become proficient in one more saving throw; can choose 1 among strength, dexterity, constitution or wisdom.

# THE XAOSITECTS

PHILOSOPHY: also called Chaosmen, they believe that order is delusion, chaos is truth, one can only embrace randomness to learn the secrets of the multiverse.

- We don't have internal conflict, we are conflict.
- Not insane I am, do to I naturally me merely comes what to multiverse the randomness according of.
- The winds in my brain guide me.

FAC+ΘL: Karan. Githzerai, fighter 9<sup>th</sup>, CN.

REKNΘWN MEMBERS:

- Kalvistalk. Minotaur, fighter 8<sup>th</sup>, CN.
- Mordrigaarz Antill. Human, fighter 5<sup>th</sup>, CN.
- Quake Lavender. Half-elf, wild sorcerer 9<sup>th</sup>, CN.

SIGIL HQ: the Chaos District (the Hive Ward). Although they are mostly around the Quake's Place Tavern, a constantly redesigned bar, they can be found pretty much in any inn, tavern, burnt building or dark alley in the Hive labyrinthine slums.

They roam all of their territory in gangs of 1d20 namers (fighters or rogues; level 2<sup>nd</sup> to 5<sup>th</sup>) which sometimes might bring in a Boss (sorcerer, wizard or warlock; level 6<sup>th</sup> to 10<sup>th</sup>). These bashers are checking on things, ensuring everything is messy, that Hardheads stay out, and pressure lost visitors to pay the music; resources are as good as jink.

HΘME FIELD: Limbo.

ALLIES: Bleak Cabal, Doomguard.

ENEMIES: Fraternity of Order, Harmonium.

ELIGIBILITY: only chaotic bashers are accepted.

MEMBERSHIP: [DM'S DARK] applicants to this faction must overcome the following challenges:

Truth: applicants are asked ¿what is order? Possible answers are "Order is the misconception in someone's mind of a particular state of chaos", or simply "order does not exist".

Xaos: the applicant then joins a gang of Chaosman to do something chaotic in the city, inciting the Hardheads anger.

NΘ+ΘRIE+Y:

- Cause a riot outside the Hive Ward.
- Arson your own kip.

- Artistically "enrich" a Sigil historical heritage.
- Coax lawful creatures to turn chaotic. Like devas, baatezu devils, modrons or enemy faction berks.
- Free a fellow Chaosmen from the Hardhead's clutches or the Mercykiller prison.
- Start chaos in a lawful gatetown or plane.

HINDRANCE: the random nature of the Chaosmen do not allow them to found businesses, build strongholds, raise armies, or undertake any long-term organization that requires discipline. They barely hold together as a faction.

NAMERS: chaos and Hardheads come naturally to Xaositects, and thus they learn the *chaos bolt* and *kinetic jaunt* spells; each can be used once per day, as if casted with a spell slot equal to half the level of the caster rounded up, charisma is the spell casting ability (apply to factotum and factor spell abilities).

Xaositects, know where all things in the multiverse are, or at least lost ones. By asking where an object is, without warning, the Chaosmen will answer with a description of the surroundings of the item, not knowing its precise location in the city, a plane or layer; it works as long as the item have not been found yet by someone or something.

Chaosmen also learn to cause babble. As an action, a Xaositect can use inspiration to disable verbal communication in an area of 30 feet radius around him, as all the spoken words babble for a full minute, disabling spells with verbal component inside this area.

FAC+Θ+UΘIS: or Bosses, represent chaos and love to make combats a mess. To accomplish it, Bosses learn to cast the *enemies abound* spell once per day.

Bosses learn to cause wild magic surges by spending inspiration while casting a spell. Xaositect wild sorcerers can use this ability once a day without spending inspiration, and twice at factor rank.

FAC+ΘRS: or Big Bosses, take randomness to epic proportions, and thus they learn to cast the *confusion* spell twice per day.

Additionally, Big Bosses have an innate understanding of chaos and can control it. Big Bosses who cause magic wild surges may choose a wild surge among the list without rolling any dice.

# THE DM'S FACTION DARKS

**A+HAR:** the Shattered Temple harbors a good supply of riches, magic items and weaponry, most confiscated from temples. All the power of magic items destroyed in the Atheon ascension rites is absorbed by a tree called the Bois Verdurous, a gift of the Great Unknown according to Factol Terrance, who is the only one that knows how to channel its power as an unlimited source of magic spells, and its fruits grant a random spell like ability when eaten; anyone else in contact with the tree will receive 1d12 necrotic damage per round and spellcasters lose all spell slots until finishing a long rest.

**BELIEVERS OF THE SOURCE:** the Godsmen have a secret forge in the deep Ethereal where they craft a rare item called source tokens. A shifting portal in the council chamber atop the metalworks opens once a year to this forge. Factotums or higher ranks in missions get one of these source tokens allowing them to enter once in the Ethereal from anywhere in the multiverse.

Zena has an identical twin sister, a Sensate named Zakarias (tiefling, rogue 9<sup>th</sup>, NG), who she impersonates to get access to the inner sensoriums. The twins detest one another, feeling each other joined the wrong faction.

**BLEAK CABAL:** the kitchens located all over the city are exits of a shifting portal in the Gatehouse central tower, something Hardheads would not like to know, as the Bleakers could flood the wards with Hive barmies at any time. There is another portal in the 5<sup>th</sup> floor of the Mad Bleaker wing, that takes to the Madhouse in Pandesmos.

As for Vicsek, he secretly works for the Sensate reporting the activity at the Gate House. Once a week, he also takes a small group of orphans to the prison to do the cleaning, he gets paid handsomely and the kids earn a nice stinger.

**DOMINGUARD:** razorvine does not grow on the four Armory corner towers, it happens that these towers exist simultaneously in Sigil and the Inner Planes, thus the weed can't grow on two planes at once. The key to cross to any of the inner citadels is a Doomguard mark. Only Factol Pentar, the four Doomlords and Ely Cromlich know of this; anyone chosen to become champion of entropy must make the journey to the citadels the long way.

There is a chamber under the armory made of the remains of revered Doomlords, or so it says the faction lore. A meeting place for the Doomlords when they visit the city.

Finally, Sinkers are playing a dangerous game by hosting both baatezu and tanar'ri in the Citadel of Sealt, secretly providing both sides of the Blood War with arms, troops, and the enemy sensitive information.

**DUS+MEN:** some Deaders face an affliction called Apathy. Accepting dead without working its way through stagnates the True Death progress. This False Death requires mental treatment, and some Deaders end up joining the Bleakers; surely to come back one day.

Those who reach factor rank are told to act as factotums, until they eventually die. Then Factol Skull uses a ceremony, that only he knows, to rise free willing undead.

**FA+ED:** Darkwood is at war with the Sensates, he is counting on his spies to uncover enough dirty darks about the Sensates factol, to bring her down.

Darkwood also got his sharpest bloods researching every ancient tome in the archive regarding The Secret History of Sigil for any reference of the Lady and her Mazes. For he needs to know how to defeat the Lady of Pain when he finally decides to overtake the city.

What's more, Darkwood have entered an unusual courtship with Factol Alisohn Nilesia of the Mercykillers, and she has promised to give him Prison inmates to be used as troops when subtlety finally ends.

**FRA+ERNI+Y OF ORDER:** long ago, Hashkar, came to some conclusions by studying the laws. First, since Sigil is the center of the multiverse, anyone who learns its laws also learns the laws of the multiverse. Second, the Lady of Pain is the law in Sigil, and thus he began to revere her.

Hashkar died, and found himself petitioner in Sigil, drawn by his devotion to the laws and the Lady, with an eternity ahead to study these subjects, he got promoted to Factol.

**FREE LEAGUE:** they own a portal to Tradegate, it's in the Red Lion Inn in one of Jadex's private quarters, the key is a polished shard of a baku's tusk; the key back is one of the golden or purple tiles that cover Tradegate's bazaar. And why

is this important? Because Tradegate is the only place to cure the Indep Plague. Every time an Indep visits Sigil, there is a 3% chance it becomes afflicted by a disease that kills in 1d20 days. The Lady created this sickness to wipeout the Indeps off Sigil.

**HARMONIUM:** the faction law enforcement efforts in Arcadia made its 3<sup>rd</sup> layer Nemasus to drift into Mechanus. Hardheads keep modrons out, to avoid the layer cement into its new plane, while they try to figure out how to fix their mess.

**MERCYKILLERS:** despite the dubious circumstances surrounding the previous Factol death and Allishon Nilesia rise, she managed to grab enough power to allow her change the punishment code. This allows the faction to sell inmates to any side of the Blood War, make them work as slaves or even use them to support her lover Rowan Darkwood whenever he finally decides to take over the city; as long as they get married. She wants to see how he handles the Lady of Pain and find a way to punish her for her crimes.

Mercykillers who oppose the new Factor are frequently sent into suicide missions, to stand guarding the Vorkehan mines faction outpost in Acheron; a squad of lawful good Mercykillers is heading to Vorkehan to find support against Nilesia; Arwyl Swan's Son has no roll on this, but at the correct moment he will take the lead and fix his misguided faction.

**REVOLUTIONARY LEAGUE:** everything said about this faction is true and false at the same time, anarchist independent cells may plot against the Godsmen using the Doomguard and a different cell may plot against the Doomguard using the Mercykillers; see why Revolutionaries are so dangerous berk? In any case, high ups work in the shadows sabotaging factions deep in its core; how deep? As deep as being the Factol of one of the other 14 current factions, perhaps. And the dead factions? Who can really tell the Anarchist agenda into it.

Anarchists know the Guvners dark. They are convincing Hardheads that Hashkar is a petitioner of the Lady to create a rift between factions, as worshipping the Lady of Pain its forbidden.

**SIGN OF ONE:** the pit fiend Lord of the Avernus Bel, owes its title to the Signers who imagined him as the ruler of the 1<sup>st</sup> layer of Baator. Bel vowed to pay with a favor of equal magnitude whenever Darius asks for it. Any Signer may transit the Avernus without getting butchered by Bel's army.

Signers are known for being captivating, poised, and charismatic speakers, and the dark of it is that they use a magical item called Speaker's Key, which grant its wearer a clear 1000 feet around. Additionally, this item grants its wearer advantage to all charisma skills. A Signer called Jaye (centaur, bard 5<sup>th</sup>, NG) lost a Speaker's Key in Sylvania, the Signers want it back before someone figures out what is it for, and blurs the Signer reputation.

Lastly, Darius wants to revive the power Aoskar. She needs a fruit of the Athar's tree, the Bois Verdurous, to glimpse its magical power, before attempting this prowess. Athars would go to war for this.

**SOCIETY OF SENSATION:** Factol Montgomery's plans for Sigil involve turning it into a threshold of cerebral transcendence, striving to one day free every one of their physical body to explore the multiverse. By paying for every memory recorded in the Sensoriums, Sensates have secretly borrowed deep withing the dark of every faction in Sigil.

There is also the Sanctum Sanctorum, a place borrowed in the heart of the Civic Festhall, which holds a circle of portals that open a path to every plane except Limbo, Mechanus and Beastlands. A Sensate named Kenda Fretterstag (human, wizard 14<sup>th</sup>, CE) is looking to sell this dark. This place is only known to Factors and also have a secret tunnel that leads into the Hall of Records archive.

**TRANSCENDENT ORDER:** many Ciphers believe former faction Factols have achieved the ultimate goal: union of thought and action reaching self-enlightenment, to transcend the bonds of mortality towards a greater state of consciousness. This pantheon of deities represents Oneness, which powers that channel the Great Unknown. Cipher priests who revere the faction ex-Factols, can obtain their spells from the Cadence of the Planes Chamber; as a power located in Outlands. Most fanatic members of the Order claim that all powers in the multiverse once were Ciphers; it sounds barmy, but then again how can a body really tell?

**XANTHECIS:** Kalvistalk (minotaur, fighter 8<sup>th</sup>, CN) a Chaosmen big boss has been pretending to recruit new members, luring them to an initiation rite, where the gang rattle their bone boxes for hours infecting the sod with chaos, then the barmy is released to stumble in the Hive.

Every time a gang and its boss join together, there is a 5% chance per member that a violent chaotic plot is carried out.



ACCESSORY

# THE FACTOL'S MANIFESTO

by

Tim Beach, Dori Jean Hein, and J.M. Salsbury

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