

Attention, cutters!

Do you have a sense of adventure? Now's the time to put it to good use and get jink for your troubles.

The Society of Sensation is seeking planewalking bloods to take part in a grand project. Adventurers needed to help create specific experiences for the Sensoriums. Must be open to new ideas and willing to share your experiences; no fear of the unknown a plus. Travel opportunities abound. Good pay offered; bonuses available for top-shelf performance.

Limited openings available; interviews now being held. Interested cutters should report to the Civic Fethall, Clerk's Ward, Sigil, on the Third Void of Savorus. Ask for Augustus.

PLAYER'S PRIMER:

"Sense of Adventure"

This is a guide booklet for my next D&D campaign, set in the Planescape setting using the 3E mechanics. Although the vast majority of you have already played with me in this setting before, we do have a couple of you who have either never played in the setting before, or have only limited exposure from the last campaign. So, I'll try to include some of the basics of the setting and my playing style along with all the changes that the veterans are looking for.

Ken's Gaming Style

I probably don't need to document this, but it can't hurt to remind everyone. (As I'm writing this portion of the guide, I'm feeling rusty as a game master, so this is something of a reminder to me as well.)

I am a role-player. I am into RPGs for the stories and the characters. That goes double when I'm running things as the DM. As such, I am expecting (possibly unfairly) my players to do the same. This means that you can get more experience points for out thinking (or more accurately, out weirding) your opponents. When making a character, put your focus on personality, background, goals, etc. While having cool mechanics at your disposal are well and good, you'll enjoy the game more if you have a character than can also do stuff without a lot of dice rolls.

I'm putting this 'disclaimer' out there because I can see that the early game sessions are going to primarily be role-playing and puzzle solving events. While there might be some combat, it's going to be rare until the game gets rolling. Even as things get into the thick of the plot, there might not be all that much of it. This is not so much because I'm against combat, but because I'm having trouble (at this point in time) justifying its existence based on the story concept I'm basing the campaign on. Of course, that being said, don't make a character that's completely ineffective in combat because it won't be totally absent from the game.

Campaign and Character Concepts

The text on the splash page pretty much spells it out. Your character has seen that job posting and decided to investigate it. (And, ultimately, accept it.) Just to clarify things, the campaign is based around the player characters being bounty hunters for hire. However, rather than hunting criminals, they are traveling around hunting specific sensations and experiences. One mission might have the party traveling to a specific town to drink the first glasses of autumn beer, while the next might have them seeking out the feeling of utter revulsion.

In terms of characters, things are pretty much wide open. I don't have any firm restrictions on race, class, or alignment (well, no Chaotic Evil characters). You are free to dream up whatever you want and run with it. However, I do want to suggest some guidelines when coming up with your characters. Obviously, first and foremost, your character has to be the sort of person who would be willing to answer a "help wanted" ad that involves travel, honoring a contract, and working on commission. Also, a team player would be helpful (serves to keep that elusive "party unity" thing going).

Now, while I don't really have any restrictions on WHAT you create, I do have some restrictions on HOW you go about it. I'd like you all to start with what has become the "tried and true" Character Questionnaire. Not only is this a helpful guide for creating the character, it lets me know exactly what's going on inside the character's head. This is important not only because it helps me play your PC when you can't be at a game session, but it also helps me create adventures that will interest both you and the character you are playing.

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**Statistics in Plain English? (Low, Below Average, Average, Above Average, High)*

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

**What does character look like?*

**What race is your character? (Just in case the physical appearance doesn't make it clear, or if the character is usually in disguise)*

**Early History?*

**General Personality*

LIKES:

DISLIKES:

LOVES:

HATES:

GOALS:

FEARS:

**Flaws (usually behavior traits; prefer to have three; don't have to be negative things per se – "always protect children" can be considered a flaw)*

**Core Beliefs (prefer to have at least three)*

**Skills of Definition*

**Special Equipment/Companions (both what you do have from either purchase or class benefits, and what you want if it's not in your budget)*

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The three most important sections on the questionnaire are the Goals, Flaws, and Core Beliefs.

The goals are important because I'm going to be creating one or more subplots based on what the individual characters want. For example, if your PC is questing after a legendary artifact and is using the job as a means to seek out rumors of its location, I may just oblige you and drop rumors every now and then about the object.

The flaws and beliefs are closely tied together. Both of these are the true indicators of how your PC will behave and reveal their true nature. The beliefs are especially important in the Planescape setting, where belief equals power. The beliefs represent the very core of your character, the building blocks of his personality and life. Besides just being good for role-playing, I'll admit they will also give me adventure ideas. Expect to have your character's beliefs challenged at least once during the campaign. (Flaws will be exploited on a more regular basis.)

The Setting

Yes, all you veterans already know what's here, but for our newer players, I'll attempt to say what Planescape is all about. To quote Indigo Montoya, "Let me explain. No, there is too much. Let me sum up." Those of you who played in my last campaign understand perfectly. We played for nearly two years and you guys were still finding out new stuff about how the game world worked. So, I'll just hit the very basic highlights of the setting. I'll sit down with folks individually to explain in more details things that directly affect your character.

First, picture a normal campaign setting. It could be Oerth (the World of Greyhawk), Toril (the Forgotten Realms), Mer (the world of Dark Water), or Dominion (Robb's homebrew world). Regardless of the specific planet, they're all pretty normal,

right? You've got plants, animals, and people; mountains, cities, and oceans. The world might be trapped in the throes of an ice age, or could be mostly ocean with only a few islands poking above the waters. The key thing is that each is singular and tends to compose the whole of a character's world and reality.

Planescape is about everything else.

Planescape is set in the Spirit World, the Afterlife, the Kingdom of Dreams, the Elemental Planes, and thousands of other alternate realities that make up the rest of the Multiverse. A normal campaign world is called the Material Plane; these other realities are the Outer (and Inner) Planes. The planes are the homes of gods, fiends, celestials, and other mysterious creatures. And your PC is going to be right there in the middle of them.

In many ways, a campaign that uses Planescape is the same as any other. The PCs have a home city they live in, and they travel beyond its walls to seek out adventure. The difference is that the scope of the travel and the adventures is much grander than on the Material plane. It is perfectly normal (in Planescape) to live in a city built in the shadow of a fallen god's ribcage then enter a magical gate to work in a city that clings to side of an iron gear the size of a continent. Surrealism just became reality.

Because the campaign takes place primarily in the home of the gods, it is very important to remember that belief has power. In Planescape, faith can literally move mountains. If enough beings in one location believe in a certain concept, they can actually move the real estate around them from its current plane to one more suited to their beliefs. Additionally, strong beliefs can give beings powers and abilities that those of lesser faith don't have. The most common example of this is a series of groups collectively known as "the Factions". A Faction can be thought of as a "thought guild"; although a better concept is that it's a group of "philosophers with clubs". A Faction is a group of people who all believe the same way about the point of the multiverse and are willing to fight to prove the rightness of their cause. This collective belief gives every member abilities related to their belief.

If the Planescape setting has an official center, it would be Sigil, the City of Doors (also called the Cage). This city is built on the inside of a gigantic stone ring, which floats above the top of an infinitely tall spire in the center of an infinite plane. (Does your brain hurt yet?) Sigil is the ultimate cosmopolitan metropolis and neutral meeting ground – angels and devils are known to sit down and share a drink in a bar. Everyone and everything passes through its portals at some point. It is ruled by a mysterious figure known as the Lady of Pain. The city is also home to the headquarters of all the various Factions (of which there are only 15).

The Mechanics

You will definitely have to bear with me as the game starts up. This is because I have decided to keep up with things and run this game using the relatively new 3rd Edition (3E) mechanics for D&D. I haven't really played it all that much, so running things and converting 2nd Edition (2E) to 3E is going to be rough at first. Anyway...

At the start of the game, I will "only" be using rules found in the three core rulebooks, plus two. These five books are: *The Player's Handbook*, *The Dungeon Master's Guide*, *The Monster Manual*, *The Psionics Handbook*, and *The Manual of the Planes*. While I do like the materials presented in such supplements as *Sword and Fist* or *Tome and Blood*, I think I better play it safe and get a good feel for the basics (more or less) before I expand things to more options. If you are looking to use something not in the 'core' books, talk to me and we'll see what we can work out.

NOTE: The only book you'll have to buy, borrow, or steal is the PHB. (Maybe the PsiHB if you're into mental powers.) Otherwise, the others are for the DM, so keep your noses out! You'll learn about what's in these other books soon enough...

Character Creation

To generate your character's statistics, use my standard method: roll 4d6, take the highest three dice; do this six times; arrange the scores to suit. (Remember that stats are now more forgiving than in 2E – bonuses start at 12.) For hit points, a character gets maximum hit points for his first character level, and then rolls normally for all other (and future) character levels. I will be using a system known as "your die or mine" for hit points. That is, if you don't like the number you rolled for your hit points, you can ask me to roll your hit points instead. However, you must take what I roll, even if it's worse.

Your PC will have three character levels to spend on class (one or more) and race (yes, some races cost a character level). This translates to **3000 experience points**. This also means that you will have **2700 gold pieces** to spend on starting equipment (more on that later).

Class choices are pretty easy. You are free to choose from any of the core classes. For those without the books:

- Barbarian – sometimes called berserkers; hardy warriors from the fringes of civilization
- Bard – primarily focused on performance and information, but still a jack-of-all-trades
- Cleric – a divine spellcaster, serving the will of the gods
- Druid – a divine spellcaster, who serves and draws power from the forces of nature
- Fighter – the archetypical warrior; master of blade and tactics
- Monk – martial artists; masters of unarmed combat
- Paladin – shining beacons of Law and Good; holy champions and warriors
- Ranger – hunters and trackers; warriors who understand the ways of nature
- Rogue – scout, spy, thug, thief; versatile and resourceful
- Sorcerer – an arcane spellcaster, whose spells represent sheer force of will; they know few spells, but can cast them as they choose
- Wizard – an arcane spellcaster, whose spells represent years of learning and ancient formulas; they can know all spells, but must memorize them ahead of time

Character race gives you many options. In addition to the seven core races from the PHB, there are a number of races specific to the Planescape setting. In addition to the races, you also have to choose whether your character is from the Material Plane (a Prime) or native to the Outer/Inner Planes (a Planar). The complete list is:

- Human
- Elf
- Dwarf
- Halfling
- Gnome
- Half-Elf
- Half-Orc
- Aasimar – one of the planetouched, a child of the Upper (Good) Planes
- Bariaur (Planar only) – a nomadic goat-like centaur, native to the Outer Planes
- Genasi – one of the planetouched, a child of the Inner (Elemental) Planes
- Githzerai (Planar only) – near-human natives of the pure chaos of Limbo (an Outer Plane); generally thought of as psionicists and monks
- Rogue Modron (Planar only) – an outcast from an extremely lawful and rigid society; part creature, part machine
- Tiefling – one of the planetouched, a child of the Lower (Evil) Planes

See my "Planar Races" document for the details on the new races.

Planning Ahead

There are two other character aspects that you should take into account when creating your character. The first is the concept of Prestige Classes. These are specialized and elite roles available to veteran adventurers. Almost any normal class can choose almost any Prestige Class. Unfortunately, the 3E mechanics are set up such that you basically have to build your character to become one of them right from the start. Many are built such that you can't take them on the spur of the moment. Also, in general, a character has to be at least 5th level before he can become a member of one. The following Prestige Classes are available:

- Arcane Archer – masters of the bow and arrow, they supplement their skills with a dose of magic
- Assassin – masters of infiltration and disguise, they specialize in dealing quick and lethal blows
- Blackguard – fierce warriors who are the dark mirror of the paladin
- Defender – the elite troops of armies, specialized in the arts of defense
- Divine Agent – also known as Proxies, these beings serve as direct agents of their chosen deities
- Gatecrasher – a planewalker who specializes in portals and their use
- Metamind – a psionicist who believes that accumulating the most power in the shortest time is the key to superiority

Equipping the Character

As I mentioned earlier, you will be starting with a 3rd level character. Since the PC has been around for a bit, he's got some stuff – 2700 gold worth of stuff to be exact. This figure covers not only mundane gear such as clothing and backpacks, but also any exceptional (masterwork tools or planar metal weapons) or magical (healing potions) items that the character has.

I will also be doing something close to what I did back in my "Pirates of Dark Water" campaign – handing out character-specific magic items. These are items of relatively minor power that fit in with your character's concept. However, these are not automatic. These will be given as rewards for a fairly detailed character description, background, etc. The more info I get, the better I can tell if the character would have found such an item that doesn't count towards the PC "budget" you are working with.

For those without the DMG, here is a (partial) list of items that you could get for 2700 gold.

Masterwork Tool (adds 50 gp to base cost of item)

- Use of tool grants +2 circumstance bonus to related skill checks (EX: masterwork lock picks for Open Lock checks)

Masterwork Armor or Weapon (adds 300 gp to base cost of item)

- See my "Planar Metals" document for details

Planar Metal Armor/Weapon (item made out of something other than steel)

- See my "Planar Metals" document for details

Magic Armor (adds 1000 gp to base cost of armor) – choose one of the following:

- +1 bonus
- Light Fortification (25% chance of negating extra damage from critical hits or sneak attacks)
- Glamerd (armor can alter itself to appear as a normal set of clothing)
- Slick (+10 circumstance bonus to Escape Artist checks)
- Shadow (+10 circumstance bonus to Hide checks)
- Silent Moves (+10 circumstance bonus to Move Silently Checks)

Magic Shield (adds 1000 gp to base cost of shield) – choose one of the following:

- +1 bonus
- Bashing (acts as +1 weapon when bashing; large shield does 1d8, small shield does 1d6)
- Blinding (2x/day, all within 20' except wielder make REFLEX save [DC 14] or be blinded for 1d4 rounds)
- Light Fortification (25% chance of negating extra damage from critical hits or sneak attacks)

Magic Melee Weapon (adds 2000 gp to base case of weapon) – choose one of the following:

- +1 bonus
- Flaming (adds 1d6 fire damage)
- Frost (adds 1d6 cold damage)
- Shock (adds 1d6 electricity damage)
- Ghost Touch (deals normal damage to incorporeal creatures; can be wielded by incorporeal creatures)
- Keen (slashing weapons only; doubles threat range of weapon)
- Mighty Cleaving (allows users with Cleave feat to make one extra cleave attempt per round)
- Spell Storing (stores single targeted spell up to 3rd level; will be cast on target struck if desired)
- Throwing (weapon becomes throwing weapon with range increment of 10 feet)

Magic Ranged Weapon (adds 2000 gp to base case of weapon) – choose one of the following:

- +1 bonus
- Returning (weapon comes back to wielder on round after it was thrown)
- Distance (weapon has its range increment doubled)
- Flaming (adds 1d6 fire damage)
- Frost (adds 1d6 cold damage)
- Shock (adds 1d6 electricity damage)

Sleep Arrow (132 gp; +1 arrow that deals subdual damage and forces WILL save [DC 11] vs. sleep on target)

Screaming Bolt (257 gp; +2 crossbow bolt that forces WILL save [DC 14] vs. shaken against enemies within 20')

Javelin of Lightning (751 gp; becomes 5d6 lightning bolt when throw, REFLEX save [DC 14])

Any standard potion (prices range from 50 to 900 gp each)

- Antitoxin (50 gp) (grants +5 alchemical bonus to all FORTITUDE saves vs. poison for one hour)
- Cure Light Wounds (50 gp)

- Cure Moderate Wounds (300 gp)
- Cure Serious Wounds (750 gp)
- Ask your local DM for complete list of available potions

Minor Magical Ring (2000 gp) – choose one of the following:

- Climbing (+10 competence bonus to Climb checks)
- Jumping (+30 bonus to Jump checks, no maximum distance)
- Protection +1 (deflection bonus to AC)

Arcane Spell Scroll (holds one magic spell) – base prices below, some specific spells cost more:

- 0th level spell (caster level x 12gp 5sp, 1st level min)
- 1st level spell (caster level x 25 gp, 1st level min)
- 2nd level spell (caster level x 50 gp, 3rd level min)
- 3rd level spell (caster level x 75 gp, 5th level min)
- 4th level spell (caster level x 100 gp, 7th level min)
- 5th level spell (caster level x 125 gp, 9th level min)
- 6th level spell (caster level x 150 gp, 11th level min)

Divine Spell Scroll (holds one magic spell) – base prices below, some specific spells cost more:

- 0th level spell (caster level x 12gp 5sp, 1st level min)
- 1st level spell (caster level x 25 gp, 1st level min)
- 2nd level spell (caster level x 50 gp, 3rd level min)
- 3rd level spell (caster level x 75 gp, 5th level min)
- 4th level spell (caster level x 100 gp, 7th level min)
- 5th level spell (caster level x 125 gp, 9th level min)
- 6th level spell (caster level x 150 gp, 11th level min)

Wand – has (50 – 1d20 charges):

- Detect Magic (375 gp)
- Light (375 gp)
- Detect Secret Doors (750 gp)
- Color Spray (750 gp)
- Burning Hands (750 gp)
- Charm Person (750 gp)
- Enlarge (750 gp)
- Magic Missile (as 1st level caster, 750 gp)
- Shocking Grasp (750 gp)
- Summon Monster I (750 gp)
- Cure Light Wounds (750 gp)

Minor Wondrous Item

- Ioun stone (dull gray) (25gp) (1 use, provides 1 psionic power point)
- Quaal's feather token (anchor) (50 gp) (1 use, keeps water vessel in place for up to one day)
- Everburning torch (90 gp) (torch with *continual flame* spell on it)
- Quaal's feather token (tree) (100 gp) (1 use, creates a large oak tree – 6' dia trunk, 60' high)
- Quaal's feather token (fan) (200 gp) (1 use, creates breeze of 25 mph for up to 8 hours, not on land)
- Dust of tracelessness (250 gp) (conceals passage of user; hides tracks or makes room look abandoned)
- Quaal's feather token (bird) (300 gp) (1 use, creates messenger/homing pigeon)
- Quaal's feather token (swan boat) (450 gp) (1 use, creates a boat which lasts for up to one day)
- Dust of illusion (500 gp) (powder acts as *change self* spell)
- Necklace of prayer beads (blessing) (500 gp) (1x/day, *Bless* spell; divine spellcasters only)
- Quaal's feather token (whip) (500 gp) (1 use, creates magically animated whip, lasts up to 1 hour)
- Scarab, golembane (flesh) (800 gp) (detect all golems within 60'; negates damage reduction on specific type)
- Bag of tricks (gray) (900 gp) (summons up to 10 animals per week, 1 at a time)
- Dust of dryness (900 gp) (turns water to dust, can be used against water creatures as weapon)
- Bracers of armor +1 (1000 gp) (gives armor bonus)
- Cloak of resistance +1 (1000 gp) (bonus to all saving throws)
- Eyes of the eagle (1000 gp) (+5 circumstance bonus to Spot checks)

- Goggles of minute seeing (1000 gp) (+5 circumstance bonus to Search checks)
- Hand of the mage (1000 gp) (mummified elven hand; casts *mage hand* spell at will)
- Pearl of power (1st level spell) (1000 gp) (recall any one spell per day to allow for recasting)
- Phylactery of faithfulness (1000 gp) (monitors alignment and relationship with deity)
- Scarab, golembane (clay) (1000 gp) (detect all golems within 60'; negates damage reduction on specific type)
- Stone of alarm (1000 gp) (placed on any object, emits piercing screech for up to one hour when object is touched without command word)
- Pipes of the sewers (1150 gp) (attract and command rats while playing, Perform check [DC 10])
- Scarab, golembane (stone) (1200 gp) (detect all golems within 60'; negates damage reduction on specific type)
- Brooch of shielding (1500 gp) (absorbs up to 101 points of *magic missile* damage)
- Scarab, golembane (iron) (1600 gp) (detect all golems within 60'; negates damage reduction on specific type)
- Necklace of fireballs (type I) (1650 gp) (holds 1 5d6 and 2 3d6 *fireballs*)
- Pipes of sounding (1800 gp) (acts as *ghost sound* spell)
- Quiver of Ehlonna (1800 gp) (holds large number of arrows, javelins, and bows)
- Scarab, golembane (flesh and clay) (1800 gp) (detect all golems within 60'; negates damage reduction on specific type)
- Horseshoes of speed (1900 gp) (doubles speed of creature wearing them)
- Amulet of natural armor +1 (2000 gp) (adds one to wearer's AC)
- Bead of force (2000 gp) (1 use, when thrown explodes for 5d6 in 10' radius, REFLEX [DC 16] to avoid being trapped in sphere of force for 3d6 minutes)
- Boots of elvenkind (2000 gp) (+10 circumstance bonus to Move Silently checks)
- Cloak of elvenkind (2000 gp) (+10 circumstance bonus to Hide checks)
- Heward's handy haversack (2000 gp) (*backpack of holding*)
- Horn of fog (2000 gp) (casts *obscuring mist* spell)
- Slippers of spider climbing (2000 gp) (as *spider climb* spell, MV of 15)
- Universal solvent (2000 gp) (dissolves any adhesive or sticky substance)
- Vest of escape (2000 gp) (+4 competence bonus to Open Lock checks, +6 competence bonus to Escape Artists checks)

Final Considerations

Once you've equipped your character, you will most likely have some money left over. At this point, it's now time to convert your loose change into the money system that will actually be in use in the campaign.

The money system is of my own creation and uses its own, unique, coinage. The coins that make up the money system are as follows:

- Soul (a.k.a. "Fodder") - A simple, nickel-sized copper disk inscribed with the Lady of Pain's symbol on one side
- Infernal (a.k.a. "Bloody") - A nickel-sized coin made out a permanently rusting metal; gives the appearance of being covered in dried blood; feels warm to the touch
- Cage - A half-dollar sized, silver ring with 4 crossing silver bars inside (coin thus resembles a barred window)
- Divine (a.k.a. "Glow") - A nickel-sized coin made from a white marble; glows with a faint light when touched; feels cool to the touch
- Lady - A massive, 1/8" thick gold disk the size of a Morgan silver dollar with the Lady of Pain's symbol inscribed on both sides

The Cage is the base unit of measure when determining value.

Changing your leftover starting money is easy – you keep the same number of coins, just rename them according to the following list:

- Copper pieces become Souls
- Silver pieces become Infernals
- Gold pieces become Cages

Prices listed in the PHB and DMG remain the same and follow the same renaming scheme. That is, something that costs 15 gold pieces will cost 15 cages. Likewise an item that goes for 2 silver will cost 2 infernal.

The trick comes when you want to make change and convert one coin to another. The relative values of the coins do not follow the same scheme as the standard copper-silver-gold economy of the PHB. Instead, use the following conversion rates:

- 3 Souls = 1 Infernal
- 5 Infernals = 1 Cage
- 10 Cages = 1 Divine
- 15 Divines = 1 Lady
- 1 Lady = 15 Divines = 150 Cages = 750 Infernals = 2250 Souls