

# SIGIL: THE CITY OF DOORS

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## SIGIL: †HE C†Y †F D††RS

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

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

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

- **Chapter One: At a Glance:** This chapter provides an overview of Sigil's general themes. Here you'll find general information such as how to get around, local customs, holidays, politics, and what kind of services you can find in the rest of the city. You'll also find some information as to how to understand the entries in the rest of the book.
- **Chapter Two:** The Tout's Tour describes the city of Sigil in greater detail, enumerating many of the more prominent neighborhoods in the various Wards of Sigil.
- **Chapter Three:** The Politics of Belief details the various factions of Sigil, and describes the varying roles that they play in the day to day affairs of running the city.
- **Chapter Four:** Law and Order discusses the various laws of the city, as well as the role of the various factions as involved in the judicial system.
- **Chapter Five:** Sects and Organizations presents various organizations, sects, cults, and guilds which, aside from the various factions, the Player Characters can join or have significant interactions with.
- **Chapter Six:** Bloods and Spellcasters presents rules options designed for player characters who make their residence in the city.



## CHAPTER I: AT A GLANCE

### SIGIL: PLANAR METROPOLIS

|                          |  |
|--------------------------|--|
| <i>Population:</i>       | Approx. 500,000, integrated (37% human, 20% planetouched, 10% bariaur, 10% githzerai, 5% dwarves, 3% goblinoid, 2% elves, 2% gnomes, 2% halfling, 2% orc, 10% other) |
| <i>Government:</i>       | Nonstandard (Lady of Pain), Conventional (Council of Factions), Nonstandard (Crime groups)   |
| <i>Organizations:</i>    | A multitude of temples, guilds, factions, and other organizations can be found within Sigil.   |
| <i>Alignment:</i>        | True Neutral   |
| <i>Defense:</i>          | The city supports an army of professional soldiers, guards, and faction-aligned partisans.   |
| <i>Commerce:</i>         | Almost any goods or services available in the multiverse can be found here. Many inns and taverns support travelers.   |
| <i>Gold Piece Limit:</i> | 300,000 gp   |
| <i>Assets:</i>           | 750 million gp   |

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

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

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

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

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

- **The Lady's Ward** – always "The Lady's" Ward, and the "L" is always capitalized – is the home to Sigil's powerful elite. The nicest of Sigil's wards, it attracts the most powerful and the richest and most influential – cutters looking to rub elbows with high ups could do worse than make their way to The Lady's Ward.
- **The Lower Ward** is Sigil's beating industrial heart, churning out the tools and supplies that make city life possible. This is where the blue collar workers live, where goods are made, and where goods are stored.
- **The Market** and **Guildhall Wards** are where things are sold, bartered and traded in the Cage. Though it's difficult for even the most savvy natives to tell where the one ends and where the other begins, the traditional differentiation states that the Market Ward is where goods are sold, and the Guildhall Ward are where services are provided.
- **The Clerk's Ward** is the bureaucratic center of the city, where things are documented in triplicate. Being the best patrolled neighborhood in all of the city also means that anyone who can afford to live here (no easy feat) will likely move here.
- **The Hive Ward** is the slum and the ghetto, home to the poor, the rogues, and the unwanted dregs of the city.

### ARCHITECTURE

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

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

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

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

## BUILDINGS AND BUSINESSES

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

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

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

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

- **Trades – Exotic:** Alchemist, art dealer, calligrapher, costume shop, imported goods, magic armor dealer, magic item dealer (general), magic weapon dealer, pet store, portal key shop, potion dealer, rare wood merchant, scroll merchant, soap maker, spice merchant, trapmaker, wand merchant.
- **Trades – Upscale:** Antique dealer, bookbinder, bookseller, candy maker, clockmaker, cosmetics dealer, curio dealer, dice maker, distiller, fine clothier, gemcutter, glassblower, glazier, goldsmith, inkmaker, jeweler, mapseller, papermaker, perfumer, pewterer, sculptor, seal maker, silversmith, toy maker, trinkets shop, vintner, wiresmith. Additionally, upscale trades include fine artisans of the types listed under average trades. Masters of their craft, these tradesmen sell exceptional or fine versions of normal goods at increased prices.
- **Trades – Average:** Armorer, baker, bazaar, blacksmith, bonecarver, bowyer, brewer, butcher, carpenter, carpet maker, cartwright, Chandler, cheesemaker, cobbler, cooper, coppersmith, dairy, fletcher, florist, furniture maker, furrier, grocer, haberdasher, hardware store, herbalist, joiner, lampmaker, locksmith, mason, merchant, music shop, outfitter, potter, provisioner, religious items dealer, roofer, ropemaker, saddler, sailmaker, seamstress, shipwright, stonecutter, tailor, tapestry maker, taxidermist, thatcher, tilemaker, tinker, weaponsmith, weaver, wheelwright, whipmaker, wigmaker, woodworker. Also includes fine crafters of those listed under Trades – Poor, or inferior crafters of the types listed under Trades – Upscale, selling inferior goods at a lower cost. Inferior goods impose a -1 penalty on checks made with such tools.
- **Trades – Poor:** Bait and tackle shops, basketweaver, brickmaker, broom maker, candlemaker, charcoal burner, dyer, firewood seller, fishmonger, fuller, leatherworker, livestock, lumber, miller, netmaker, tanner. In addition, poor trades include inferior workers of those listed under Trades – Average.

**Services:** Not all services represent established places of business. Many are individuals who live in residences in the district and whose services are available for hire to those who know how to contact them. Depending on the nature of the service desired, locating such individuals might require a Persuasion check against DC 15 or 20. Similarly, professionals such as architects, bookkeepers, and guides may not have a fixed place of business, but might work from their homes or travel to their employer's place of business when they have a contract. Finding such professionals is usually much easier than making a criminal contact, however, since most rely on advertising or extensive word-of-mouth to get new business. A successful Persuasion check against DC 10 or 15 (depending on the nature of the service) is sufficient to locate these professionals.

- **Services – Upscale:** Animal trainer, apothecary, architect, assassin, bank, barrister, bounty hunter, cartographer, dentist, engraver, illuminator, kennel, masseur, mews, moneychanger, sage, scribe, spellslinger, tutor.
- **Services – Average:** Auction block, barber, bookkeeper, bordello, clerk, engineer, fortuneteller, freight shipper, guide, healer, horse trainer, interpreter, laundry, messenger, minstrel, navigator, painter, physician, public bath, sharpener, stable, tattooer, tout, undertaker, veterinarian.
- **Services – Poor:** Acrobat, actor, boater, buffoon, building painter, burglar, carter, fence, gambling hall, juggler, laborer, lightboy, limner, linkboy, moneylender, nursemaid, pawnshop, porter, ship painter, silo, teamster, warehouse.

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

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

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

## TIMEKEEPING AND CALENDARS

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

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

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

## WEATHER

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

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

## WHAT BRINGS YOU TO SIGIL?

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

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

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

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

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

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

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

| <b>Marketplace (Ward)</b>           | <b>Permit Cost</b> |
|-------------------------------------|--------------------|
| Ragpicker's Square (Hive Ward)      | 3 cp               |
| Armorer's Row (Lower Ward)          | 3 sp               |
| Apprentice's Plaza (Guildhall Ward) | 5 sp               |
| The Great Bazaar (Market Ward)      | 1 gp               |
| Dabus Square (The Lady's Ward)      | 3 gp               |

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

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

The couriers are one of the few castes of people in Sigil that shine with just a bit of gallantry. Children who grow up in the Cage grow up hearing bard's tales of noble messengers bearing important packages for lords, powerful wizards, barbaric warriors, getting to visit the highest of places and most exotic of locales. The reality is a bit harsher – couriers spend their day running from place to place, sometimes defending their packages with their lives if they have to.

Still, even the most dedicated courier can be waylaid, conied, or killed. For this reason, the Courier's Guild offers a special magic mouth service, where they instill a special enchantment on the courier wherein a magic mouth spell delivers the information for you without the courier ever having to hear of it before delivery. Such dealings are often made in secret, and delivery is always hush-hush – nothing more attention grabbing than a mouth suddenly appearing on someone's chest and spouting off a bunch of dark. For those with even more cash or seeking to get messages out across the planes, the Courier's Guild can offer sending or whispering wind messages to various known stations throughout the Planes. The Courier's Guild maintains at least one message station in every Ward of the city, as well as a station in every known Gatetown in the Outlands. Nobles or high ups who can exert greater influence over the Courier's Guild can expand these options to include friends and acquaintances of the Courier members throughout the planes.

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

| <b>Communication Service</b>     | <b>Cost</b>       |
|----------------------------------|-------------------|
| Courier's Guild runner           | 15 sp per message |
| Courier's Guild: Magic mouth     | 20 gp             |
| Courier's Guild: Whispering wind | 50 gp             |
| Courier's Guild: Sending         | 250 gp            |
| Courier's Guild: special courier | 300 gp            |

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

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

Those looking for more upscale establishments can try some of the temples in the Temple Row which offer sexual experiences as ritualistic part of their worship. The Temple of Aphrodite is a fine example of a temple which offers such services, though it tends to cater only to believers of the Olympian pantheon in general (although more than a few canny cutters have simply lied – it's not like Zeus is going to be bringing down the door to check membership badges in Sigil.) Similarly, some of the more hedonistic members of the Society of Sensation run tasteful little bordellos clustered secretly around the Festhall, making the stays of visiting dignitaries all the more interesting. Companionship of a less carnal nature can be found as well. Numerous adventuring guilds exist with headquarters in the Guildhall Ward, where adventurers can meet others of the same line of work, hear rumors as to the latest goings on, get leads as to prominent adventuring spots, or just find a drinking buddy for the day. Membership in these guilds is relatively cheap for what they offer, and will quickly pay for

itself with the leads they provide.

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

| <b>Companionship</b>                   | <b>Cost</b> |
|--|-------------|
| <i>Evening in a bordello</i>           |             |
| Hive bordello                          | 5 cp        |
| Lower Ward bordello                    | 8 cp        |
| Sensate bordello                       | 7 sp        |
| Temple Service                         | 1 gp        |
| Escort service (one evening)           | 25 sp       |
| Adventurer's Guild membership (yearly) | 20 gp       |
| <i>Dining club membership (yearly)</i> |             |
| The Lady's Ward                        | 20 gp       |
| Clerk's Ward                           | 12 gp       |
| Market Ward                            | 10 gp       |
| Guildhall Ward                         | 8 gp        |

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

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

| <b>Criminal Purposes</b>         | <b>Typical Cost</b>              |
|----------------------------------|----------------------------------|
| Fence stolen goods               | 15% of item value                |
| Burglary                         | 20% of stolen goods' value       |
| Assassination                    | 300 gp per hit die of the target |
| Purchase forged documents        | 5 gp x Investigation DC to spot  |
| Loans                            | Up to 20% interest per week      |
| Information                      | 2 gp x Persuasion DC             |
| Spellcasting, no questions asked | 125% normal cost                 |

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

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

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

| <b>Dinner Quality</b>             | <b>Cost per Person</b> |
|-----------------------------------|------------------------|
| Outstanding, includes fine wine   | 75 sp                  |
| Excellent, includes good wine     | 40 sp                  |
| Good, includes common wine or ale | 35 cp                  |
| Common, includes ale              | 19 cp                  |
| Poor, includes watered ale        | 12 cp                  |



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

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

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

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

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

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

| Entertainment                           | Cost  |
|---|-------|
| Civic Festhall performance (one ticket) | 24 sp |
| Clerk's Ward Theater performance        | 9 cp  |
| Concert Hall or Opera ticket            | 15 sp |
| Open air theater                        | 5 cp  |
| Dinner at the Fortune's Wheel           | 60 sp |
| Bottle & Jug, Fight entry               | 5 gp  |

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

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

The Hive is known for an entirely different sort of entertainment altogether. In the back rooms of the Bottle & Jug tavern, deep pits are home to bloody gladiatorial matches. Cagers from all walks of life come to the Bottle & Jug to enjoy the blood fest and root for their favorite champion, though this activity is not entirely legal as many of the matches end in death.

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

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

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

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

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

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

**Find Someone:** In a city as large as Sigil, there are plenty of places where a body can go to hide (see Hiding, below). There's also an equal number of cutters who dedicate their lives to finding the people who come to the Cage to get lost. These bloods – formally called "inquisitives" but referred to as eyes, snoops, or leers – hire their services out to those willing to pay, and can track down individuals for a small fee. Inquisitives often advertise their services, and many are allied with the Mercykillers, so finding them is only a matter of asking around.

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

| <b>Spell</b>               | <b>Minimum Cost</b> |
|----------------------------|---------------------|
| Clairaudience/clairvoyance | 60 gp               |
| Discern location           | 1,200 gp            |
| Locate creature            | 280 gp              |
| Locate object              | 60 gp               |
| Scrying                    | 280 gp              |

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

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

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

| <b>Tout Services</b> | <b>Cost</b>   |
|----------------------|---------------|
| Ward guide           | 3 sp per hour |
| Directions           | 5 cp          |
| Current news         | 2 cp          |
| Portal locations     | 10 gp         |

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Some lightboys are abandoned aasimar youths who use their daylight spell-like ability to guide strangers around. These aasimar youths are highly prized for their honesty, although the duration of their ability lasts somewhat less than absolutely desired. Most lightboys grow up to be touts once they enter their adolescence. For more information on touts, look at the Guides section above.

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

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

| Miscabiller Services | Cost             |
|----------------------|------------------|
| Identification       | 110 gp           |
| Magic item buying    | 50% market value |

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

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

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

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

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

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

Of all the Wards of Sigil, the Clerk’s Ward is probably where an ordinary citizen would like to live. This Ward is the most well patrolled and taken care of – it’s orderly and peaceful, and business goes on in stable rhythms. The Lady’s Ward is far too expensive for most people,

although that is really where most folks dream of ending up. The Market and Guildhall Wards offer relatively cheap housing compared to the Clerk's Ward, but crime is higher in these areas due to the hustle and bustle of business, and the merchants keep odd hours. The Lower Ward is where most of Sigil's working class lives, and there are certain neighborhoods here which are as bad off in crime as the Hive, so the Harmonium doesn't go there. The less said about the Hive, the better. Only the truly destitute live there – and not because they want to. The one advantage of the Hive over the other Wards is the easy probability of squatting. It's not like anyone's going to be calling a Hardhead patrol to evict you – although you might just have to fight off a few stragglers or hard muscle to spend the night.

| Housing                       | Cost           |
|-------------------------------|----------------|
| <i>Lower Ward</i>             |                |
| Studio                        | 1d6x50 gp      |
| Small apartment               | 1d6x250 gp     |
| Medium apartment              | 1d6x1,000 gp   |
| Small House                   | 2d6x1,500 gp   |
| Medium House                  | 2d6x5,000 gp   |
| Large House                   | 2d6x10,000 gp  |
| <i>Market/Guildhall Wards</i> |                |
| Studio                        | 2d4x50 gp      |
| Small apartment               | 2d4x250 gp     |
| Medium apartment              | 2d4x250 gp     |
| Small house                   | 4d4x1,500 gp   |
| Medium house                  | 4d4x5,000 gp   |
| Large house                   | 4d4x10,000 gp  |
| <i>Clerk's Ward</i>           |                |
| Small apartment               | 1d10x250 gp    |
| Medium apartment              | 1d10x1,000 gp  |
| Large apartment               | 1d10x2,500 gp  |
| Small house                   | 2d10x1,500 gp  |
| Medium house                  | 2d10x5,000 gp  |
| Large house                   | 2d10x10,000 gp |
| Mansion                       | 2d10x50,000 gp |
| <i>Lady's Ward</i>            |                |
| Large apartment               | 2d6x2,500 gp   |
| Medium house                  | 4d6x5,000 gp   |
| Large house                   | 4d6x10,000 gp  |
| Mansion                       | 4d6x50,000 gp  |

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

If a berk's down on his luck, he can try one of the Bleaker almshouses that put up vagrants and bidders for the night. Staying there isn't comfortable – one's expected to share the room with a dozen or more other smells, pedestrians, drunks and sometimes the diseased – but it's free and warm, and nights in Sigil can be quite cold.

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

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

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

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

could well lead to a visit from the dabus or the Lady herself.

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

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

There are three kinds of portals that dot the Cage: permanent portals, temporary portals, and shifting or random portals. Permanent portals are those that are fixed, whose location is known, whose destination and key never changes. Temporary portals are those portals that open at a specific location, for a set duration, and then disappear, never to be seen again. Often these portals appear in locations convenient to the needs of the Lady of Pain – a church that's gaining too much influence in Sigil might just find its main gates now open to a particularly inhospitable layer of the Abyss, for example. Shifting portals – also called random portals by those who are greater believers in Chaos – are those portals that can appear in one place or another. Shifting portals are tricky because all facets of the portal can shift, and never in a set pattern. A portal that leads to Elysium one day might be anchored to a fountain today, and then be anchored to the cellar door of an alehouse tomorrow. The key might require you to pluck the feather from a bird today, and whistle a jaunty tune the next day. Or the very same portal in the fountain that requires you to pluck the feather from a bird that led to Elysium yesterday might well dump you in the shores of the River Styx today. One is never truly certain, although efforts have been made to keep logbooks of shifting portals and document their patterns, with some success.

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

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

| <b>Portal Service</b>          | <b>Cost</b> |
|--------------------------------|-------------|
| Portal registry processing fee | 5 gp        |
| Planewalker's Guild listing    | 50 gp       |
| Analyze portal spell           | 60 gp       |
| Portal key                     | Varied      |

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

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

Spell permanency is a growing field, and experimenters in the Arcanabulus Guild have had great successes with making certain spells permanent even in beings that normally do not cast spells. These services are quite expensive, however, and only the most top-shelf

bloods tend to have the jink necessary to pay for these costs. Checks made to dispel a permanent spell cast by the Arcanabulus Guild are made with disadvantage.

| <b>Spell Permanency</b> | <b>Cost</b> |
|-------------------------|-------------|
| Arcane sight            | 38,000 gp   |
| Comprehend languages    | 13,000 gp   |
| Darkvision              | 26,000 gp   |
| Detect magic            | 13,000 gp   |
| Read magic              | 13,000 gp   |
| Resistance              | 13,000 gp   |
| See invisibility        | 26,000 gp   |
| Tongues                 | 38,000 gp   |

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

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

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

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

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

| <b>Transportation</b>      | <b>Cost</b> |
|----------------------------|-------------|
| Sedan chair                | 2 sp/mile   |
| Arcadian pony ride         | 12 cp/mile  |
| Accompanying apple sweeper | 6 cp/mile   |
| Skycoach                   | 10 sp/mile  |

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

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

## CHAPTER II: THE TOUT'S TOUR

The City of Doors is not your average Dungeons & Dragons city as described in the Dungeon Master's Guide. The city folds in on itself, buildings are laid one on top of the other, mazelike streets bend around into infinity, and portals lead from one point in the city to another. The Cage is divided into six wards, and each ward is divided into several districts, with each district then divided into several neighborhoods. This book will detail the City of Doors from a top-down view, starting with general information on the various Wards, then providing more detailed information into each of the various districts. Note that only important districts will be detailed here – the city contains many more districts, as listing and detailing them all would be an impossible task.

### THE LADY'S WARD

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

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

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

#### ARMORY DISTRICT

*Population:* 2,700

*Social Class:* Upper/middle class

*Character:* Upperscale industrial, very busy and bustling with activity

*District Type:* Industrial district

*Buildings:* Faction headquarters, average residences, average lodgings, exotic trades (50), average trades (100), upscale services (75), average services (200), poor services (155)

*First Impression:* The massive Armory dominates the Armory District, a military fortress in the middle of this bustling, busy section of the ward. The presence of life and business here is very apparent, unlike many other places in the ward.

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

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

#### *Ely Cromlich*

Male marquis cambion planar Eldritch Knight 18, AL: CE

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

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

Starting Attitude: Suspicious

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



## BARRACKS DISTRICT

*Population:* 8,100

*Social Class:* Upper class Character: Quiet and orderly District Type: Garrison district

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

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

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

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

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

### *Diana the Guardian*

Female human Enchanter 6 - Cleric 6 of the Harmonium; AL: LN

Diana is an attractive middle aged human woman. Long, flowing blonde hair and a pair of gray eyes are framed in a narrow, pleasant face and thin, smiling lips. Diana is the receptionist for the Barracks. She puts a friendly face to the Harmonium's dealings, her job being to ensure visitors get to their proper place without problems or straying.

Initial Attitude: Indifferent

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

## COURT OF PAIN

*Population:* 460

*Social Class:* Upper class

*Character:* Wide, open avenues and silent streets wrapped around a jumble of large, imposing buildings.

*District Type:* Wealthy residential

*Buildings:* Upscale residences, average residences, warehouses, upscale services (50), average services (25), poor services (50).

*First Impressions:* Sounds echo across the ghostly streets. This area encompasses all of the worst of The Lady's Ward: too much space, too much jink, and too much skulduggery.

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

**The Palace of the Lady's Jester:** At the heart of the Court of Pain is the Palace of the Lady's Jester, an oversized structure of dead-end passages and staircases that don't appear to lead anywhere. The Jester Jeremo the Natterer (CN male human Fighter 5- Rogue14) lords over the Palace and the Court, constantly jabbering and harassing his guests with a tirade of verbosity. Jeremo is a real blood in the Cage – he's said to be the head of the Golden Lords, and has the uncanny ability to predict the appearance of new portals. Anyone looking to deal in the cross-trade in The Lady's Ward is advised to step into the twisted halls of the Palace, where they can meet with the best Knights of the Post that the Cage has to offer.

## COURTS DISTRICT

*Population:* 3,780

*Social Class:* Upper class

*Character:* Busy and bustling downtown and government district

*District Type:* Government district

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

*First Impression:* The Courts are probably the liveliest district in The Lady's Ward, with business humming and buzzing constantly so long as the Courthouse is open. Beings from all walks of life – from the upper crust of Sigil's society to the lowest dregs of the Cage – mill about in ordered chaos, waiting for their chance to gain access to the Courts.

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

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

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

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

#### **DABUS SQUARE**

*Population:* 10,375

*Social Class:* Upper class

*Character:* Glamorous shops and upscale tradesmen selling their wares to a busy crowd.

*District Type:* Wealthy marketplace

*Buildings:* Upscale lodgings, upscale residences, exotic trades (800), upscale trades (600), average trades (1000), upscale services (800), average services (200), upscale restaurants, temples

*First Impressions:* Large, upscale shops and merchants display glittering, glamorous wares to spellbound shoppers. The smells of fine foods and sounds of sweet music fill the air, providing a pleasant and exotic experience.

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

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

**Gallandro's Glamourweaves:** This boutique in the middle of Dabus Square is renowned as the pioneering ground of Cager fashion. Run by the half-elf Gallandro (NG male half-elf Bard12), the shop specializes in selling outfits created out of glamourweave, a special material constructed of magic that accentuates outfits and can change colors at the owner's whim. Gallandro also sells customized shiftweaves, preprogrammed with the most form-fitting and in-style dresses and outfits for the adventurer who wants to look his best.

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

Shemeshka the Marauder, King of the Crosstrade; AL NE; female yugoloth Sorcerer 6. Shemeshka is a well-lanned fiend and is trained in nearly every skill in the book.

## DOSSY STREET

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

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

**The Singing Fountain:** One of Sigil's largest public fountains, the Singing Fountain is a marvel of architectural and artistic design. The main pool is 100 feet across, and dozens of metal basins tilt into the pool and each other from dozens of feet into the sky. The basins ring with unique musical pitches – in full bloom, it's as soothing as a celestial choir. But the Fountain is perhaps better known due to the presence of Black Marian (N female human Cleric 5 Godsmen), a seer who claims to be able to read the future of any who drink from the fountain's waters. Given that the fountain's more common customers are pigeons and other native city wildlife, few take her up on that offer.

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

## NOBLE DISTRICT

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

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

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

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

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

## PETITIONER'S SQUARE

*Population:* 1,200

*Social Class:* Upper Middle class

*Character:* Somber plazas, baroque towers, fortress-like buildings

*District Type:* Prison district

*Buildings:* Faction headquarters, prison, average lodgings, exotic trades (50), average trades (100), average services (100), poor services (75).

*First Impressions:* The medieval towers of the Mercykiller Prison dominates the area, casting the district under its shadow. People move quickly about their business, the gallows atop the square a constant reminder of an unwary sods' fate.

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

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

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

## TEMPLE ROW

*Population:* 4,306

*Social Class:* Upper class

*Character:* Massive temples and religious figures and icons arranged in wide avenues.

*District Type:* Temple district

*Buildings:* Temples (200), upscale lodgings, upscale residences

*First Impressions:* Religious fervor dominates the district as a hundred voices espousing a hundred different ideologies can be heard ringing from dozens of buildings, temples, and shrines.

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

**Temple of the Abyss:** Looming menacingly over Temple Row stands the Temple of the Abyss, a building that serves as both portal to and monument of the lower plane of the same name. The temple is overseen by the Archheirophant Noshteroth (CE male marquis cambion Cleric 20), a fiend with a reputation for getting things done. Many high ups in the Cage come find themselves in the Temple at one point or another, looking to hire the agents of the Temple for a job to keep quiet. Of course, the clients' names are never revealed – too much jink in the extortion, after all.

## THE LOWER WARD

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

The Lower Ward is where the people of Sigil come to sweat and toil – at least, those poor sods who actually have to work for a living. The clustered streets of this ward are jam packed with warehouses, workshops, tanneries, forges, foundries and laboratories. Everywhere a body turns they'll spot someone – or, as is often the case here, some thing – working his tail off from peak to antipeak. Of course, almost as numerous – or, perhaps more so – are the drinking holes, taverns, breweries and alepits that serve these hard working berks. Sweating's a thirsty job, after all, and someone has to quench that thirst.

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

### Lower Ward Smog

*The sickening vapors of the Lower Ward often cripple or at least slow those who breathe the ward's air. Locals have gotten to know the different types of fumes by different names, depending on the origins of the smoke: woodsmoke, meatsmoke, eyesting (alchemist's fumes), coffinsmoke (the stench of cheap pipeweed), ironfumes (smelters or smithies), and cooking fires. Grime and sulphur from the various fires coat every available surface, slowly corroding every surface. Most statues and roof tiles are entirely eaten away within 40 or 50 years.*

*PCs entering areas of heavy concentrations of such fumes must make a CON save DC 11 against poison or be poisoned for 1 minute. Those who succeed on the save are simply mildly nauseated for that duration. Prolonged exposure to the smog requires a CON save every round, with the DC increasing by 1 every time. Once a character is poisoned, failure of a subsequent save deals 1 point of Constitution and Strength damage to the character. Harmonium patrols always ward off areas of heavy smog concentration and route Cagers around such clouds.*

### Armorer's Row

*Population:* 3,400

*Social Class:* Lower middle class

*Character:* The ringing of hammers and glowing of forge fires add to the din of the occasional tavern hall where music plays.

*District Type:* Merchant District

*Buildings:* Average residences, poor residences, average lodgings, numerous taverns, average trades (200), poor trades (150), average services (80)

*First Impressions:* Shops advertise the sale and distribution of weapons, armor, and other items of warfare and death, as mercenaries, thugs, and soldiers mill around buying and trading their wares.

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

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

**The Golden Bell:** Sitting in the heart of the district, the Golden Bell is a pawnshop for the poor and desperate. The Bell carries weapons, armor, kitchen goods, tack and harness, jewelry, supposed portal keys, holy and unholy symbols, maps and more. A few of these are magical – or at least of exceptional quality. The shop is run by an alu-fiend named Marisha the Fox (CE female alu-fiend of the Athar) and her husband, Pincher the Exile (CE male human Cleric 4-Rogue4 of the Athar), and everyone is kept honest by the store's minder, a minotaur named Crookshank (CN male minotaur Fighter6 of the Athar). Player Characters shopping at the Bell can locate any item with a listed market price of 2,000 gp or lower at 75% of the normal market cost. Buyer beware, however: quality is not assured, and some of these used materials may be known to be cursed or simply fail at inopportune times.

## THE DITCH

*Population:* 22,560

*Social Class:* Lower class

*Character:* Various poor ghettos line the banks of Sigil's only body of water: a river of filth and sludge miles in length.

*District Type:* Poor residential district

*Buildings:* Poor residences, poor lodgings, average trades (50), poor trades (150), average services (250), poor services (150), temples (various deities)

*First Impressions:* The sounds and smells of various ethnic ghettos mingle in rather unpleasant ways with the sloshed gurgling and fetid smell of the Ditch, a river of sludge and waste dividing the Lower Ward from the Hive.

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

**Bones of the Night:** The Bones of the Night is a cavern complex among the catacombs near the Ditch in the foulest-smelling region of the prodigiously odorous Lower Ward. A gaping hole that fills an entire fire-gutted building serves as the entrance to this underground repository of knowledge, where rogues, knights of the post, and unscrupulous mages come to Persuasion. The Bones of the Night is overseen by the Master of the Bones, Lothar the Old (N male human Cleric 20 of the Free League), a powerful diviner said to be capable of draining the full extent of knowledge within a corpse. Lothar is served by a number of wererats, servants of the King of Rats who assist Lothar in exchange for information from the greybeard. The Master of the Bones charges all who come calling for information a single skull – of course, the nature of the skull depends on the nature of the question. A simple query (Persuasion or Knowledge DC 15 or lower) can be met with a simple skull (say, a wise servant who had an interesting yarn to spin). More complex or difficult subject matters require skulls of greater power and knowledge.

**Dirtball Grotto:** One of the many ethnic neighborhoods that abound in the Lower Ward, the Dirtball Grotto is a sizeable Prime neighborhood known to cater to a number of the Keyless (those poor sods who find themselves in Sigil after passing through a portal without a way to go back.) The Grotto houses Ossler's Hostel, a small flophouse that offers cheap rates for a flea-ridden bed. Ossler himself (LG male Fighter 7 of the Mercykillers) is a kind hearted Prime who will grant a sod a free place to kip up for the night if he shows the right need.

**The Mermaid's Cups:** Located just out of the Ditch, the Mermaid's Cups is most famous for its sign, a mermaid with two shell-like cups covering her breasts. It's equally famous for the various dancers that perform at the Cups on a nightly basis, and for Larissa the Fence (CN female Rogue 11 of the Anarchists), a sharp cutter who'll steal a berk blind and leave him aching for a repeat performance.

## **FARHOME**

*Population:* 18,700

*Social Class:* Middle class

*Character:* The twirling spires of Elven architecture dominate the district, a clean haven in a pit of filth.

*District Type:* Elven neighborhood

*Buildings:* Average residences, exotic trades (25), upscale trades (75), average trades (75), poor trades (100), fine services (10), average services (100), temple (Corellon Larethian, other minor elven deities)

*First Impressions:* This district's streets are the cleanest in the Ward. While the air retains the dim haze of the constant smog, the streets are brushed clear of the soot and ash that covers the rest of the ward.

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

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

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

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

## FOUNDRY DISTRICT

*Population:* 35,000

*Social Class:* Middle class

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

*District Type:* Industrial district

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

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

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

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

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

### *Ombidias*

AL NG; male voadkyn (wood giant) Druid 7-Barbarian7. Ombidias looks a little like a 9 foot tall elf, with dark brown skin that almost looks black. He wears woody colors – deep greens, dark browns, and blacks. His demeanor is calm and pensive, belying his large, imposing stature. Ombidias is a friendly overseer in the Great Foundry. Despite being a highly ranked factor, Ombidias always has time to spare for those namers looking for additional guidance in their struggles. He uses his magics to help ease the pain of working in the hellish environment of the Foundry floor.

Initial Disposition: Friendly

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

## THE PITS

*Population:* 1,780

*Social Class:* Lower class

*Character:* Dark, seedy taverns cater to the most basest of desires.

*District Type:* Red light district

*Buildings:* Poor residences, poor lodgings, average trades (50), poor trades (100), poor services (100)

*First Impressions:* Scantily clad women patrol the streets of the Pits, wearing scandalously revealing outfits and enticing comers into the inside of various establishments in a number of alleys and lower basements.

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

**Lilith's Den:** This demon brothel is tucked away into an alley in the middle of the Pits, nestled between a pair of warehouses and far away from the eyes and ears of peery bashers. Within, the brothel is decked out to make the experience as comfortable and pleasurable for customers as possible – frothy beverages are provided free of charge to paying customers, chairs, couches, and beds are comfortable, warmth (or cold, depending on a berk's taste) are provided with special thermal stones, and a number of courtesans are available for every race and taste. Lilith's Den is run by a former courtesan of the place named Abaxis (LE female succubus), whose seductive nature is

enough to lure any sod, male or female, to her will. Rumors fly around that Abaxis is a spy for one of the Dark Eight, looking to lull unwary bloods to her side and recruit them to the Blood War, though whether or not this is true is so far unsubstantiated.

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

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

#### **UNBELIEVER WAY**

*Population:* 5,210

*Social Class:* Lower class

*Character:* The streets of this district seem ruined and deserted, with only the occasional street peddler passing along.

*District Type:* Ruined temple district

*Buildings:* Faction headquarters, average services (50), average trades (25), poor services (100), poor trades (80), poor lodgings

*First Impressions:* This district is surprisingly quiet – especially compared to the rest of the district. People hurry on their way, ignoring the occasional street preacher who has settled on his soapbox to preach to an unlistening crowd about the falsehood of the deities.

It's difficult to believe that once Unbeliever Way was the heart of the City of Doors. Indeed, this district was the home of the Temple of Aoskar, father of Portals, and keeper of all of Sigil's doorways. But one day Aoskar crossed the Lady of Pain, and she paid him a visit. After a brief and somewhat anticlimactic battle, the Lady wrote the Power into the Dead Book and shattered his temple (and the surrounding area) into so much rubble.

Now the district's been cleaned up – although not exactly rebuilt. The people who live and toil here – most of them the Athar or their allies – do so amidst the ruins of what the district once used to be. The Athar like it that way: it's a good reminder that the Powers are limited in their abilities, and that no Power can touch them while they sit in the Cage.

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



## THE CLERK'S WARD

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

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

### ADMINISTRATOR'S DISTRICT

*Population:* 28,250

*Social Class:* Upper class

*Character:* Various administrative buildings and government services lining busy streets.

*District Type:* Government district

*Buildings:* Faction headquarters, government buildings, university, average trades (40), upscale trades (20), exotic trades (5), upscale services (60), average services (100), upscale lodgings, upscale food, average food and lodging, upscale residences

*First Impressions:* The campus of the Hall of Records dominates the district. People mill around, moving quickly and not diddling in the streets for long. It's quiet, busy, and orderly.

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

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

**Hall of Information:** Adjoined to the Hall of Records, the Hall of Information is where Cagers come to dig up information about the various goings on in Sigil. The Hall of Information provides information on government, social, cultural and private sector events. Other services provided include: Locating people, directions to various locales in Sigil, dispute mediation, and explaining current affairs on various popular planar destinations. The Information Chief is Bordon Mok (LN female bariaur Fighter12 of the Fated), a no-nonsense Taker who lords over the Hall of Information with an iron fist.

**Hall of Records:** The Hall of Records is a vast, sprawling campus of buildings, formerly Sigil's largest university. It was taken by the Fated for being behind on various payments, and now the campus serves as the faction's headquarters. The Hall of Records is divided into a number of other bureaus that affect the day to day life of every Cager, from taxes to mercantile affairs to the regulation and use of portals. Navigating the various departments can be quite the hassle, and if a body doesn't know what they're doing they can spend an entire day roving from bureau to bureau getting forms filled out in triplicate. Attempting to do business in the Hall of Records will take 1d4+1 hours. A successful Knowledge check DC 15 can cut this time to 1d20+5 minutes.

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

### CRYSTAL DEW LANE

*Population:* 34,600

*Social Class:* Upper Class

*Character:* Amphitheatres, opera houses, museums and open-air theaters

*District Type:* Theater District

*Buildings:* Faction headquarters, upscale entertainment, average entertainment, museums, exotic trades (10), upscale trades (40), average trades (20), upscale services (50), average services (100)

*First Impressions:* Jugglers, poets, and performers all fill the streets around Crystal Dew Lane with their various tricks and performances. The buildings around this district are mostly geared towards entertainment; even the taverns and restaurants are decked out to please their visitors with more than simple foodstuffs.

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

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

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

### **SANDSTONE DISTRICT**

*Population:* 21,450

*Social Class:* Middle class

*Character:* Sandstone bricked tall apartment buildings huddle around a group of closed-off streets and alleyways.

*District Type:* Racial ghetto

*Buildings:* Average residential, average lodgings, average trades (20), poor trades (100), average services (200), upscale services (40), poor services (100), upscale residences, poor residences

*First Impressions:* The buildings here are all closed off and darkened, the entrances hidden behind large iron gates and small alleyways. Private guards stand watching behind locked gates, beckoning you to move on and mind your business.

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

**Jeena Ealy's Compound:** One of the larger upscale residences in the Sandstone District belongs to the culler Jeena Ealy (CG female human Fighter 9 Society of Sensation), an attractive older human known for her varying exposes on a number of topics dark and dreary. Her bestseller *In Darkest Sigil* chronicled the story of life in the Hive, and she spent an entire year living in the squalid mess compiling research before writing it. A few other books before and after cemented her reputation as a top shelf yarn spinner and adventurer, and Jeena's greatly respected because of it. Nowadays, Jeena is too old to do her own adventuring, and is looking to hire top shelf bloods to do her research for her.

### **SPEAKER'S DISTRICT**

*Population:* 17,880

*Social Class:* Upper class

*Character:* Large, spacious avenues are busy with people going about their daily affairs, all crossing the last length of Crystal Dew Lane to arrive at the Hall of Speakers for the day's debates.

*District Type:* Government district

*Buildings:* Faction headquarters, government buildings, fine lodgings, fine food, upscale services (100), average services (80), poor services (120)

*First Impressions:* This section of the Ward buzzes with a kinetic kind of energy, with folks discussing and philosophizing the topics of the day.

Members of all creeds and factions meet peacefully in this neutral ground, where Hardheads are willing to listen to even Anarchists – up to a point, of course – and the peace is enforced by the ever watchful Signer guards.

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

**The Tryanim:** Those sods who can't gain access to the Hall of Speakers due to time constraints can try their luck at the Tryanim, a public forum located a block away from the Hall of Speakers. Here, the Master of Debates, Sura Ekness (LN female human Cleric 5 of the Fraternity of Order), picks a daily list of topics and interviews speakers when the Tryanim opens. She chooses one speaker from each faction (members of the Free League and Revolutionary League are allowed to speak, as are those without a faction affiliation) and forms them into groups of three to present their views on a given topic for one hour. The debates have no formal structure, and the participants may

Speak as much as they like so long as they remain on their speaker's platforms. No magic or props are allowed, and any speaker who violates these rules is removed. Particularly interesting debates are transcribed by a group of scribes who write down everything a cutter says – the debaters are identified by their faction, instead of their name.

## TEA STREET

*Population:* 31,410

*Social Class:* Middle class

*Character:* Small, cloistered streets trickle from large avenues like creeks from a river, carrying with them people headed towards their homes and businesses.

*District Type:* Residential District

*Buildings:* Average residences, upscale residences, average lodgings, upscale services (40), average services (200), temples

*First Impressions:* This residential district is heavily trafficked by the people who live and work here.

Lying directly between the Speaker's District and the Administrator's District, the area sees a lot of foot and carriage traffic.

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

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

## WORKER'S DISTRICT

*Population:* 17,020

*Social Class:* Middle class

*Character:* The buildings in this district are geared more towards labor than thought – smaller guildhalls and shops lying close to the Guildhall Ward.

*District Type:* Worker's district

*Buildings:* Average trades (50), Poor trades (25), average services (100), poor services (80), average residences, average lodgings, temples

*First Impressions:* The ordered streets of the Clerk's Ward differentiate this worker's district from the rest of the Guildhall Ward beyond.

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

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

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

### *Utadas Tensar*

AL LG; Male human Paladin 15 of the Fraternity of Order. A smiling older human male, Tensar still has the body of a much younger man – fit, taut and athletic, ready for battle. A twinkle to the man's eyes makes him instantly trustworthy.

Initial Attitude: Indifferent

## GUILDHALL WARD & MARKET WARD

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

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

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

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

**Chirper's:** This building is a combination vaudeville theater, inn and tavern, created by 10 wealthy merchants in Sigil to lure tourists to the ward and keep them there. Chirper's is now over 200 years old and renowned throughout the multiverse for its tasty meals, spacious rooms and dazzling entertainments. Chirper's has grown to a massive business enterprise, catering to the oddest of tastes – so long, of course, as the taste is not illegal. Visitors from the Plane of Fire, for example, can have molten lava filled bathtubs instead of the regular watery kind, or guests from the bleak wastes of Gehenna can rent a room painted in dull grays and filled with continual darkness effects that dim colors. The place also has a number of entertainments to suit all tastes – from the nightly vaudeville acts to a large museum and a collection of exotic animal species from around the Planes.

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

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

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

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

### THE SIGIL MARKET

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

Prices in the marketplace fluctuate from day to day, depending on supplies and the taxes and tollways imposed by the Guvners in any given week. Most folks in Sigil simply make due with the taxes and inflation as they stand – the price one pays for the convenience of having it all located at their fingertips. However, a member of the Free League who shops in the Great Bazaar can often find items at their market price – and often at a discount, to boot. Indeps have to look after each other, of course. Anytime a party wishes to buy an item, the DM rolls 1d10 and divides by 2. This is the percentage amount by which an item's price is inflated due to market forces and taxation. Of course, a canny cutter can still attempt to haggle down the price – a successful Persuasion check opposed by the merchant's Insight check can lower the price of goods by as much as 5%, plus an additional 5% by every 5 points the player's check beat the merchant's.

## THE HIVE WARD

*"To understand the Hive you gotta listen to one of their stories. See, a while ago there was this boot-puller called Squinty Mak. He'd collar youths and pull them into an alley, then make off with their boots leaving the kid cryin' for his momma. One day, Squinty took the boots off an 8 year old named Cynda, the daughter of an addle-cove named Neevie. When Cynda came home cryin', Neevie decided it was time for Squinty to pay the music. She tracked him to the Slags, and raised her massive club and gave Squinty a good one, right where his left eye used to be. The scuffle drew along Kadyx – a monster few have seen and fewer still want to see. Kadyx gobbled up every bit of Squinty. He gobbled up every bit of Neevie too. Except her feet.*

*"That Kadyx. What a joker.*

*"Now anywhere else the locals would be grateful to Neevie. And one might think they'd miss her too, after all, she gave her life to take down a tormentor of children. But no one cared. So there's one less boot puller, they yawned. Big deal. There's plenty more to take his place. As for Neevie, she was too dumb to live. She knew where she was going, and she got what was coming to her. "Heartless? Not really. That's the Hive, berk." – Jeena Ealy, In Darkest Sigil*

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

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

### **The Streets of the Hive**

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

*Characters attempting to navigate the Hive must make a Survival check, DC 15 to successfully reach their destination, and the trip takes 1d4+1 hours regardless of the distance crossed. If the check fails, the character wanders for 1 hour before realizing they are lost, and another Survival check must be made. This lost time, coupled with the hourly check for random encounters, makes the Hive a very dangerous place. Characters with proficiency in Knowledge (Sigil) makes this check with advantage.*

### **BEDLAM RUN**

*Population:* 45,000 (approx.)

*Social Class:* Lower class

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

*District Type:* Slums

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

*First Impressions:* The roundabout Bedlam Run is at least a predictable street, as it snakes around the Gatehouse and meets itself on the other end. The moans and screams of the barmies and desperate fill the neighborhood, and few Cagers want to be here after dark.

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

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

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

## MARBLE DISTRICT

*Population:* 560

*Social Class:* Middle class

*Character:* Drab, dinky, dirty marble faced buildings skirt the edge of the border with the Clerk's Ward.

*District Type:* Residential

*Buildings:* Upscale housing, average housing, average lodgings

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

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

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

## RAGPICKER'S SQUARE

*Population:* 16,890

*Social Class:* Lower

*Character:* Ugly, stacked buildings appear to have been tumbled into place after a great earthquake, and rickety bridges lead across deep chasms that lead into the warrens below.

*District Type:* Slums

*Buildings:* Poor residences, poor lodgings, poor trades (40), poor services (300), temples

*First Impressions:* The people of this ward are dressed in dirty, patchwork rags cobbled together from other pieces of clothing. No one stops in the streets, every person hurrying along their way, and staying out of the way of the large wagons carrying corpses surrounded by Collectors.

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

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

**Weary Spirit Infirmary:** At the far end of Ragpicker's Square, near Bedlam Run, lies the Weary Spirit Infirmary, the Hive's only hospital. If a berk is about to keel over and pay the music, he's got a few options in the Hive: he can find a kip and pray the Powers patch him together, he can find a healer and cough up the jink to get fixed up, he can go to the Weary Spirit Infirmary, or he can simply wait in the street to die. The latter two options both lead to the same place – 'cept a body's likely to suffer less in the streets. The Weary Spirit is run by a particularly sadistic Bleaker named Ridnir Tetch (NE male human Cleric 9 of the Bleak Cabal), a barmy sod who'd rather experiment on his charges – or victims, as they're likelier to be – than get them better. Sure, a few sods might get healed following Tetch's treatments, but just as many – probably more – get writ up in the dead book in the process. Rumor has it that Tetch and the infirmary are financed by wealthy Taker investors from the Clerk's Ward, hoping to profit from any medical breakthroughs the barmy makes in his tinkering.

## THE HIVE

*Population:* Anywhere between 1,200 to 24,380

*Social Class:* Lower

*Character:* Empty, distraught tenement buildings haunt the empty, winding streets.

*District Type:* Slums

*Buildings:* Poor residences, poor lodgings, poor services (100)

*First Impressions:* The walls of the buildings in this district are covered in graffiti of varying talents. People tumble around going from place to place, mostly from nameless tavern to nameless tavern, in an attempt to forget their bleak existence.

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

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

## THE SLAGS

*Population:* 3,450

*Social Class:* Lower

*Character:* Ruined buildings create a jumbled mess out of what was already a jumbled mess.

*District Type:* Ruined slums

*Buildings:* Ruins, military garrisons

*First Impressions:* If there was a place in the Hive that would be considered "the worst", it would be this place. Shattered buildings litter the streets with piles of debris, making what was an impenetrable maze entirely impassable.

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

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

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

## CHAPTER III: THE POLITICS OF BELIEF

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

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

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

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

If none of this convinces you, just remember the three rules of the Planes: the Rule of Threes, the Unity of Rings, and the Center of All. These are axioms that are said to be repeated everywhere throughout the Planes, and Sigil embodies all of them:

- **The Rule of Threes** states simply that things in the Planes tend to happen in threes – Law, Chaos and Neutrality; Yugoloth, Tanar'ri, and Baatezu; Modron, Slaadi and Rilmani. Sigil embodies these concepts because nowhere else in the multiverse will you find all three such things living in harmony.
- **The Unity of Rings** says that things tend to cycle into each other. Sigil itself is a ring – no beginnings, no endings, simply eternal, in both physical dimensions and historical.
- **The Center of All** says that at the end of the day, everything revolves around one central point. Sigil, standing at the center of the multiverse, embodies this principle.

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

## GOVERNMENT

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

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

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

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

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

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

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



## THE FACTIONS

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

### RENOWN

Factions use the renown rules as described in the *Dungeon Master's Guide*. Renown is an optional rule you can use to track an adventurer's standing within a particular faction or organization. Renown is a numerical value that starts at 0, then increases as a character earns favor and reputation within a particular organization. You can tie benefits to a character's renown, including ranks and titles within the organization and access to resources.

A player tracks renown separately for each organization his or her character is a member of. For example, an adventurer might have 5 renown within one faction and 20 renown within another, based on the character's interaction with each organization over the course of the campaign. Player characters can only be members of, and rise in rank in, one faction but may gain renown with another faction through their actions.

**Gaining renown:** A character earns renown by completing missions or quests that serve an organization's interests or involve the organization directly. You award renown at your discretion as characters complete these missions or quests, typically at the same time you award experience points.

Advancing an organization's interests increases a character's renown within that organization by 1. Completing a mission specifically assigned by that organization, or which directly benefits the organization, increases the character's renown by 2 instead.

*For example, characters with connections to the Harmonium complete a mission in which they apprehend a group of githzerai Xoasmen bent on sowing anarchy within the Hive. Because the faction prides itself on maintaining order, you might increase each character's renown within the order by 1. Conversely, if arresting a murderous yugoloth and its minions was the mission given to the adventurers by a senior member of the faction, completing the task might instead increase each character's renown by 2, showing the adventurers as effective allies.*

*Meanwhile, the party's rogue might have looted a box of rare tomes from a Athar wizard and sold it to a fence who is secretly a Godsmen agent. You might increase the rogue's renown within the Believers of the Source by 2 since this action directly increased that group's power and wealth, even though the task was not assigned by an agent of the Godsmen.*

**Benefits of renown:** The benefits of increasing renown within an organization can include rank and authority, friendly attitudes from members of the organization, and other perks:

- **Rank:** Characters can earn promotions as their renown increases. You can establish certain thresholds of renown that serve as prerequisites (though not necessarily the only prerequisites) for advancing in rank, as shown in the *FACTION RANKS* table on the following page.

*Example 1: A character might join the Dustmen after earning 1 renown within that organization, gaining the title of corpse. As the character's renown within the organization increases, he or she might be eligible for further increases in rank. You can add rank prerequisites.*

*Example 2: A character affiliated with the Dustmen might have to be at least 5<sup>th</sup> level before becoming a ghast, at least 10<sup>th</sup> level to be a wraith, and at least 15<sup>th</sup> level to be a shadowlord. You can set these thresholds of renown to any numbers that work for your game, creating appropriate ranks and titles for the organizations in your campaign.*

- **Attitudes of Organization Members:** As a character's renown within an organization grows, members of that organization are increasingly likely to have heard of the character. You can set thresholds at which the default attitude of an organization's members toward the character becomes indifferent or friendly. For example, members of the Harmonium - a faction dedicated to preserving the order - might be less friendly toward characters who have not cultivated at least 3 renown within that organization, becoming friendly by default only when a character has gained 10 renown within the faction. These thresholds apply only to the default attitude of most members of an organization, and such attitudes aren't automatic. NPC faction members might dislike an adventurer despite that character's renown-or perhaps because of it.
- **Perks:** Earning a rank within an organization comes with certain benefits, as defined by you. A character of low rank might gain access to a reliable contact and adventure leads, a safe house, or a trader willing to offer a discount on adventuring gear. A middle-ranked character might gain a follower (see chapter 4 of the *Dungeons Master's Guide*, "Creating Nonplayer Characters"), access to potions and scrolls, the ability to call in a favor, or backup on dangerous missions. A high-ranking character might be able to call on a small army, take custody of a rare magic item, gain access to a helpful spellcaster, or assign special missions to members of lower rank.
- **Downtime Activities:** You might allow characters to spend downtime between adventures building relationships and gaining renown within an organization. For more information on downtime activities, see chapter 6 of the *Dungeons Master's Guide*, "Between Adventures."

**Losing renown:** Disagreements with members of an organization aren't enough to cause a loss of renown within that organization. However, serious offenses committed against the organization or its members can result in a loss of renown and rank within the organization. The extent of the loss depends on the infraction and is left to your discretion. A character's renown within an organization can never drop below 0.

**FACTIONS RANKS TABLE**

| Renown | Athar      | Believers of the Source | Bleak Cabal*                 | Doomguard     | Dusmen               | Fated              | Fraternity of Order | Free League |
|--------|------------|-------------------------|------------------------------|---------------|----------------------|--------------------|---------------------|-------------|
| 1      | Lost Soul  | Student                 | Applicant                    | Rotter        | Vessel               | Candidate          | Clerk               | none        |
| 3      | Skeptic    | Seeker                  | Aide                         | Cutter        | Shambler             | Toiler             | Delver              | none        |
| 5      | Denier     | Congregant              | Supporter                    | Render        | Wight                | Achiever           | Scholar             | none        |
| 10     | Rebuker    | Ascetic                 | Void                         | Sunderer      | Wraith               | Egoist             | Advocate            | none        |
| 25     | Godless    | Hierophant              | Gloom-seer                   | Destroyer     | Shade                | Exemplar           | Sophist             | none        |
| 50     | Awoken One | Ascendant Lord          | Umbral Lord<br>* titles vary | Entropic Lord | Dread Lord           | Potentate          | Judge               | none        |
| Renown | Harmonium  | Mercykillers            | Revolutionary League         | Sign of One   | Society of Sensation | Transcendant Order | Xaositects          |             |
| 1      | Cadet      | Initiate                | Freeman                      | Being         | Neophyte             | Pupil of the Way   | many titles         |             |
| 3      | Watchman   | Goal-guard              | Agitator                     | Sophist       | Sensate              | Path Walker        | many titles         |             |
| 5      | Sergeant   | Headsmen                | Revolutionary                | Seer          | Hedonist             | Reactionary        | many titles         |             |
| 10     | Lieutenant | Justiciar               | Subverter                    | Dreamer       | Connoisseur          | Adept              | many titles         |             |
| 25     | Commander  | High Executioner        | Insurrectionist              | Reckoner      | Epicurean            | Enlightened Soul   | many titles         |             |
| 50     | Commandant | Black Cap               | Anarch                       | Architect     | Lord of the Feast    | Transcendant       | many titles         |             |



**CHANGING FACTIONS**

It's possible to change factions, but it doesn't happen very often. For one thing, most people don't have a dramatic change of heart when it comes to their basic beliefs. What's more, the factions - as organized groups with agendas and enemies - don't take quitters lightly. Faction membership is extremely important, and turning stag is dangerous. No faction (as an entity) likes to suffer such a betrayal, and no factioneer (as an individual) likes being made to feel like a leatherhead for trusting and confiding in someone thought to be a kindred spirit.

## ATHAR "DEFIER"

**Motto:** *The gods are frauds! The unknowable truth lies beyond the veil.*



**Beliefs:** You are a member of the Athar, a faction that believes that the gods do not deserve the worship of mortals. You have been trained by them to read and write, as they endeavor to empower people to make their own way in life, without the help of some supernatural parental figure, and you work for them in

small ways around town, running schools, writing tracts, and debating the priests throughout Sigil.

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

**Skill Proficiencies:** Persuasion, religion

**Tool Proficiencies:** Scribe's supplies

**Languages:** One language of your choice

**Equipment:** Scribe's supplies, a desecrated holy symbol, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 10 gp.

**Feature:** One of the Lost. Your reputation as an Athar member allows you to request shelter of any other member, and they are obliged to give it (though you must give in return when asked). You also are welcome at the Shattered Temple in the Lower Ward, have access to its library, and are free to earn some coin by working in the Scriptorium (about 1 gp per day, enough for a Modest lifestyle) copying books and printing tracts. You are also welcome at the Athar Citadel on the Astral Plane, where much of the advanced faction training goes on. You know of a portal that goes to the Citadel, along with the portal key. You also know of a portal (and its key) to one safe-house in a ruined temple somewhere in the planes.

**Inspiration:** Lost. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to become undetectable by divinations until the end of your next long rest. Examples of things that might give you Inspiration may include:

- Refusing healing or enhancement from a follower of a specific deity or pantheon.
- Speaking open blasphemy in the church or realm of a deity.
- Destroying or defacing a god's holy symbol.

**Restriction:** Accepting aid from a servant of the gods is considered beneath an Athar, and prevents you from gaining Inspiration until you atone or otherwise prove yourself to your faction's cause.

**Suggested Characteristics:** Athar are defined by a continuous quest for truth – one that often leads Athar members into plenty of trouble. Their personality traits can be shaped by this quest, and the troubles it has brought them, including the rejection of the gods. Their flaws tend to find them focusing much on the negative aspects of their philosophy, on negating the Powers rather than on supporting the People.

**Athar Membership:** Most Athar members seek divine secrets, and so many become clerics of the Great Unknown, to become close to the true source of all divinity. Others dismiss the gods entirely and look to other sources of power, such as arcane magic, martial prowess, or the forces of nature. Especially common among non-cleric Athar members – and more accepted than in most factions – are warlocks of various stripes.

Though trucking with these forces is considered a dangerous move, gaining the knowledge of fiends, fey, and Old Ones is also considered a worthy move, and many Athar seek these secrets so that they may share them with others rather than keep them to themselves. This, of course, reduces the value of the secrets those creatures keep, and so often earns their ire – most Athar members consider this just another front on their battle against the gods. Additionally, there's a lot of Celestial Pact Warlocks who access the powers of the gods without worship, and the celestials involved are generally less hostile about the revelations they're providing being shared.

## BELIEVERS OF THE SOURCE "GODSMEN"

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



**Beliefs:** You are a member of the Believers of the Source, a faction that believes that all creatures carry a divine spark within them and that by testing and honing this spark, one can become divine. You work at the Great Foundry to hone yourself and your philosophy.

**Skill Proficiencies:** History, survival

**Tool Proficiencies:** Smith's tools, one musical instrument

**Equipment:** Smith's tools, a musical instrument you are proficient in, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

**Feature:** Foundry Apprentice. As a God-in-flesh, you have a mentor who teaches you the rigors of faction philosophy, and you have place at one of the forges in the Great Foundry in the Lower Ward. Other members of the Believers are well-disposed to you and you may be able to persuade them to hole you up or loan you a common item. You have access to Ambar's Palace on the Ethereal Plane where the factol often gives performances and invites allies. You know of a portal there, and have a key to that portal, as well.

**Inspiration:** Potential in All Things. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to make an Indifferent NPC Friendly to you until they take a long rest. Examples of things that might earn you Inspiration may include:

- Refusing magical healing, letting your body fix itself.
- Refusing magical assistance for overcoming a challenge, wanting to tackle it under your own power.
- Spending the time to craft an item yourself, rather than buying it.

**Restriction:** Accepting aid during your personal tests is seen as beneath a true Godsmen, and doing so prevents you from gaining Inspiration until you atone or otherwise prove yourself to your faction's cause. This includes being resurrected from death.

**Suggested Characteristics:** Godsmen are optimistic people, hard-working, dedicated, and occasionally a bit reckless in their challenge-seeking. Their bravery and boldness is sometimes their undoing, and their trust of others can be problematic.

**Godsmen Membership:** Godsmen have a special class option in the monk tradition the Way of the Immortals. These practiced monks hone their bodies and souls in an effort to attain divinity in this life, rather than waiting for the next.

Other than this, it is generally common for Believers to choose classes that are very physical in focus. Front-line melee classes like fighters and barbarians who take a lot of hits give the Godsmen plenty of opportunity to try and learn from their mistakes and errors, while more fragile classes like wizards and sorcerers have less room for error. To a Believer, failure is a learning experience, so being able to fail without wasting your resources is important. Believers are also attracted to nature-oriented classes such as druids and rangers, as the emphasis of the equality of all things extends to the beasts of the world, and the patterns of natural selection provide a proving ground for the ever-greater perfection they feel is going on in themselves and others as well - a druid Godsmen might be transforming into their past lives, and a ranger Godsmen may have a beast companion that they believe to have the soul of a respected mentor or family member.

### BLEAK CABAL "BLEAKER"

**Motto:** *The multiverse ain't supposed to make sense; there's no grand scheme, no deep meaning, no elusive order. The only truth worth finding lies within.*



**Beliefs:** You are a member of the Bleak Cabal. Your central belief is that there is no greater meaning to anyone's life, and that the only meaning we can derive from existence comes from what we can do for those around us now.

**Prerequisite:** Lawful characters don't join the Bleak Cabal because a life without meaning means a life without order.

**Skill Proficiencies:** Insight, medicine

**Tool Proficiency:** Herbalism kit, cook's utensils

**Equipment:** Herbalism kit, healer's kit, manacles, a set of common clothes with a faction badge sewn into them, and a belt pouch containing 5 gp.

**Feature:** Nameless. As a Bleaker, you've given up your last name, seeing family ties as meaningless. You are welcome to stay in the Mad Bleaker wing of the Gatehouse in the Hive Ward, and you are also welcome to work at a particular soup kitchen somewhere in the Hive or in one of the Gatehouse wings (though you aren't paid for this). Additionally, you know of a portal, and the key for that portal, that leads to the town of The Madhouse in Pandemonium, where you are also welcome.

**Inspiration:** Reassurance in the Face of Oblivion. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to allow an ally (someone other than yourself) to automatically succeed on a save against any effect that requires a Wisdom saving throw. Actions that may earn you Inspiration might include:

- Accepting only practical, tangible rewards for services rendered, while disdaining the accolades and/or social boons typically associated with heroic endeavors.
- Voluntarily failing a save against an effect that induces madness or affects the mind.
- Aid the suffering of others without expectation of compensation or reward.

**Restriction:** After each week of downtime you must pass of DC10 Wisdom saving throw or succumb to temporary "Bleaker madness" which lasts either until your downtime period ends or after 1d6+1 days pass, whichever comes first. During this madness you cannot take any activities (downtime activities or

otherwise) besides resting; if you do you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause (or lack thereof!).

**Suggested Characteristics:** Bleakers can be dour and most are more than a little insane, but the best of them are charitable and generous, finding that alleviating the suffering is a lot more useful than looking for a point to it.

**Bleaker Membership:** Members of the Cabal are surprisingly diverse, but they share one common theme: any devotion to a cause greater than one's own life is seen as entirely pointless, so classes that revere distant concepts or entities are very unusual. The Bleakers enjoy plenty of hardened sellswords (half-mad berserker barbarians, fighters inured to violence, cold-blooded assassins), and some dangerous and unpredictable spell-slingers (wild sorcerers who have lost touch with reality, madness-inducing enchanters, illusionists who view life as fleeting as illusions).

Warlocks earn a special mention, for while most of the pacts are common enough (a Bleaker doesn't think much about selling his soul to Baphomet because they know that Baphomet's life, too, will eventually end with pain and suffering too), certain Bleaker warlocks who have been exposed to the winds of Pandemonium accept the Pact of the Winds. This pact enables them to channel the madness of that dark, cold place into their own minds. While they resemble warlocks dedicated to the Great Old Ones in several ways, a telling difference is that the creatures beyond the stars want to control minds, but the Winds just want to tear 'em to shreds.

There aren't many paladins, clerics, druids, bards, or monks among the Cabal, as those classes tend to be focused on certain "higher callings" that render most Bleakers unsuitable for their roles. Still, the occasional paladin of Devotion might swear himself to anonymously help others, and a certain group of entertainers known as the Bleakniks might someday give rise to a true (and truly awful) bardic College.

### DOOMGUARD "SINKER"

**Motto:** *Entropy is ecstasy. Decay is divine, the multiverse is supposed to fall apart. We're just here to keep leatherheads from interfering.*



**Beliefs:** You are a member of the Doomguard. Your faction holds that decay and destruction are inevitable forces of the multiverse, and that all will pass away to dust - and they fight those that try to defy that tendency.

**Prerequisite:** Clerics of the Life domain cannot join the Doomguard, since Life is the opposite of Entropy.

**Skill Proficiencies:** History, intimidation

**Tool Proficiency:** Smith's tools, historian's tools

**Equipment:** Historian's tools, smith's tools, a vial of acid, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 10 gp.

**Feature:** Defender of Doom. As a Sinker, you are welcome in the Armory, in the Lady's Ward, including in the upper reaches

where rare armor and weapons and faction function halls are kept. Other Sinkers acknowledge you as an ally. You also have a portal key to a portal that you know of that links to either the Crumbling Citadel on the Plane of Ash, Citadel Alluvius on the Plane of Dust, Citadel Exhalus on the Plane of Vacuum, or Citadel Sealn on the Plane of Salt (your choice).

**Inspiration:** Sift. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to learn what caused an object's destruction. To do this, you must hold a piece of the destroyed item in your hand, and spend one hour examining it and attuning yourself to its psychic resonance. At the end of the hour, you learn what destroyed the object, if that destruction occurred in the last 10 years. Activities that you may gain Inspiration for might include:

- Destroying some long-standing structure or killing some ancient creature. The older the better!
- Encouraging rebellion and conflict for the sake of accelerating the decay of the entire organization.
- Refusing magical healing, embracing your own eventual decay.

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

**Suggested Characteristics:** Sinkers cling to little in this world as permanent, and many of their bonds are to the past. They can be destructive and harsh at their worst, but heroic Sinkers certainly exist – imagine the entropy one life can cause!

**Sinker Membership:** The Doomguard attracts those who revel in chaos and destruction, but also those who contemplate the natural order and acknowledge the inevitability of death. Fighters, barbarians, rangers, and rogues make up the bulk of Sinker membership (especially fighters). Sorcerers are also often attracted to the philosophy - especially the wild ones. Druids also have a strong representation in the faction, though they tend to take a more passive view of entropy than their warlike brethren. Clerics of nature, trickery, or war are also present, though rarer, as the abilities of any cleric tend to be supportive in nature, and the Doomguard brooks very little of that. Healing is a good way to make other Sinkers question your commitment... though that might be a stripe of hypocrisy, as the Doomguard does delight in their own special breed of paladins, ones taking the Oath of Destruction, and the tenets of this oath provide for healing and protecting those things that are causing destruction, at least.

Rarer classes include the bard (creativity is an essential anti-entropic act), the monk (self-improvement works against the idea of ultimate destruction), the wizard (all that building up of knowledge and information is pointless when it's all going to be ash sooner or later), and especially the warlock (selling your soul for more power is baffling to many Doomguard - why sell something worthless for something even more worthless?).

## DUSTMEN "THE DEAD"

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



**Beliefs:** You are a member of the Dustmen. Your faction holds that this world is one great afterlife, that we are all truly dead and that only by accepting that death can we move on to whatever lays beyond.

**Prerequisite:** Clerics of the Life domain cannot join the Doomguard, since Life is opposed to Death.

**Skill Proficiencies:** History, medicine

**Tool Proficiency:** Funerary kit, historian's tools

**Equipment:** Historian's tools, funerary kit, a flask of holy water, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 10 gp.

**Feature:** One of the Dead. Your membership in the Dustmen grants you access to the Mortuary, in the Hive, where Sigil's dead are processed. This includes access to the Dustmen's dormitories, its armory, the records of the dead, the catacombs beneath Sigil, and to the faction library with its tomes on death, undead, burial practices, and similar topics. You may also earn a Poor living as a corpse-collector or mortuary aid there. You also know of a portal that leads to the Fortress of the Soul on the Negative Energy Plane, and have a key to that portal.

**Inspiration:** Dead Truce. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to turn an undead creature from Hostile to Indifferent. The creature may revert back to Hostile based on your subsequent actions, of course. Activities that you might gain Inspiration for may include:

- Trying to parley with intelligent undead. Controlling or dominating undead automatons rather than destroying them.
- Requesting a reason to get involved in a mission beyond the emotional.
- Willingly failing a save against energy drain.

**Suggested Characteristics:** The Dustmen are dispassionate people, unconcerned with the vagaries of emotion, but they cling tightly to the ideals that they have. Their bonds tend to be the things they want to be rid of, in the end.

**Dustmen Membership:** The Dustmen attract the quiet and the introspective. The purging of emotion and attachment is an important part of the Dustmen philosophy, so it attracts classes that share the appreciation for logic over feeling. Popular classes include cold, calculating fighters, dispassionate, lonely rangers, quiet, cautious rogues, ruthless, effective warlocks, and academic, distant wizards. Of particular note are Dustmen monks, many of whom are dedicated to the Way of the Dead, which focuses on changing a mortal into an undead creature.

Unusual classes include barbarians (the rage trait is a use of emotions), bards (inspiration's emotional component is considered false), and clerics and paladins (devotion to a god or ideals requires powerful emotional dedication). Rare, but still possible, include druids and sorcerers, who tend to be too devoted to life, but who may purge that and gain acceptance.

## THE FATED "TAKER"

**Motto:** *The multiverse belongs to those who seize it. No ones to blame for a poor sod's fate but the sorry sod himself.*



**Beliefs:** You are a member of the Fated. You belong to a group of independent, self-sufficient people who ally because they share the view that the authority in life belongs to those who can seize it.

**Prerequisite:** Lawful Good characters avoid the Fated's uncharitable philosophy.

**Skill Proficiencies:** Intimidation, investigation

**Tool Proficiency:** Scribe's supplies, forgery kit

**Equipment:** Scribe's supplies, forgery kit, a set of fine clothes including a faction badge sewn into them, and a belt pouch containing 25 gp.

**Feature:** Heartless. As a member of the Fated, you have access to the Hall of Records, including food and drink for a reasonable fee (Fated get nothing for free), and access to the property records, the Academy of Training, and the tax records of Sigil (including defaults, credits, lending records, tax rolls – anything having to do with money). Perhaps importantly, you also know how to look up records yourself. You also know the key to and location of a portal that will grant you access to Rowan's Hall on Ysgard.

**Inspiration:** Self-Sufficient. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to gain a proficiency bonus to one skill check that you make in a skill you aren't normally proficient in. The following examples may be situations in which you are awarded Inspiration:

- Refusing healing or assistive magic from another character.
- Accomplishing a deed (such as slaying a monster) without any other character contributing.
- Refusing to help an ally in desperate need.

**Restriction:** A real Taker doesn't accept or give charity, always demands (or provides) services before payment is rendered, and strives toward self-reliance; should you compromise these core values, you lose the ability to gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

**Suggested Characteristics:** The Fated are self-sufficient, independent, and harsh in their treatment of others, but fair. The strong get what they deserve, but there are many kinds of strength in this world, many much more subtle than raw muscle.

**Taker Membership:** The Fated are entirely a group of survivalists of one stripe or another. The faction attracts any member of any class that doesn't depend on others to get their job done. Barbarians, fighters, druids, rangers (hunter rangers are more popular than beastmaster rangers), and sorcerers are very common, each one capable of mastering their own power. More urban environments lead to a lot of rogues, especially Digger Archetype rogues, each one a master at discovering secrets that others want to keep hidden.

More rarely, you may find Fated paladins, monks, wizards, or bards. These classes tend to rely on others, at least for their initial training, but some certainly take a more independent view of their abilities, and become self-taught and self-guided, though this path is often difficult for them.

Clerics and Warlocks, explicitly dependent as they are on other entities, almost never become Takers, who see both classes as being crippled by their reliance on the charity of some other creature, little more than parasites on them.

## FRATERNITY OF ORDER "GUVNER"

**Motto:** *Everything has laws; most are dark. Learn the laws of the multiverse, and you can control it.*



**Beliefs:** You are a member of the Fraternity of Order. You believe that all of creation has a hidden pattern and cohesiveness, and that by discovering this pattern, you can attain power over it.

**Prerequisite:** Only Lawful-aligned characters can join the faction.

**Skill Proficiencies:** History, investigation

**Tool Proficiency:** Cartographer's tools, scribe's supplies

**Equipment:** Cartographer's tools, scribe's supplies, abacus, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

**Feature:** Aide to Unity. You belong to the Fraternity of order, which allows you to access the City Court and the Vault of Knowledge that lies there. You may be assigned tasks by the faction and make some coin – enough to live a Modest lifestyle. You also know of a portal to the Fortress of Disciplined Enlightenment, the Fraternity's headquarters on Mechanus, and the key to that portal.

**Inspiration:** Patterns of Speech. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to understand one bit information spoken or written in a language you are not otherwise fluent in. In addition, you can spend Inspiration when casting *comprehend languages* to decode secret messages in a text or glyph, such as an arcane Sigil, that isn't part of a written language. Actions you might take that may gain you Inspiration might include:

- Spending your down time accessing and learning about the laws of the area you're in.
- Adhering to the law of the land when breaking it would bring you some reward or convenience.
- Exploiting or correcting a loophole in a legal system.

**Suggested Characteristics:** Guvners are attracted to power. Though the faction's daily activities are dry and even dull, the stakes are quite high – if the Guvners are right, then sufficient study will allow one to control the underpinning axioms of reality.

### FREE LEAGUE "INDEP"

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



**Beliefs:** You are a member of the Free League. Regardless of your broader philosophy, one belief you hold close to your core is that it is up to you what to believe, and that no one else should be forcing anyone else into a particular belief.

**Skill Proficiencies:** Insight, survival

**Bonus Language:** Any two

**Equipment:** A merchant's scale, a set of traveler's clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

**Feature:** Among Individuals. Your membership in the Free League comes with unfettered access to the Grand Bazaar in the Market Ward, and all the rumor and goods it provides. This is a great place to pick up rumors and listen to the word on the street. You also know of a safehouse somewhere in Sigil friendly to the Indeps – an inn or tavern or other establishment – that will house you. Additionally, you know of a portal to the town of Tradegate on the Outlands, and you have a key for this portal.

**Inspiration:** Free Mind. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to automatically make one Wisdom save. Examples of activities that may award you Inspiration might include:

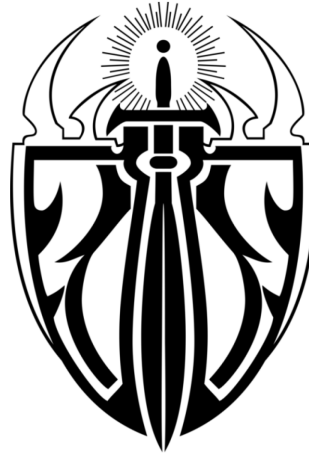
- Refusing to join an organization or group that might provide you with benefits.
- Challenging the authority of another to make decisions for a whole group.
- Accepting the fight for another's freedom to do as they please.

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

**Suggested Characteristics:** There's a lot of variety in the Free League, but there is one strain of common ground that all find: the desire to live free, on their own terms, and to believe what they want to believe.

### HARMONIUM "HARDHEAD"

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



**Beliefs:** You are a member of the Harmonium, which means you believe in peace and cooperation – even if you need to force it. You want to see everyone working together for the greater good, which means those who don't want to do it are part of the problem.

**Prerequisite:** Only Lawful-aligned characters can join the faction.

**Skill Proficiencies:** Intimidation, persuasion

**Tool Proficiency:** Smith's tools

**Bonus Language:** Any one

**Equipment:** Smith's tools, healing kit, signal whistle, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

**Feature:** Notary. As a member of the Harmonium, you are welcome in the faction's headquarters, the City Barracks in the Lady's Ward. This gives you access to the arrest records of the city, the current list of patrols and supervisors, the courtyard (for training), and the faction library. You also are welcome in the town of Melodia, on Arcadia, the faction's planar HQ. You know of a portal to Melodia, and have a key to that portal.

**Inspiration:** Forged Alliance. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to attempt a Charisma check to bestow the "Charmed" condition on one target you are talking to, until that target takes a short rest. Examples of actions you may do to potentially earn Inspiration might include:

- Follow your faction superior unquestioningly, when the task is great.
- Make peace between two conflicting individuals (or yourself and an individual you conflict with).
- Get someone to agree with your way of thinking, if only for a moment.

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

**Suggested Characteristics:** The Harmonium can be stubborn and fascist, but at their best they are helpful, generous people who truly view their path as the way to good for all the planes.

### MERCYKILLER "REDDEATH"

**Motto:** Justice is everything. When properly applied, punishment leads to perfection.



**Beliefs:** You are a member of the Mercykillers, a faction whose philosophy centers on the concept of Justice. Justice is the metric by which a utopia is ruled, ensuring equity and fairness to all, that they are rewarded as they earn it, and are punished as they deserve it. Your faction's particular

focus currently is on ensuring that the guilty are punished according to the metrics of Justice - it is your faction that runs the Prison in Sigil.

**Prerequisite:** Only Lawful-aligned characters can join the faction.

**Skill Proficiencies:** Insight, investigation

**Tool Proficiencies:** Navigator's tools, poisoner's kit

**Equipment:** Navigator's tools, poisoner's kit, manacles, a set of traveler's clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

**Feature:** Enlisted. You have taken an oath to uphold the Eight Tenets of Justice before your peers, and are entitled to the duties and privileges of a Mercykiller. This means that you may (and are encouraged to) volunteer for guard duty at the Prison in the Lady's Ward, and here you essentially have the run of the prison, including the Cellars where the "forgotten" prisoners are kept. You are also able to visit the prison on other occasions, and have permission to visit prisoners there. You also have knowledge of a portal that leads to Vorkehan, City of Fumes, which is the Mercykiller stronghold on the plane of Acheron. You possess a key to that portal as well.

**Inspiration:** Compel the Truth. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to automatically detect the first lie told before your next short rest. It's hard to deceive a Mercykiller. Activities that might potentially earn you Inspiration may include:

- Dispensing justice at great personal or emotional expense to yourself.
- Taking the time to properly investigate the guilt or innocence of a prisoner.
- Allowing another to fairly punish you, though it hurts you.

**Restriction:** Mercykillers who commit crimes, who let the guilty go without justice, or who present false testimony against the innocent betray their faction; should you commit such an offense you cannot gain Inspiration until you atone or otherwise prove yourself to your faction.

**Suggested Characteristics:** Mercykillers tend to be a harsh lot, dispensing and demanding justice, but their ultimate goal is fairness, to make the multiverse a more equitable place. There are some in the Red Death that focus on the "mercy" aspect of their faction, trying to identify and confront injustice or perverted justice, but there's many who are simply happy to define justice and fairness on their own terms, and apply it rigidly.

### THE REVOLUTIONARY LEAGUE "ANARCHIST"

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



**Beliefs:** You are a member of the Revolutionary League, the underground movement that opposes the factions in Sigil and all government anywhere on the planes. Artificial laws and organizations only serve to empower the power-hungry in your mind, and the truth can only be found when we are truly free from the authorities that bind us.

**Prerequisite:** Lawful-aligned characters don't join the Anarchists because of their doctrine of overthrowing "the power."

**Skill Proficiencies:** Deception, sleight of hand

**Tool Proficiency:** Forgery kit, thieves' tools

**Equipment:** Thieves' tools, forgery kit, bag of caltrops, a set of common clothes with some other faction's insignia on them, and a belt pouch containing 10 gp.

**Feature:** Anarchist Recruit. As a member of the Revolutionary League, you know of one refuge where you can go to discuss your philosophy and plans openly with other League members. You also have access to one other faction's Sigil HQ as if you belonged to that faction - your job in the League is to spy on that other faction, and report back to your cell. You also know of a portal to the safe-house of The Bastion of Last Hope, on Carceri, and have a key to that portal.

**Inspiration:** Nothing Suspicious. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to quell the suspicions of another person - spend your Inspiration when asked to make a Deception check, and it is automatically successful. Examples of actions that might earn you Inspiration may include:

- Preserving a pseudonym or false identity when revealing the truth would be advantageous.
- Opposing a leader or power structure when obedience would be clearly the best course.
- Refusing power or leadership that is granted to you.

**Restriction:** You must donate 90% of all treasure gained to the revolutionary cause or to the oppressed (though in no case can it be given to another player character). Anarchists cannot hold public office or noble title, own a business, or take part in anything that would tie them to the power structure; should you betray your faction's beliefs in these ways, you cannot gain Inspiration until you atone or otherwise prove yourself to the faction cause.

**Suggested Characteristics:** The Anarchists are a suspicious lot, a little paranoid and in love with the covert. Their noble traits tend to emphasize the freedom that is possible in an individual, but they are just as interested in tearing down the lies of others.



## SIGN OF ONE "SIGNER"

**Motto:** *The multiverse exists because the mind imagines it. The Signers - it could be any Signer - create the multiverse thru the power of thought.*



**Beliefs:** You are a member of the Sign of One, a faction that believes that the multiverse is just a creation of your mind, and that every bit of existence is really something you made.

**Skill Proficiencies:** Insight, persuasion

**Tool Proficiency:** Diviner's kit

**Bonus Language:** Any one

**Equipment:** Diviner's kit, steel mirror, a set of common clothes with the faction insignia in them, and a belt pouch containing 15 gp.

**Feature:** Precognitive. Your membership in the Sign of One is proof that you can make correct predictions, and thus can will the multiverse to change for you. You have free access to the Hall of Speakers in the Clerk's ward, including the list of speakers and topics, and access to the debate halls. You also know of a portal to the faction headquarters on Elysium, the Perfected Land, and possess a key to that portal.

**Inspiration:** Unimaginable. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to gain automatic success on any attempt to disbelieve an illusion until your next short rest. Examples of things that may give you Inspiration might include:

- Correctly predicting the future in a specific instance, with something at risk should you fail to be correct.
- Convincing powerful creature that you are in control of them...mentally.
- Denying that another's experience is valid when you are trying to convince them of something.

**Restriction:** You suffer disadvantage on Insight checks due to your egoism interfering with understanding the motives and feelings of others. Signers reject materialism, and anytime you indulge in rampant materialism or disregard the power of the mind to shape reality, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

**Suggested Characteristics:** Signers tend to be a little self-absorbed and self-important, but their wills are strong, and their imaginations are large. Little surprises them or fazes them.

## SOCIETY OF SENSATION "SENSATE"

**Motto:** *To know the multiverse experience it fully. The senses form the path to truth, for the multiverse doesn't exist beyond what can be sensed.*

**Beliefs:** You are a member of the Society of Sensation, and hold to the belief that experiencing something - tasting it, hearing it, seeing it - defines its existence. Only by trying any experience can you know the truth of the multiverse.



**Skill Proficiencies:** Investigation, perception

**Tool Proficiencies:** One artisan's tool set, one musical instrument

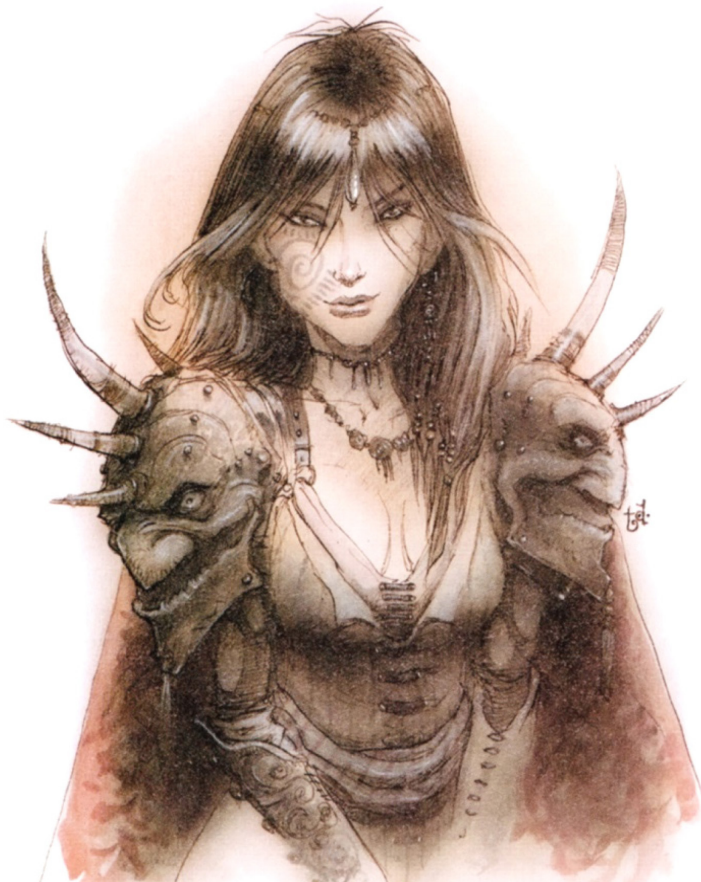
**Equipment:** An artisan's tool set and musical instrument you are proficient in, a spyglass, traveler's clothes with bearing a faction insignia, and a belt pouch containing 15 gp.

**Feature:** Recorder of Sensations. As a member of the Sensates, you have access to the Civic Feshall, including free use of the Sensoriums, where recorded experiences can be played back. Most people must pay a fee for this, but you get in for free. You also have access to the exclusive faction Sensoriums (where you are also tasked with recording any new sensations you experience). You also can use the faction quarters, lecture halls, and classrooms here. Furthermore, you know of a portal to the faction's Gilded Hall on Arborea, and have a key to open it.

**Inspiration:** Attuned Senses. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it when surprised to negate the surprise for yourself - your senses picked up the ambush just before it happened.

**Restriction:** Sensates embrace new experiences, so long as there is no obvious deadly peril. Should you refuse a new experience, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

**Suggested Characteristics:** Sensates tend to be a little hedonistic, delving deeply into pleasurable sensations and caring little about the world outside of them. Those who delve deeply into the philosophy might be a little reckless as well, living close to the edge of death and destruction in order to sample experiences never sampled before.



## TRANSCENDANT ORDER "CIPHER"

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



**Beliefs:** You have joined the Transcendent Order. As a member of this faction, you hold that action without thought is how one becomes perfected, working in harmony with your place in the planes and your destiny. Stopping to think clouds the judgment and introduces doubt, so you strive to make your mind clear and your body active.

**Skill Proficiencies:** Athletics, insight

**Languages:** Any two

**Equipment:** An hourglass, a set of common clothes with the faction symbol sewn into them, and 10 gp.

**Feature:** Aspirant of the Transcendent. Your membership in the Transcendent Order gives you free and unfettered access to the Great Gymnasium in the Guildhall Ward, where you can train body, mind, and spirit to act as one in various gyms, classes, paths, and chambers. There, you can seek to align your body with the harmony of the multiverse that faction members call the Cadence. You also know of a location of a portal to Release from Care, the faction's unofficial home on Elysium, and a key that will open that portal.

**Inspiration:** Action, no Thought. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to increase your Initiative to one above the creature who currently is before you in initiative order.

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

**Suggested Characteristics:** Ciphers don't talk much, really, and convey their mood and their thoughts more through what they do than what they say. At the worst, this can manifest like a toddler - no self-control, all hedonism and violence. Those who elevate themselves above that behavior do so through meditation and introspection, allowing them to hear what the planes want them to do, and respond.

## XAOSITECT "XAOSMEN"

**Motto:** *Chaos is truth, order delusion. Embracing the randomness of the multiverse, one learns its secrets.*



**Beliefs:** You are a member of the Xaositects. This means that you embrace Chaos as the fundamental nature of the multiverse, and strive to embrace it, embody it, and further it in all of your actions. The multiverse is at its heart a place of randomness, chance, and unpredictability, and any order imposed on it is artificial, foolish, and harmful.

**Prerequisites:** Only Chaotic-aligned characters can join the Xaositects. Because

purple fizzle my wozzle.

**Skill Proficiencies:** Roll 1d20 twice to determine which two of the 18 skills you are proficient in randomly (re-roll 18-20).

**Tool Proficiencies:** Roll 1d10 twice to determine your two tool proficiencies (if you roll artisan's tools, gaming set, or musical instrument, you can make a choice of which specific kind of that item you are proficient in).

**Equipment:** One of each tool set you are proficient in, 1d4 items from the Trinkets table, a set of a set of common clothes with the faction insignia in them, and a belt pouch containing 1d20 gp.

**Feature:** Rabble. As a new Xaositect, you are welcome in the section of the Hive Ward known as the Hive - a slum's mercantile district, where decaying hovels and nameless streets change on a daily basis, with the whims and tides of fate. As a Xaositect, you have an innate sense of how to find exactly the kind of place you're looking for in the Hive. You also have access to a portal that links to Limbo, and you know of the key for that portal.

**Inspiration:** Babble. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to foil any attempt at understanding a thing you say or write for anyone who isn't a Xaositect. Other Xaositects understand it just fine.

**Restriction:** Xaositects don't found businesses, build strongholds, raise armies, or undertake any other action that requires long-term organization and discipline. Should you take such distinctly un-Chaotic action, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

**Suggested Characteristics:** The primary goal of a Xaositect is to revel in chaos, and this means that they want to create it, to cause chaos to come into being wherever it is lacking. Xaositects don't brook order, organization, or even pattern or habit. They do their best to confound expectations at every turn, reinforcing the idea that unpredictability is the nature of all things.

## CHAPTER IV: LAW AND ORDER

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

### THE LAW

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

In an urban adventure, however, the needs of civilization take precedence over "might makes right." Adventures set in an urban area pose a different sort of challenge than adventures set in a dungeon area. Urban adventures often revolve around answering questions over killing the bad guy. Most civilizations frown on murder for the sake of murder – even if the murder is that of an evil man who arguably had it coming to him. As such, when running an urban adventure, player characters and DMs should keep the law in mind.

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

The DM should only use the law when it enhances the adventure. Additionally, PCs from the Harmonium, Fraternity of Order, and Mercykillers might be involved in a criminal investigation as a seed of the adventure. In short, if an encounter with a Hardhead patrol would be needlessly detrimental, the DM should avoid one. Of course, if the PCs are addle-coves and simply storm a Hardhead barracks like a blind slaad, that's their problem. Just remember: Hardheads scrag first, ask questions later.

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

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

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

'Course, the type of Hardhead that fails to learn his lesson is a rare breed. Fact is, most of 'em learn the laws of Sigil by rote – at least, what there is to learn of 'em – from the moment they entered boot camp. And a basher that gets called out too many times is just causin' trouble – and the Hardheads don't like trouble as a rule. Ironically, this same attitude that leads them to dislike trouble leads towards an odd form of corruption. Many Hardheads – those of Lawful Neutral and Lawful Evil persuasion, especially – aren't too concerned with the rehabilitation of the criminal they scrag. Their concern is simply that a wrong be redressed. As such many canny cutters can slip the Hardheads the blinds by garnishing their palm with gold. All a cutter needs to do is ask if there's a fine or something he can pay to redress his grievances. If he's the sort to take a garnish, the patrol sergeant will name a fee, and a wise cutter will pay double that, no questions asked. Better to lose a bit of jink than a few years in the Prison, after all.

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

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

As soon as it is convenient, the Hardheads transport the arrested to the City Courts for further judicial proceedings. This transport is often in

the form of chain gangs, or perhaps transported in a locked wagon pulled by a horse or magic, depending on the distance that must be crossed. Those escorting such a group always equal in number to four patrols, and include a pair of battlecasters to keep things under control.

## THE COURTS

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

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

Whenever a situation arises where two groups are attempting to convince a Harmonium patrol of what happened, each group chooses one speaker to make a Persuasion or Deception check opposed to the other side's check. The guards believe the group with the highest check. Both sides apply the following modifiers to their check:

**Incarceration or Bail:** Bail is often given to those who face only misdemeanor charges, or high ups with obvious ties to Sigil that they are unlikely to upend. Those facing felony charges aren't likely to receive bail, as they face some hard time. For those without bail, a long, cold wait at the Tower of the Wyrms awaits them at the hands of the Mercykillers.

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

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

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

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

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

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

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

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

member of the faction to arrest the outlaw.

In order to obtain either a writ or a warrant, an individual must prepare a written request and file it with the clerk of the court. The magistrate must then review the report and determine whether or not there is cause to issue a writ or warrant. The more specific the request, the easier it is to prove cause – general warrants are frowned upon, as they equate to a carte blanche to break the law. The process after filing takes 1d4 days. A successful Investigation check DC 15 provides a cutter enough knowledge to bypass some of the bureaucratic red tape, granting him the answer within 1d4+1 hours. A noble can also obtain a writ or warrant within 1d4+1 hours with a Persuasion check, DC 10 (or higher, depending on the circumstances of the warrant or writ) explaining why the framing is wrong or why the case in chief should fail. This is followed by a round of evidence introduction – the prosecution is allowed to enter in a piece of evidence to discuss, and the defense is allowed to argue against the piece of evidence. The defense then gets a chance to put on a rebuttal piece of evidence. Notably, "piece of evidence", as used here, refers to not only physical objects, but also witnesses and testimonials. Value of authority of the evidence is governed by an arcane and complex number of rules.

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

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

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

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

**Punishment and Imprisonment:** Most forms of punishment end up in some period of imprisonment for the criminal. After the sentence is declared, the Mercykillers take full custody of the berk. (Remember, up until now the Mercykillers have only been minding the sod on behalf of the City Courts in expectation of justice.) Now that the will of justice has been made manifest by the judge's ruling, the Mercykillers take their turn at ensuring the sod receives his full comeuppance.

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

The most severe form of punishment, however, is death. Those sentenced to a public execution are those that have committed a serious crime: murder, rape, treason, or crimes against the city. (A few unlucky sods are scheduled for private execution – these berks are done in somewhere in a secret room in the Cellars.) Public executions are held in Petitioner's Square, and on those occasions the entire city comes out to celebrate. It's as close to a city-wide holiday as might come. The spectacle begins as the condemned is led out of the Prison into a tumbrel (a simple, two-wheeled cart) and taken to the place of execution. All along the way the crowds jeer at the prisoners, pelt them with stones and offal and mock their crimes (and their stupidity for getting caught.) Once the prisoners have been carted into the Square, the road out of town takes one of three main forms: by the noose, by the sword, or by the Wyrms.

Before the criminals are brought before the gallows or the block, they are always allowed a short speech, either to repent their crimes or to brag of them, or to curse their accusers or their executioner (ensuring a painful, lingering end.) Provided the condemned's speeches are entertaining and relatively short, the crowd is generally indulgent at this point. The festive atmosphere is highlighted by the sales of meat pies and cheaply printed "life stories" of the accused (many of which are simply cobbled together from previous executions' unsold pamphlets.)

Death on the gallows has a hundred names: The Leafless Tree, the Rope, the Last Dance... by and large, hanging is reserved for deserters, embezzlers, murderers, and escaped slaves. The noose is considered both quick and quite entertaining, for unless the neck snaps

immediately the victim always struggles. 'Course, the prisoner's expected to offer a garnish to the hangman to ensure a properly set rope: setting the knot at the side of the neck ensures a quick break.

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

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

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

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

### THE CONS AND THE CROSS-TRADE

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

**Crimes of Aggression:** Some of the most serious crimes are those actions that bring direct physical harm to another being.

- **Assault and Battery:** This crime covers your common brawl – no weapons are used and no one was grievously harmed. So long as the fight is small and relatively quiet, no Hardheads need to be called. However, if a fight gets out of hand – probably by lasting more than a couple of rounds and involving a large number of tavern patrons or simply leading to property damage – the Hardheads are called to scrag the involved parties. Assault and Battery is considered a minor felony unless the aggrieved party is a high-up; then the aggressor might well face serious punishment.
- **Armed Assault:** A step up from the brawl, this is what happens when a brawler draws a lethal weapon (or simply starts dealing lethal damage in some manner.) Once blood is shed, the Hardheads are called faster than a Cipher's answer. The Harmonium are likely to bust up an armed fight with brute as much brute force as necessary, leading to unpleasant circumstances to all involved. Armed assault is a serious felony in the courts – but often enough smaller fights can be overlooked with the right amount of garnish.
- **Magical Assault:** Assault with magic is when a spellslinger uses a spell on a victim that does not lead to direct harm (charms, dominate spells, even technically a cure spell, so long as the spell does not harm the victim and the victim did not ask for the spell to be cast on them). Magical assault is considered a minor felony, unless the victim is a high up.
- **Magical Battery:** When the spell used in the assault leads to actual physical damage – your basic fireballs, magic missiles and the like – then the crime is upgraded to a magical battery. All magical batteries are considered serious felonies in the court, and a reckless evoker could even face the Leafless Tree if he showed callous disregard for the public around him.
- **Murder:** Murder is a serious offense in the Cage. Murder is committed whenever a body takes a life with intent to kill – regardless of the method used (magic, blade or subtlety, a sod's dead either way). (If a sod dies but the attacker didn't intend to kill, the crime is downgraded to manslaughter – which might save the accused from the leafless tree.) Murder is punishable by death.
- **Rape:** Almost as denigrated in Sigil as murder is rape, the sexual battery of an unwitting individual. Given the unpleasant circumstances surrounding rape, the crime is taken very seriously in the Cage. Rape is punishable by death.

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

- **Forgery:** Counterfeit coins and papers are the most common forms of forgery, but there are many others. Most minor offenses are mere misdemeanors and punished by a fine equal to the property being forged. Serious acts of forgery – such as participating in

a counterfeiting ring – is a felony requiring major fines, branding, and perhaps even incarceration or indentured servitude.

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

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

- **Theft:** The most common form of crime in Sigil is theft. The seriousness of the crime depends on the amount of money stolen – the theft of a few silvers is a misdemeanor, whereas the theft of tens of thousands of gold pieces is a capital felony punishable by death. More often, the thief faces imprisonment or even indentured servitude to the victim.
- **Smuggling and Contraband:** Characters who sell or possess prohibited goods can find themselves in trouble with the law. Typically, contraband goods are confiscated and the criminal is ordered to pay a fine up to twice the value of the contraband. Large smuggling operations might result in a greater fine, along with imprisonment.
- **Tax Evasion:** Evading the taxes of the Fated is treated more or less as a slightly more serious form of theft. Evasion of a minor amount of silver or gold pieces might result in a small fine equal to the amount owed; more serious forms of evasion might be treated as a capital felony.

**Crimes of Magic:** Sometimes, magic isn't used to harm or threaten anyone, and yet some spells remain dangerous in the minds of the lawful faction, and their use should be curbed.

- **Teleportation:** Teleportation in the city of Sigil is possible, although teleporting out of Sigil isn't allowed. The lawful authorities, however, have ruled that unlicensed teleportations – including short range effects like dimension door – are illegal. They therefore attempt to curbe the sale of items of teleportation and such devices, although they are still available through questionable channels. Anyone caught using teleportation spells without a license can be fined a fee (or face felony charges, if the spell is used in the advancement of a flight from the authorities.)
- **Invisibility:** Under a similar logical rubric, invisibility and its kin and progeny allows for too many criminal purposes. Anyone caught using invisibility and similar spells that help to thwart detection (this includes nondetection, but not purely defensive spells such as mirror image or displacement) can face a stiff fine.

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

- **Killing a Dabus:** Killing a Dabus is a capital offense, punishable by death. This is seen as an extension of the Lady's will – if a Dabus-killer is not caught by the authorities and continues the wanton slayings of the Lady's handmaidens, the Lady herself will soon come calling, flaying the victim alive and displaying the remains for all to see near the killing spot.
- **Closing a Portal:** Probably the hardest crime to prosecute in the list, those who close portals serve to irritate the Lady's plans. Closing a portal is simple – one need only destroy the frame that binds the portal to do so. If such is impossible, there are spells available that will seal a portal for good available to the right spellslinger. What makes the crime difficult to prosecute is that, unless the portal is particularly well known, it's rare that anyone will miss the portal, unless its importance is vital to the Lady's purposes – in which case, the Lady herself will make sure to pay the sod a visit. Closing a portal is punishable by death.
- **Obstructing a Portal:** Similar to closing a portal, charging a toll for the use of a portal is likewise seen as an obstruction upon the free use of a portal. This crime also encompasses a few other actions – such as sealing a portal away to render it inaccessible except to oneself. While the Lady herself doesn't seem to mind this (unless the obstruction stands in the way of her plans, in which case the obstruction is usually brought down by the Dabus), the legislature believes that what was freely available should be freely available to all, and as such obstructing passage to a portal should be punishable just as closing said portal. (Note that charging for possession of a gate key, or some other bit of knowledge of the portal is entirely different from blocking access to said portal. This legal differentiation has allowed many canny cutters to control the flow of passersby in their portals – such as the portals in the Bottle & Jug, which are theoretically available to anyone, but Huxon gives a key only to those who win in his famed boxing matches.)

## CHAPTER V: SECTS AND ORGANIZATIONS

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

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

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

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

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

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

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

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

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

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

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



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

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

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

All members of the Corcinos get the same benefits. Family members can acquire items from the market at a 5% discount, so long as they use merchants with ties to the Corcinos. Members can also use some of the many safehouses in the Cage, which equate to average lodgings for up to six people. Other advantages include access to the various bordellos at no cost, and access to the Family's espionage records, granting the knight advantage on History and Investigation checks.

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

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

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

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

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

The Crux also serves as a springboard for new adventures, or to provide information for current, ongoing adventures. Membership in the Crux gains a character automatic enmity of the Incantarium. Any encounter with a member of the Incantarium will probably begin with a Hostile attitude and begin with bloodshed.

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

The Incantarium seeks only wizards or warlocks into its fold – those spellslingers who study and learn the Art, not those who are gifted magic via the Blood. Members of the Incantarium cannot have allegiance to one of the fifteen factions – such a loyalty is anathema to their

history and belief. Any character seeking to join the Incantarium must locate one of the secret Incantarium cabals, and prove his measure on a series of arcane tests. If he has any faction allegiances, the character must denounce them, and then he is allowed to join the Incantarium.

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

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

Second, the Incantarium sells spell components to its members for 90% the market value of the component.

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

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

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

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

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

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

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

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

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

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

To join the Mistral one must be recruited – and to be recruited one must show off some psionic talent or potential before a Mistral agent. If

the character's background proves solid (a tenuous and subjective standard which more or less works out to having no known affiliations to the Shal'Hadar or other Good-aligned organization, and the individual being non-good himself) then the character is recruited by a Scourge and inducted into the fold, beginning with training and later receiving more dangerous assignments.

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

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

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

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

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

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

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

- **Privates:** The starting rank of the Planes-Militant, all new recruits are placed here, though don't necessarily stay here for long. Privates can seek healing from any agent of the Planes-Militant at half the standard cost, plus the cost of components.
- **Sergeants:** Sergeants lead smaller groups of privates around in battles, and are those members who are well respected in the Planes-Militant. Sergeants gain access to the Planes-Militant's other spellcasters, and can arrange to have any spell cast for their benefit at half the standard cost plus the cost of components.
- **Lieutenants:** Lieutenants are the true bloods of the Planes-Militants, officers who are used to leading men into battle. Lieutenants in the Planes-Militant can arrange for a squad of six privates to accompany him on dangerous missions – these berks are Hirelings who don't expect any money, and have a level equal to the Lieutenant's – 4. They don't gain XP and don't wish to receive a part of the treasure. The Lieutenant, of course, is responsible for the recruits' lives, and if he leads too many young men and women to their deaths might face a review of his actions by the higher ups.
- **Captains:** Captains lead divisions of men into battle for the Planes-Militant. A Militant Captain is a force to be reckoned with in his own terms. Captains gain access to spellcasters for free, except for the cost of components.
- **Commanders:** Commanders lead entire armies of Militants into the Lower Planes for the glory of the Planes-Militant, and oversee the operations of the Militants' various planar strongholds. Commanders can borrow items and resources from the Militant's coffers with a market value equal to or less than 20,000 gp for one week's use. The Commander is expected to return the item at the end of the duration, or be unable to borrow further until they replace the lost item.
- **Generals:** The Generals lead the Planes-Militant. There are only a handful of Generals at any given time, and they mastermind the

Militant's every move across the Planes. Generals gain access to the Planes-Militant's intelligence libraries, granting them advantage on Arcana checks when using the Militant's libraries. The generals are also granted the use of an aide-de-camp, a character that acts as a cohort of the general's. The aide is ultimately loyal to the Planes-Militant, and not the General, and will usually not accompany the general on matters not directly related to the Planes-Militant's agenda.

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

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

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

Members of the Planar Trade Consortium get the same benefits all around. First, the PTC keeps a list of hirelings which have worked with the Consortium in the past, so a body knows who's working for him and that they'll do their jobs proper. Second, members of the PTC can buy from merchants sponsored by or members of the PTC at a 90% discount. Finally, members of the PTC can receive free identification of magical goods, as well as legend lore and similar divinations to learn more of the items located. In exchange for this, the PTC merely asks for a 5% share of all commercial profits, or 50 gp a month, whichever is higher.

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

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

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

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

The Shal'Hadar is interested only in those who manifest the psychic Gift – psionics, wilders, and their kin. Those who focus solely on honing the mental craft study the ways of the Shal Mystic, developing powers of prescience and mental discipline. Those who blend the Gift with the physical manifestation of weaponry and combat are known as Hadar Guardians. Either are welcome into the group, and joining is as simple as declaring oneself willing to learn at one of their monasteries or enclaves (there are two such enclaves in Sigil, though their primary base of operations is located in the gatetown of Ecstasy.) The participant is put through a series of moral and mental tests, then should he pass he is given membership into the group.

Membership comes with a few benefits. First, all members of the Shal'Hadar gain access to the Shal Mystics, who can manifest powers for them at 70% the standard market cost. Second, members of the Shal'Hadar receive free room and board whenever they are in a Shal'Hadar monastery or enclave – these are equivalent to poor rooms and average meals. Third, members can donate a small amount (1 gp) to gain access to the Shal'Hadar's libraries, which grant the member advantage on Arcana checks or any other check pertaining to psychic phenomena across the Planes.

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

## CHAPTER VI: BLOODS AND SPELLSLINGERS

While there have already been many new player character options presented for PCs, here are a few more options that characters can consider when creating or leveling their Planescape characters.

### DOMAINS

**Cleric Domains by Faction:** Factions, being philosophical groups as well as just social affiliations, also have a number of domains associated with themselves. A factioneer with levels in the Cleric class can choose to be a cleric of the faction, instead of a particular deity. They choose their domains from those listed here, in addition to the Unknown Domain presented in the *Player's Guide to Planescape*. Note that a cleric need not be devoted to the Faction in order to be a member of the Faction; however, a cleric who wishes to be devoted to a Faction must, almost inherently, be a member of the Faction.

#### Sigil's Faction Domains

| Factions of Order: Domains               | Factions of Despair: Domains   | Factions of the Self: Domains                | Factions of the World: Domains              | Independent Factions: Domains                |
|--|--------------------------------|--|---|--|
| Harmonium:<br>Knowledge, War             | Bleak Cabal:<br>Trickery, Life | Transcendent Order:<br>Life, Knowledge       | Sign of One:<br>Life, Light                 | Xaositects:<br>Trickery, Knowledge           |
| Fraternity of Order:<br>Knowledge, Light | Doomguard:<br>War, Tempest     | Fated:<br>Knowledge                          | Athar:<br>Unknown, Knowledge                | Free League:<br>Any                          |
| Mercykillers:<br>Death, Knowledge        | Dustmen:<br>Death, Knowledge   | Society of Sensation:<br>Trickery, Knowledge | Believers of the Source:<br>Knowledge, Life | Revolutionary League:<br>Knowledge, Trickery |

### PSIONICS

Psionic ability is fairly common in the Planescape setting. In order to account for such abilities the *Psionist* and *Wilder* classes are presented below, as well as the *Wild Talent Feat*.

**Psionist:** The psionist is a variant wizard, and is otherwise identical to the standard wizard in all ways except for the following changes.

- **Cantrips and Spells:** Your cantrips and spells are chosen from the psionic spell list on page 54. In addition, use of the Spell Point variant presented in the DMG (288) would help to differentiate this class from a standard wizard.
- **Spellbook:** Your spellbook takes the form of a crystal gemstone but otherwise follows the same rules as a normal spellbook.
- **Arcane Traditions:** You can choose from the schools of abjuration, divination, enchantment, or illusion.

**Wilder:** A simple method for allowing for psionic characters is to allow sorcerers to derive their power through innate psionic talent. Those with innate psionic abilities are called wilders, and are otherwise identical to the standard sorcerer in all ways except for the following changes:

- **Cantrips and Spells Known:** Your cantrips and spells are chosen from the psionic spell list on page 54. In addition, use of the Spell Point variant presented in the DMG (288) would help to differentiate this class from a standard sorcerer.
- **Sorcerous Origin:** There are two options that mind sorcerers can choose: psionic bloodline or wild magic (wilder). The wild magic sorcerous origin is unchanged.
- **Psionic Bloodline:** The Psionic Bloodline sorcerous origin is identical to the Draconic Bloodline sorcerous origin in all ways except for the following changes.
- **Psionic Ancestor:** You have an ancestor from a psionic class. Choose either force damage or psychic damage. This replaces Draconic Ancestor.
- **Psionic Resilience:** You gain 1 additional hit point for each level in this class. In addition, while you are conscious, your AC equals 13 + your Dexterity modifier. This replaces Draconic Resilience.
- **Psionic Affinity:** Starting at 6<sup>th</sup> level, you add your Charisma modifier to spell damage of the type associated with your psionic ancestry, and by spending one 1 sorcery point, you can gain resistance to that damage type for 1 hour. This replaces Elemental Affinity.
- **Telekinetic Flight:** At 14<sup>th</sup> level, you can take a minor action to gain a flight speed equal to your current speed. They last until you take a minor action to dismiss them. This replaces Dragon Wings.

**Wild Talent (Feat):** You learn two cantrips of your choice from the psionic spell list. In addition, choose one 1<sup>st</sup> level spell from the psionic spell list; you learn that spell and can cast it at its lowest level. You regain the ability to cast the spell when you take a long rest. Choose either Charisma or Intelligence as your spellcasting ability.

## Psionic Spell List

### Cantrips:

Blade Ward  
Dancing  
Lights  
Friends  
Light  
Mage Hand  
Mending  
Message  
Minor Illusion  
True Strike

### 1<sup>st</sup> Level

Animal Friendship  
Charm Person  
Command  
Cure Wounds  
Detect Evil and Good  
Detect Poison and Disease  
Disguise Self  
Feather Fall  
Heroism  
Healing Word  
Jump  
Mage Armor  
Magic Missile  
Shield  
Silent Image  
Sleep  
Speak with Animals  
Tasha's Hideous Laughter  
Tenser's Floating Disk  
Unseen Servant

### 2<sup>nd</sup> Level

Augury  
Beast Sense  
Blindness/Deafness  
Calm Emotions  
Darkness  
Detect Thoughts  
Enthrall  
Find Traps

Hold Person  
Knock  
Levitate  
Locate Object  
Mirror Image  
Misty Step  
Phantasmal Force  
See Invisibility  
Suggestion

### 3<sup>rd</sup> Level

Blink  
Clairvoyance  
Daylight  
Fear  
Fly  
Haste  
Hypnotic Pattern  
Major Image  
Mass Healing Word  
Nondetection  
Sending  
Slow  
Tongues

### 4<sup>th</sup> Level

Arcane Eye  
Compulsion  
Confusion  
Dimension Door  
Dominate Beast  
Fabricate  
Hallucinatory Terrain  
Locate Creature  
Otiluke's Resilient Sphere  
Phantasmal Killer

### 5<sup>th</sup> Level

Bigby's Hand  
Contact Other Plane  
Creation  
Dominate Person  
Dream

Geas  
Hold Monster  
Modify Memory  
Rary's Telepathic Bond  
Scrying  
Seeming  
Telekinesis  
Wall of Force

### 6<sup>th</sup> Level

Find the Path  
Magic Jar  
Mass Suggestion  
Otto's Irresistible Dance  
Programmed Illusion  
Teleport  
True Seeing

### 7<sup>th</sup> Level

Forcecage  
Mirage Arcane  
Mordenkainen's Sword  
Project Image  
Regenerate  
Reverse Gravity

### 8<sup>th</sup> Level

Antipathy/Sympathy  
Dominate Monster  
Feeblemind  
Mind Blank  
Power Word Stun  
Telepathy

### 9<sup>th</sup> Level

Astral Projection  
Foresight  
Power Word Kill  
Time Stop  
Weird  
Wish

## SKILLS

**Arcana:** This skill represents regional knowledge of the various planar regions. Proficiency in Arcana grants the character specialized knowledge in a number planar regions equal to that character's proficiency bonus. Characters may gain specialized knowledge in additional planar regions through training (PHB 187) while living in those regions.

- **Sigil:** Covers the City of Doors, the factions, creatures that live in the Cage and the kriegstanz. Characters with specialized knowledge of Sigil gain advantage on Survival checks made to navigate the streets of the Cage, as well as the standard bonuses.
- **Outlands:** Covers the various Gatetowns and realms of the Outlands, including the Hinterlands that lie beyond the last ring. Characters with specialized knowledge of Sigil gain advantage on Survival checks made to navigate the Outlands, as well as the standard bonuses.
- **Prime Material:** The various worlds of the Prime Material each count as their own individual region. For example, Faerun would encompass all of Faerun (the world of the Forgotten Realms) whereas specialization in Mystara would encompass all of Mystara.
- **Individual Plane:** Each individual plane counts as its own region for the effects of the Arcan skill specialization. Characters with specialized knowledge of an individual plane get advantage on Survival checks made for the individual plane.

## EQUIPMENT

**Goods:** The following trade goods are available for player characters to consume in Sigil:

- *Clothing, Glammerweave:* The latest in Cager fashion comes from clothesspinner gnomes, who have mastered the art of weaving illusions into their fabrics. Glammerweave clothes shimmer and sparkle with the light, shift colors and create stunning visual effects with the use of magic. A suit of glammerweave clothing costs 500 gp and provides advantage on Persuasion checks for the wearer.
- *Potion Bracer:* Warriors can use these devices strapped to their arms to store potions for easy access. A potion bracer can hold up to three potions, and drinking a potion from a potion bracer allows a warrior to reach the potion as a bonus action. A potion bracer costs 50 gp.
- *Potion Bracer, Exceptional:* A exceptional potion bracer holds six potion vials instead of three. It otherwise functions exactly as the potion bracer. The exceptional version costs 150 gp.

**Drugs:** Those looking to take a break from reality often do so through illicit means, drugs and magical substances designed to dull the imbiber's senses such as alcohol. Drugs are illegal in Sigil, due to their dangerous side effects, however, and their high addiction rates.

**Special Materials:** The Planes are all home to various metals, substances more durable than standard prime material ores. These ores are smelted and used to create unique weapons and armor.

- *Abyssal Blood Iron:* Mined from the rich red ore that is found on the surface of the Plain of Infinite Portals, the first layer of the Abyss, abyssal blood iron is prized for its effectiveness on weapons and armor. Weapons created from abyssal blood iron have dark red blades, the color of fresh blood, lending to their ferocious appearance. A weapon forged of blood iron is treated as magical for purposes of bypassing damage resistance. Abyssal blood iron has the same weight as iron or steel. A weapon made of blood iron costs an additional 5,000 gp. Abyssal blood items have 4 times the usual hit points for that item (DMG 247).
- *Astral Silver:* Astral silver is created from a special silver ore mined from the various astral islands that drift across the Astral sea by the githyanki miners that make that plane their home. Astral silver appears to be exactly like silver from the prime, but when confronted with an intelligent mind or a powerful psionic presence, the metal becomes incredibly malleable and fluid.

Weapons created from astral silver are treated as silver and magical for the purposes of bypassing damage resistance. Finally, when fighting opponents who are astral projecting, a weapon created from astral silver can sever their silver chord on a critical hit if that creature fails its WIS save (DC 15), instantly killing the victim.

Armor crafted from astral silver is particularly effective against incorporeal creatures. Incorporeal creatures attack someone employing astral silver armor with disadvantage. Characters using an astral silver shield must also wear astral silver armor to gain this benefit. Only armor that is mostly made out of metal can be formed out of astral silver. Astral silver items have double their usual hit points (DMG 247).

| Item crafted | Price Modifier |
|--------------|----------------|
| Weapon       | +10,000 gp     |
| Light armor  | +4,000 gp      |
| Medium armor | +6,000 gp      |
| Heavy Armor  | +8,000 gp      |
| Shield       | +3,000 gp      |

- *Baatorian Green Steel:* Mined from the deepest pits of the Nine Hells of Baator, green steel is a favored material for the Baatezu devils, due to its heavy consistency that is very similar to adamantine's. Weapons, shields and armor made out of Baatorian green steel have a light green – almost mint colored – tinge to them.

Green steel has natural heft and mass to it that increases the effectiveness of weapons forged from the weapon. All weapons forged from green steel are considered exceptional, bypass damage resistance as if they were magical and allow the wielder to reroll "1"s rolled on damage die (1 re-roll per damage die). Only weapons made mostly out of metal can be created from green steel.

Armor or shields made out of green steel are also denser, capable of warding blows greater than average. Any bludgeoning, piercing, or slashing weapon damage die resulting in maximum damage can be re-rolled (1 re-roll per damage die) Characters using a green steel shield must also wear green steel armor to gain this benefit. Only armor that is mostly made out of metal can be formed out of astral silver. Such armor are prized in the planes, but are slightly heavier than usual (add 2 lbs to the weight of shields, 4 lbs. to the weight of Medium Armor, and 6 lbs. to the weight of Heavy Armor). These armors always give disadvantage on Stealth checks. Baatorian green steel items have 4 times their usual hit points (DMG 247).

| Item crafted | Price Modifier |
|--------------|----------------|
| Weapon       | +2,000 gp      |
| Light armor  | +1,000 gp      |
| Medium armor | +2,000 gp      |
| Heavy Armor  | +4,000 gp      |
| Shield       | +500 gp        |

- **Crystal, Planar:** These crystals are forged deep from the mineral mines of the Planes. The Crystals maintain some of the purity of the Plane from which they are mined, and when forged, can allow psionic characters to tap some of the power inherent to the Plane.

Weapons forged of planar crystal work as normal weapons for nonpsionic creatures. However, psionic characters can focus some of their power to deal additional damage. As a bonus action, the creature may focus some of his psionic potential into the weapon, expending one of their innate spells (psionics) to add psychic damage to the weapon's damage. This added damage equals 1d6 per spell level expended. The weapon is considered magical for the purposes of damage resistance for that attack. Weapons made from planar crystals costs 1,000 gp more than their noncrystal counterparts.

- **Fiendflesh:** The crafters of the Lower Planes often craft strange and powerful objects of the most macabre things. Thus, Baatezu hide tanners have learned an alchemical and supernatural process by which they can harvest the flesh of their conquered enemies to work into strong suits of armor, affording themselves increased protection against their opponent's rending claws. The process has spread throughout the lower planes, and now fiendflesh armor can be found not uncommonly.

Only armors that would otherwise be made out of leather or hide can be made from fiendflesh. Thus, only Leather, Studded Leather, Hide and Scale Mail armors can be made out of fiendflesh. The fiendflesh maintains some of the supernatural toughness inherent to the fiendish form, granting the wearer damage resistance against fire. Fiendflesh armors cost +2,500 gp for Light armors, and +5,000 for Medium armors.





# SIGIL MAP KEY

Key numbers refer to **Sigil: City of Doors** map.

## ANY

| # | Venue Name             | Source | Location | Occupant(s)           |
|---|------------------------|--------|----------|-----------------------|
| • | Secret Door Safe House | FM-117 | Any      | Brimarc, [Anarchists] |
| • | World Serpent Inn      | ITC-55 | Any      | Mitchifer, [Primes]   |

## THE CLERK'S WARD

| #    | Venue Name                             | Source                   | Location                                    | Occupant(s)   |
|------|--|--------------------------|---|---|
| • 1  | Trianym                                | ITC-78                   | About a block from the Hall of Speakers.    | Sura Ekness, Cirily   |
| • 2  | Triopfic Nic'Epona Statue              | ITC-79                   | A short walk from the Hall of Speakers      |   |
| • 3  | Harmonium Garrison                     | FW-18                    | Next to the Hall of Speakers                |   |
| • 4  | Hall of Speakers                       | FM-124; ITC-72;<br>SB-86 |   | [Signers]   |
| • 5  | Power of the One Statue                | FM-124                   | In front of the Hall of Speakers            |   |
| • 6  | Indusium Tavern                        | MC1-4                    |   | Danis Twelve-Fingers  |
| • 7  | Healing Hovel                          | DTU-12                   | On Thislewind Way                           | Balthazar Thames  |
| • 8  | Tome of Magic Components Shop          | DTU-25                   | On Gray Dragon Lane                         | Chelsy Darkhair   |
| • 9  | Scribe's Rest Pub                      | DTU-26                   | On Gray Dragon Lane                         | Hofften Burrfoot  |
| • 10 | Silverhorn's General Store             | DTU-25                   | On Gray Dragon Lane                         | Silverhorn  |
| • 11 | Lady Drayon's Boarding House           | DTU-25                   | On Gray Dragon Lane                         | Lady Drayon   |
| • 12 | Ragnaal & Fluuz Scriptorium            | DTU-27                   | On Gray Dragon Lane                         | Ragnaal & Fluuz   |
| • 13 | "Davots, Trillian, and Snoob Ltd.      | DTU-27                   | On Gray Dragon Lane                         | [Clerks]  |
| • 14 | Balthazar's Office                     | DTU-11                   | In a loft above Paltry's Pastries           | Balthazar Thames  |
| • 14 | Paltry's Pastries                      | DTU-11                   | On Gray Dragon Lane                         | Paltry, Balthazar Thames  |
| • 15 | Jeena Ealy's Compound                  | ITC-72                   | Not far from the Civic Festhall.            |   |
| • 16 | Cup of Freedom Library                 | SW-17                    |   | Fiery Polk, [Anarchists]  |
| • 17 | Black Wind Tavern                      | ITC-62                   |   |   |
| • 18 | Tensor's Employment Service            | ITC-77                   |   |   |
| • 19 | Daughters of the Light Headquarters    | FW-18                    | in an old butcher shop                      |   |
| • 20 | Goncalves' Tailor shop                 | PT                       |   | Goncalves   |
| • 21 | Brothel for Slaking Intellectual Lusts | PT                       |   | Fall-From-Grace, Luis the Armoire, Juliette, Nenny Nine-Eyes, Ecco, Vivian, Marissa, Kesai-Serris, Kimasxi Adder-Tongue, Yves the Tale-Chaser, Dolora |
| • 22 | Iannis' Advocacy Office                | PT                       |   | Iannis  |
| • 23 | Art & Curio Galleria                   | PT                       |   | Yvana   |
| • 24 | Finam's Study                          | PT                       |   | Finam   |
| • 25 | Civic Festhall                         | FM-134; ITC-63;<br>SB-84 |   |   |
| • 26 | Velvet Harness Boarding House          | ITC-62                   |   | [Bariaur patrons]   |
| • 27 | Pestle Apothecary                      | PT                       |   | Pestle Kilnn  |
| • 28 | Greengage Cider Shop                   | ITC-63; SB-86            | Across the street from the Civic Festhall.  | Marda Faramble  |
| • 29 | Vrischika's Curiosity Shoppe           | PT                       |   | Vrischika, Standish   |
| • 30 | Milori's the Translator                | UFS-64                   | Near the Civic Festhall                     | Milori  |
| • 31 | Jerkot's Imports                       | DTU-13                   |   | Allena Jerkot   |
| • 32 | Slumbering Lamb Boarding House         | ITC-62; SW-16            |   | Toozer  |
| • 33 | Sullen Moon Tavern                     | ITC-62                   |   | [Tieflings]   |
| • 34 | Planar Trade Consortium Offices        | UFS-30                   | "On Pride Street, near the Hall of Records" | Estavan   |
| • 35 | Bigby's College of Academic Arts       | FM-62                    | Now the Hall of Records                     | [Defunct]   |
| • 35 | Hall of Records                        | FM-62; ITC-71;<br>SB-84  |   | [Guvners]   |
| • 36 | Iron Spittle Pub                       | FM-65                    | Nearby to the Hall of Records               | Aram Oakwright, [Fated]   |
| • 37 | Lazz School of Vivid Unplesantness     | ITC-74                   | Down the street from Jeena's Compound       | [Bleakers]  |
| • 38 | Heshter's Arms Inn                     | "ITC-62, FM-61"          | Central location                            | Eman Heshter, Larillian, Rayl Whitespoon  |
| • 39 | Silver Spire Inn                       | FW-17                    | Little Arcadia                              |   |

|      |   |                 |   |   |
|------|---|-----------------|---|---|
| • 40 | Hall of Information                       | ITC-66          |   | Bordon Mok, Brot the Mad, Erlik, Cwalno |
| • 41 | Hiland Pastries                           | UFS-44          |   |   |
| • 42 | Whole Note Inn                            | ITC-62,61       |   |   |
| • 43 | Factologium Museum                        | FW-127; UFS-124 |   | O'pok                                   |
| • 44 | Tear of the Barghest Tavern               | ITC-62, FM-61   |   | [Moneylenders]                          |
| • 45 | Eyes of Elysium Tavern                    | UFS-102; ITC-62 | In a corner of the Administrator's District           | [Water-only]                            |
| • 46 | Bindings Bookshop                         | FW-94           |   | Cuesi Kahl                              |
| • 47 | Tea Street Transit Dispatch Office        | ITC-74          | Between the Hall of Speakers and the Hall of Records. | Kyl Silkfoot                            |
| • 48 | Crooked Sword Tavern                      | EB-7            |   | Gedramak                                |
| • 49 | Iron Heart Alehouse                       | ITC-62, FM-61   |   | [Fated]                                 |
| • 50 | Grundlethum's Automatic Scribe Print-shop | ITC-63; SB-86   |   | Grundlethum Blackdag                    |
| •    | Bounded Space Tavern [Post FW]            | FW-123          |   | Wilbur Cookenstein                      |

#### THE GUILDHALL WARD

| #    | Venue Name                             | Source                | Location   | Occupant(s)   |
|------|--|-----------------------|--|---|
| • 1  | Flame Pits Bathhouse                   | ITC-84; SB-89         | Three streets towards the great bazaar                           | Laril Zasskos, [Anarchists]   |
| • 2  | Nittman's Aerial Tours                 | ITC-84                | On Turtle Lane   |   |
| • 3  | Rechvad's Persona Lavisicum            | FW-65                 | On Newt Street   | Rechvad, [Eschaton]   |
| • 4  | Chapel Perilous Guild                  | FW-65                 |  | Sheawil the Lesser, Eris Montauk, Anton Rennes, Toriam Osis, [Eschaton] |
| • 5  | Airion's Boarding House                | ITC-84                |  |   |
| • 6  | Talun Underfoot's Burrow               | FW-19                 | In the center of Curly-Foot                                      | Talun Underfoot   |
| • 7  | Blue Toad Inn                          | ITC-9                 |  |   |
| • 8  | Ensin's Discount Elixirs               | ITC-95                | Ensin  |   |
| • 9  | Woodman's Retreat Tavern               | ITC-84; SW-20         | A few blocks into the Guildhall Ward from the Great Gymnasium    | Lucas Lappsell, Blander Mul, [Escorts]                                  |
| • 10 | Yawning Rat Inn                        | ITC-84; TIS-13        |  | Ghieena   |
| • 11 | Great Gymnasium                        | FM-145; ITC-96; SB-88 |  | [Ciphers]   |
| • 12 | Escort Guildhall                       | ITC-87                |  | Geena Mirrathar   |
| • 13 | Harim Festhall                         | FM-116                | Not far from the Great Gymnasium                                 | Cassandra, Nanice, Traice, [Anarchists]                                 |
| • 14 | Builders' Fellowship                   | ITC-87                |  | Ustisha Cambris   |
| • 15 | Stone & Cog Construction               | UFS-124               |  | Tcha, Phytan, Sken Leafwood   |
| • 16 | Dark House of Divination               | FW-66                 | Discreetly near the Great Gymnasium                              | Thuemos Diaret  |
| • 17 | The Other Place Spa                    | UFS-46                | Across the street from the Great Gymnasium                       | Iarmid, Laenis, Autochon the Bellringer                                 |
| • 18 | Harmonium Garrison                     | FW-20                 | An old fortress nestled among many of the old guild headquarters |   |
| • 19 | Teamster's Guildhall                   | ITC-87                |  | Duritz Crow   |
| • 20 | Dark Sign Tavern                       | ITC-84                |  | [Tieflings]   |
| • 21 | Garden Tea-house                       | FW-23                 | Secluded Loft up a flight of Mandorian stepping stones           |   |
| • 22 | Order of Master Clerks & Scribes Guild | ITC-87                |  | Elahassa Merem  |
| • 23 | Council of Innkeepers                  | ITC-87                |  | Bryn Ohme   |
| • 24 | Singing Vortex Inn                     | ITC-84                |  | [Ciphers]   |
| • 25 | Fat Candle Pub                         | UFC-29; ITC-84        | Off of Hull Road   | Adamok Ebon   |
| • 26 | Feathernest Inn                        | UFS-29; ITC-84        |  |   |
| • 27 | Xanist's Invention Shop                | ITC-97                | A block from the great gymnasium                                 | Xanist  |
| • 28 | Zakk's Corpse Curing Taxidermy Shop    | ITC-99                | Near the Great Gymnasium   | Mhasha Zakk   |

## THE HIVE WARD

| #    | Venue Name                           | Source                           | Location   | Occupant(s)  |
|------|--------------------------------------|----------------------------------|--|--|
| • 0  | Hive                                 | ITC-113; SB-84; FW-26            | Within a few blocks of the Gatehouse   |  |
| • 1  | Seafarer's Arch                      | PM                               |  |  |
| • 2  | Fhurling Bridge                      | FM-6,124                         | Between the Hive and Lower wards   |  |
| • 3  | Ulick's Bowse                        | FM-124                           |  |  |
| • 4  | Office of Vermin and Disease Control | PT                               |  | Phineas T. Lort  |
| • 5  | Zaddfum Trestle                      | FM-124                           | Between the Hive and Lower wards   |  |
| • 6  | Temple of Aoskar                     | PT                               | Alley of Dangerous Angles  | Aola   |
| • 7  | Sharegrave's Guildhouse              | PT                               | Ragpicker's Square   | Sharegrave   |
| • 8  | Ku'atraa's Warehouse                 | PT                               |  | Ku'atraa   |
| • 9  | Arlo's Flophouse                     | PT                               |  | Arlo, Nestor   |
| • 10 | Gathering Dust Bar                   | PT                               |  | Post, Awaiting-Death, Mortai Gravesend, Norochj, Sere the Skeptic, [Dustmen] |
| • 11 | Smoldering Corpse Bar                | PT                               |  | Barkis, Ebb Creakknees, Candrian, Alais, Ilquix, Mochai                      |
| • 12 | Mortuary                             | EB-18; FM-52; ITC-113; SB-83; PT |  | Skall, Komosahl Trevant. [Dustmen]   |
| • 13 | Gatehouse                            | FM-31; ITC-111; FW-98            |  | [Bleakers]. [The Insane]   |
| • 14 | Rivergate Tavern                     | PP-50                            | On Scab Way  | Brill, Jayk, Theseus, Ariadne, [Tanar'ri]                                    |
| • 15 | Roaring Balor Inn                    | WW-28                            | Past the Gatehouse   |  |
| • 16 | Gatehouse Night Market               | TC-111; SB-83                    | Only a few blocks into the Hive Ward   | Retzz  |
| • 17 | Quake's Place Tavern                 | FM-155                           |  | Quake Lavender, [Xaositects]   |
| • 18 | Bottle & Jug Tavern                  | ITC-107                          |  | Barl Hoxun, Akra   |
| • 19 | Cold Bowl Soup Kitchen               | FM-29                            | Only a dozen blocks from the Gatehouse, in the grimmest, most dispiriting part of the ward | Addle-Pated, [Bleakers]  |
| • 20 | Parakk the Ratcatcher's Case         | UFS-76                           | Across from the Bottle & Jug   | Parakk the Ratcatcher, the Us  |
| • 21 | Weary Head Pub                       | UFS-68                           | Deeper in the Hive Ward  | Bonebloom, Morvun, Phineas, [Bleakers]                                       |
| • 22 | Butcher's Block Alehouse & Inn       | EB-10; ITC-102                   |  | Trunfeld Three-teeth, [Criminals]  |
| • 23 | Ylem's Tower                         | UFS-78,116                       | Just off Whisper Way   | Ylem, Patch, Rule-of-three   |
| • 24 | Allesha's Pantry                     | ITC-106                          | Not more than a 100 yards from the slags   | Allesha Sheevis  |
| • 25 | Green Stone Stables                  | ITC-111                          | On Black Boot Walk   | Bismen Yscoppel  |
| • 26 | Benni's Tap Room                     | ITC-102                          | Marble District  | Bordon Mok   |
| • 27 | Zero Alehouse                        | ITC-103                          |  | [Bleakers]   |
| • 28 | Sister Cade's church                 | UFS-123                          |  | Sister Cade  |
| • 29 | House of the Griffin Tavern Hive     | FM-116                           |  | Griffin, Valer, [Anarchists]   |
| • 30 | Blood Pit Fighting Arena             | EB-10                            |  | Felgar, [Thugs]  |
| • 31 | Weary Spirit Infirmary               | ITC-121                          | In the middle of Whisper Way, halfway between Allesha's Pantry and the Butcher Block       | Ridnir Tetch   |
| • 32 | Scratch Wall                         | ITC-115                          | On the border of the Slags, not far from Allesha's Pantry.                                 |  |
| • 33 | Harmonium's 2nd Hive Ward Bastion    | FW-27                            | Near the junction of Pride and Stump street  |  |
| • 34 | Boneyard Pond                        | ITC-125                          | Behind the Weary Spirit Infirmary  |  |
| • 35 | Orsmonder's Meats                    | ITC-101,112                      | Sil Orsmonder  |  |
| • 36 | Shrinker's Tavern Hive               | ITC-102                          |  |  |
| • 37 | Prime Exotics                        | ITC-126                          |  |  |
| • 38 | Snapped Finger Tavern                | ITC-102                          |  | [Thugs]  |

**THE LADY'S WARD**

| #    | Venue Name  | Source                      | Location   | Occupant(s)   |
|------|---|-----------------------------|--|---|
| • 1  | Zadara's Manor                                    | UFS-117                     |  | Zadara, Kubriel, Gog                                |
| • 2  | Liberty Hall Tavern                               | FM-96                       | Nearby to the City Barracks  | [Harmonium]   |
| • 3  | Tussa's Greenhouse                                | UFS-124                     |  | Tussa   |
| • 4  | Square Bar  | FM-116                      |  | [Anarchists]  |
| • 5  | Plague Victims' Monument                          | ITC-8                       |  |   |
| • 6  | Nontegue Manor                                    | FW-85                       |  | Nino & Norinda Nontegue                             |
| • 7  | Tripicus' Study                                   | UFS-102                     |  | Tripicus  |
| • 8  | Traban's Forge                                    | ITC-45; SB-80               | In a side street near the City Court, downward from the Noble District | Traban, Trabanson, Tarholt, Tarholtson, Coal-Chewer |
| • 9  | Interplanar Importers Merchant House & Restaurant | FM-115                      | Not far from the City Court  | Quin, Katya, Mikal, Strader, [Anarchists]           |
| • 10 | Untra's Arcana                                    | HH-26                       |  |   |
| • 11 | City Court  | FM-71; ITC-34; SB-80        |  | [Guvners]   |
| • 12 | Singing Fountain Lady                             | UFS-12                      |  | Black Marian  |
| • 13 | Palace of the Jester                              | ITC-40                      |  | Jeremo the Natterer                                 |
| • 14 | Vlrc's Clocktower                                 | DG-51                       | In Penate Square, near the Twelve Factols                              | Vlrc  |
| • 15 | Dusty Wig Boarding House                          | UFS-14                      |  | Bialla, Black Marian, Sly Nye                       |
| • 16 | City Barracks                                     | FM-92; ITC-32; SB-80        |  | [Hardheads]   |
| • 17 | Twelve Factol's Restaurant & Tavern               | ITC-32                      | Near Dossy street  | [Dwarves and Ysgardians]                            |
| • 18 | Temple of the Lords of the Nine                   | ITC-30                      |  |   |
| • 19 | Temple of Zeus                                    | ITC-30                      |  | [Guvners]   |
| • 20 | Temple of Hermes                                  | ITC-44                      |  | Mad Moll  |
| • 21 | Temple of Gruumsh                                 | ITC-30                      |  | [Orcs]  |
| • 22 | Azure Iris Boarding House                         | UFS-108; ITC-39             | Overtop Fortune's Wheel  | Verden  |
| • 22 | Fortune's Wheel Gambling Hall                     | ITC-36                      |  |   |
| • 23 | Temple of Io                                      | ITC-30                      |  | [Dragonkind]  |
| • 24 | Penbrum's Parchments and Papers Warehouse         | HH-25                       | Not far from the City Court  | Penbrum   |
| • 25 | Geldab's Bakery                                   | HH-27; PH-10                |  |   |
| • 26 | Prison  | FM-103; ITC-41; SB-79       |  | [Reddeath]  |
| • 27 | Tower of the Wym                                  | ITC-44                      |  |   |
| • 28 | Petitioner's Square                               | ITC-21                      |  |   |
| • 29 | Temple of Garl Glittergold                        | ITC-30                      |  | [Gnomes]  |
| • 30 | Temple of Diancastra                              | ITC-30                      |  | [Giants]  |
| • 31 | Temple of Maglubiyet                              | ITC-30                      |  | [Goblins]   |
| • 32 | Temple of Zivlyn                                  | ITC-30                      |  | [Krynn natives]                                     |
| • 33 | Temple of Primus                                  | ITC-30                      |  | [Modrons]   |
| • 34 | Temple of Apollo                                  | FW-10                       |  |   |
| • 35 | Temple of Diancecht                               | FW-10                       |  |   |
| • 36 | Statue of Bigby                                   | ITC-39                      | [Enormous statue]  |   |
| • 37 | Temple of Frigga                                  | FW-10                       |  |   |
| • 38 | Golden Bariaur Inn                                | ITC-39; SB-78               | Three streets beyond statue of Bigby                                   | Goldenmane  |
| • 39 | Temple of Pelor                                   | FW-10                       |  |   |
| • 40 | Temple of Brahman                                 | ITC-30                      |  |   |
| • 41 | Temple of Koriel                                  | ITC-30                      |  | [Ki-rin]  |
| • 42 | Temple of Corellon Larethian                      | ITC-30                      |  | [Elves]   |
| • 43 | Temple of Odin                                    | ITC-30                      |  |   |
| • 44 | Armory  | FM-42; FW-57; ITC-32; SB-80 |  | [Sinkers]   |
| • 45 | Temple of Ptah                                    | ITC-30                      |  |   |
| • 46 | Temple of Daragor                                 | ITC-30                      |  | [Lycanthropes]                                      |
| • 47 | Temple of Moradin                                 | ITC-30                      |  | [Dwarves]   |
| • 48 | Temple of Muamman Duathal                         | ITC-30                      |  | [Dwarves]   |
| • 49 | Bloodgem Park                                     | HH-32                       |  |   |

- 50 Temple of the Abyss ITC-43
- 51 Park of the Infernal and Divine ITC-25
- 52 Temple of Shang-ti ITC-30
- 53 Temple of Baravar Cloakshadow ITC-30 [Gnomes]
- Office of the Master of Portals ITC-31
- The Library of the Lady

#### THE LOWER WARD

| #    | Venue Name                              | Source                | Location  | Occupant(s)   |
|------|---|-----------------------|---|---|
| • 1  | Friendly Fiend Magic Shop               | UFS-8                 |   | A'kin, Balaka   |
| • 2  | Happy Candies Sweets Shop               | HH-25                 | Not too far from Harbinger House                          | [Xaositects]  |
| • 3  | Golden Bell Pawnshop                    | ITC-50                | Standing hard by the Temple of the Abyss                  | Marisha the Fox, Pincher the Exile, Crookshank                |
| • 4  | Grossif's Paints Warehouse              | HH-26                 | Near Harbinger House                                      | Sougad Lawshredder  |
| • 5  | Harbinger House Lower                   | HH-46; ITC-55         |   |   |
| • 6  | Ubiquitous Wayfarer Inn                 | ITC-57; DG-137        |   | Raien Blackhome, Mirta, Hulester                              |
| • 7  | Sleepy Dwarf Gem Exchange               | HH-26                 |   |   |
| • 8  | Society of the Luminiferous Aether club | ITC-55                |   | Gamnesto the Vile, [Wizards]                                  |
| • 9  | Sod Dirk's Forge                        | HH-28                 |   | Sod Dirk  |
| • 10 | Black Sail Tavern & Inn Lower           | EB-16; ITC-48         | In the shadow of the Armory, at the end of a dark alley   | Zaren, Salja, [Sinkers]                                       |
| • 11 | Harmonium Garrison                      | FW-14                 | Near the Great Foundry on Alehouse Row                    |   |
| • 12 | Red Pony Alehouse                       | ITC-59                |   | Laborers  |
| • 13 | Dirk and Firkin Greenhouse/ Alehouse    | ITC-57                |   |   |
| • 14 | Great Foundry                           | FM-20; ITC-50; SB-81  |   | [Godsmen]   |
| • 15 | Mermaid's Cups Festhall                 | ITC-59                |   | Larissa the Fence   |
| • 16 | Styx Oarsman Bar                        | ITC-56; UFS-85; SB-82 |   | Devils  |
| • 17 | Brokah and Miccah's Pawnshop            | PT                    |   | Brokah, Miccah  |
| • 18 | Sword and Buckler Alehouse              | ITC-59                |   | [Mercenaries]   |
| • 19 | Giltspur's Auction Block                | PT                    |   | Giltspur  |
| • 20 | Hooded Lantern Alehouse                 | ITC-59                |   | [Thieves]   |
| • 21 | Cinder's Magic Shoppe                   | PT                    |   |   |
| • 22 | Aalek's Oddities                        | PT                    |   |   |
| • 23 | Anze's Anvil Smithy                     | PT                    |   |   |
| • 24 | Speckled Rat Alehouse [dive]            | ITC-59                |   |   |
| • 25 | Parted Veil Bookshop                    | UFS-16                | On Forgotten Lane, a few blocks from the Shattered Temple | Kesto Brighteyes, Sir Cleave, Jeena Ealy, "Sly" Nye, [Athars] |
| • 26 | Temple of Lost Badir                    | DG-148                | On Arbor road   | Ghear the Sighted, Argesh Fiord, Kank                         |
| • 27 | Hands of Time Clockwork Shop/ Guildhall | ITC-51                |   | Saddam Hasan Ibn Arvalas, [Modrons]                           |
| • 28 | Vault of the Ninth World Warehouse      | PT                    |   | Conall, [Anarchists]  |
| • 29 | Wizard's Mark Components Shop           | HH-26                 |   |   |
| • 30 | Generous Coin Mercantile                | FM-10                 | Next door to the Soused Duck                              | [Athar]   |
| • 31 | Soused Duck Tavern                      | FM-10                 | On the right of Brandy Lane                               | [Athar]   |
| • 32 | Penn's Print Shop                       | PT                    |   | Scofflaw Penn, [Anarchists]                                   |
| • 33 | The Inagra's Chaos-shaping Studio       | UFS-124               |   | The Inagra  |
| • 34 | Face of Gith Tavern                     | UFS-123; ITC-57       |   | [Githzerai]   |
| • 35 | Siege Tower Smithy                      | PT                    |   | Coaxmetal   |
| • 36 | Hamrys' Caskets                         | PT                    |   | Hamrys, Dimtree   |
| • 37 | Bones of the Night                      | ITC-48                | Catacombs near the ditch                                  | Lothar the Old  |
| • 38 | Shattered Temple                        | FM-10; ITC-55; SB-82  |   | [Athars]  |
| • 39 | Ilyer's Haberdasher Clothier            | FM-124                |   |   |

|   |    |                                    |        |  |   |
|---|----|------------------------------------|--------|--|---|
| • | 40 | Tenth Pit Alehouse                 | ITC-59 |  | [Baatezu]   |
| • | 41 | Harmonium's 1st Hive Ward Garrison | FW-27  | In Ragpicker's Square  |   |
| • | 42 | Green Iron Forge                   | FW-5   |  |   |
| • | 43 | Court of Woe                       | UFS-40 | Portal to the negative energy plane in Ragpicker's Square near the Mortuary. | Judge Gabberslug, Lord Porpen, Winkled Dannoch, "Sly" Nye |
| • | 44 | White Casket Tavern [Dustmen]      | ITC-59 |  |   |
| • | 45 | Grim Journeyman Tavern             | FW-123 |  |   |
| • | 46 | Green Mill Tavern                  | ITC-51 | Swill of the ditch turning its great wheel                                   | [Elves]   |
| • | 47 | New Market                         | ITC-?  |  |   |
| • | 48 | Ascension Drinking Hall            | HH-20  | Near the great Foundry on Gray Steam Path                                    | Julius of the Ninth Test, Lini, [Believers of the Source] |
| • | 49 | Tavrat Chol Moc Tannery            | FW-73  | On Tanner's Lane   | Tavrat Chol Moc   |
| • | 50 | Logu's Bath Powder Warehouse       | HH-26  | Not far from the Armory  | Baskix  |
| • |    | The Wound That Bleeds Monument     | FW-123 |  | [Post FW]   |
| • |    | The Gate of the Clueless           |        | Found in an alley behind the Tenth Pit (40)                                  |   |

#### MARKET WARD

| # | Venue Name | Source                            | Location              | Occupant(s)   |  |
|---|------------|-----------------------------------|-----------------------|---|--|
| • | 1          | Masty's Tavern                    | ITC-84                | [Wealthy Indeps]  |  |
| • | 2          | S&J Transport                     | ITC-82                |   |  |
| • | 3          | Sill Inn                          | FD-12                 | Only a few blocks from Great Bazaar                                       | Cedlic Maar, [Merchants, Pre FW]             |
| • | 4          | Wooly's Cupgrass' Laboratory      | UFS-22                | On Copperman Way, a few blocks from Chirper's                             | Wooly Cupgras                                |
| • | 5          | Harmonium Garrison                | FW-24                 | On Copperman Way  |  |
| • | 6          | Beranto's Map Shop                | DTU-48                | On the corner of Wharf and Bizarre  |  |
| • | 7          | Girreht's Jewelcraft              | FW-24                 |   | Girreht                                      |
| • | 8          | Deadfinger's Tavern               | ITC-84                |   | [Thugs]                                      |
| • | 9          | Bronze Bezants Loanshop           | ITC-90                |   | F. Moskin Faz                                |
| • | 10         | Turby's Inn                       | ITC-84                |   | Turby  |
| • | 11         | Harys Hatchis' Promotions Office  | UFS-44                |   |  |
| • | 12         | Severed Head Weapons & Armor Shop | ITC-86                |   |  |
| • | 13         | Red Lion Inn Holstery             | FM-84                 | The corner of Saints Boulevard and Revel Road, a block from Duskgate road | Jadex, Bria Tomay, Lethea & Lesander         |
| • | 14         | Parts & Pieces Meat Shop          | UFS-92; SW-16         | Broken arch portal in the Great Bazaar                                    | Seamusxanthuszenus, Earth Grues, Adamok Ebon |
| • | 15         | Imel's Happy Tongue Restaurant    | ITC-81                | Risvold Street  | Imel Brustur                                 |
| • | 16         | Tressym's Tours                   | ITC-89                |   |  |
| • | 17         | Warbling Blades Silversmithy      | FM-82                 | On Redwind Road   | Bria Tomay & family, [Indeps]                |
| • | 18         | Hynighter's Horses                | ITC-84                | Redwind Road  |  |
| • | 19         | Fell's Tattoo Parlour             | UFS-36                | On Redwind Road   | Fell, Milori                                 |
| • | 20         | Chinzpeter's Used Clothing        | UFS-124               | Chinzpeter, Morvun, Phineas   |  |
| • | 21         | Tivvum's Antiquities              | UFC-86; FW-106; SB-57 |   | Alluvius Ruskin                              |
| • | 22         | Debtor's Pole                     | ITC-96                |   |  |
| • | 23         | Chirper's Inn                     | ITC-93                | Near the Great Bazaar   | Sigrund                                      |
| • | 24         | City Provisoner (defunct)         | SB-64                 |   | [Communal Faction HQ]                        |
| • |            | The Great Bazaar                  |                       | Center of Sigil's commerce  | [Indeps]                                     |

#### UNDERSIGIL

| # | Venue Name          | Source | Location  | Occupant(s)                         |
|---|---------------------|--------|---|-------------------------------------|
| • | Buried Village      | PT     | Accessed through the Trash Warrens                          |                                     |
| • | Dead Nations        | PT     | Near the Drowned Nations, beneath Ragpicker's Square [Hive] | Hargrimm, Acaste, Stale Mary, Soego |
| • | Dim Home Commune    | FW-86  | Near the Nontegue catacombs [Lady]                          | Fion, Driel, Nios, [Darkers]        |
| • | Drowned Nations     | PT     | Near the Weeping Stone Catacombs                            |                                     |
| • | Great Library       | FW-84  | [Lady]  | [Dabus]                             |
| • | Nameless One's Tomb | PT     | Near the Drowned Nation                                     |                                     |

- Nowhere Safe House FW-88 Near the Dim Home Commune Gegin, Durrogh Black, Kiim Madbone, Radassa Ferio
- Temple of Darkness FW-78 [Hive] Incarus, Vanuire, Ghargaross, [Yugoloth]
- Trash Warrens PT Beneath Raggpicker's Square
- Warrens of Thought PT Near the Weeping Stone Catacombs Many-As-One
- Weeping Stone Catacombs PT Near the Buried Village Glyve
- Bank of Keys [Defunct] FW-4

