

SIGIL: THE CITY OF DOORS

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

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

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

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

Chapter Two: The Tout's Tour describes the city of Sigil in greater detail, enumerating many of the more prominent neighborhoods in the various Wards of Sigil.

Chapter Three: The Politics of Belief details the various factions of Sigil, and describes the varying roles that they play in the day to day affairs of running the city.

Chapter Four: Law and Order discusses the various laws of the city, as well as the role of the various factions as involved in the judicial system.

Chapter Five: Sects and Organizations presents various organizations, sects, cults, and guilds which, aside from the various factions, the Player Characters can join or have significant interactions with.

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

Chapter Seven: Monsters and Encounters details NPCs and groups that serve as villains for the PCs, as well as some of the monsters that are native to the city.

CHAPTER ONE: A+ A GLANCE

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

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

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

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

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

SIGIL BY +HE NUMBERS

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

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

Authority figures within the city appear throughout this book.

into different Wards.

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

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

The Market and Guildhall Wards are where things are sold, bartered and traded in the Cage. Though its difficult for even the most savvy natives to tell where the one ends and where the other begins, the traditional differentiation states that the Market Ward is where goods are sold, and the Guildhall Ward are where services are provided.

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

ARCHI+ECT+URE

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

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

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

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

WHA+ BRINGS YΘU +Θ SIGIL?

Be it adventure, business, or pleasure, Sigil has enough to attract thousands of visitors in any given day. Although the city's stable population averages something around a half

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

ANTIQUITIES

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

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

BANKING

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

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

COMMERCE (GENERAL)

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

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

Marketplace (Ward)	Permit Cost
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.

C O M M U N I C A T I O N S

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*

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

mouth, 20 for *whispering wind* and *sending* [the remaining five words are used to relay verification and destination information for the message]).

COMPANIONSHIP

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

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

Those looking for more upscale establishments can try some of the temples in the Temple Row which offer sexual experiences as ritualistic part of their worship. The Temple of Aphrodite is a fine example of a temple which offers such services, though it tends to cater only to believers of the Olympian pantheon in general (although more than a few canny cutters have

simply lied – it’s not like Zeus is going to be bringing down the door to check membership badges in Sigil.) Similarly, some of the more hedonistic members of the Society of Sensation run tasteful little bordellos clustered secretly around the Festhall, making the stays of visiting dignitaries all the more interesting.

Companionship of a less carnal nature can be found as well. Numerous adventuring

guilds exist with headquarters in the Guildhall Ward, where adventurers can meet others of the same line of 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.

Companionship	Cost
Evening in a bordello	
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 (per year)	20 gp
Dining club membership (per year)	
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.

Criminal Purposes	Typical Cost
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	10 gp plus 2 gp x ranks in Forgery
Loans	Up to 20% interest per week
Information	1 gp x Gather Information 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

Dinner Quality	Cost per Person
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

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.

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.

E M P L O Y M E N T

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.

E N T E R T A I N M E N T

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.

EX⊕IC SERVICES

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

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

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

FAC+I⊕NS

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

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

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

individuals. A Noble can acquire the use of one such factotum for an evening with a DC 20 Favor check.

FIND SOMEONE

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

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

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

Tout Services	Cost
Ward guide	3 sp per hour
Directions	5 cp
Current news	2 cp
Portal locations	10 gp

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

HEALING

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

understocked, overpopulated, and understaffed – are little more than charnel houses for the dying and diseased.

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

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

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

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

to Cagers at standard costs. This is a lucrative business for the Athar, and anyone seeking to use their services will typically have to wait at least an hour before their wounds can be seen to. Although the Athar will still ask questions to ensure they aren’t dealing with enemies they don’t wish to make, they’ll still be willing to cast for anyone – so long as the price is right. The Athar can provide even advanced healing services, such as *raise dead* and *true resurrection*.

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

HIDING

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

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

HIRED HELP

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

LEGAL ASSISTANCE

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

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

LIGHTING

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

Only the largest of thoroughfares in the Cage are equipped with *continual light* spells that provide illumination. Tampering with these lights is punishable by imprisonment, and these thoroughfares are well patrolled by Harmonium agents. Other

streets might be lit with voluntary lanterns and torches lit by home or business owners, but the smaller streets and alleyways are often left dark.

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

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

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

MAGIC ITEMS

Player Characters looking to offload the latest hoard of magic items from their last adventure need to deal with one of the many miscabiller's guilds. These guilds are specialize in the identification of magical properties, and will offer to take unwanted items from the hands of adventurers.

Though they don't sell items themselves, the miscabillers are connected to merchants who will put the wares up for good in the marketplace.

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

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 Varen. *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

Housing	Cost
Lower Ward	
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
Market/Guildhall Wards	
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
Clerk's Ward	
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
Lady's Ward	
Large apartment	2d6x2,500 gp
Medium house	4d6x5,000 gp
Large house	4d6x10,000 gp
Mansion	4d6x50,000 gp

Hive, so the Harmonium doesn't go there. The less said about the Hive, the better. Only the truly destitute live there – and not because they *want* to. The one advantage of the Hive over the other Wards is the easy probability of squatting. It's not like anyone's going to be calling a Hardhead patrol to evict you – although you might just have to fight off a few stragglers or hard muscle to spend the night.

PLACES + ⊕ S+AY

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

If a berk's down on his luck, he can try one of the Bleaker almshouses that put up vagrants and 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.

P ⊕ R + A L S

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 *password* 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.

Portal Service	Cost
Portal registry processing fee	5 gp
Planewalker's Guild listing	50 gp
Analyze portal spell	60 gp
Portal key	Varied

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

Buying Portal Keys: More often than not, a portal key is a mundane item or knick-knack that would be considered junk in other circumstances. These items are the type of things that a general goods store doesn't carry because they have no surety in moving the object – even in a city like Sigil. However, a special type of store called a Portal Key shop exists in the Cage to fit exactly this need. Portal key shops look like general stores, except that every item they carry has no immediate use. Red marble beads, the bones of a three week old duckling, bark shavings from a type of tree that

grows only a little grove in Celestia, all of these items have no specific value or utility outside of being used as portal keys to... somewhere. The value of a portal key is directly related to the value of the portal: how frequented the portal is, where it leads, how common the key might be to find. Most common portal keys range from between 5 sp to 500 gp or more. Player characters are encouraged to do their research before buying.

RESEARCH

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

SPELLCASTING

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

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

Spell	Permanency	Cost
<i>Arcane sight</i>		38,000 gp
<i>Comprehend languages</i>		13,000 gp
<i>Darkvision</i>		26,000 gp
<i>Detect magic</i>		13,000 gp
<i>Read magic</i>		13,000 gp
<i>Resistance</i>		13,000 gp
<i>See invisibility</i>		26,000 gp
<i>Tongues</i>		38,000 gp
Raise dispel DC by 5		+2,500 gp

S+ΘRAGE

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

TIMEKEEPING AND CALENDARS

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

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

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

TRANSPOR+ATION

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.

Transportation	Cost
Sedan chair	2 sp/ mile
Arcadian pony ride	12 cp/ mile
Accompanying apple sweeper	6 cp/ mile
Skycoach	10 sp/ mile

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.

WEATHER

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

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

WORSHIP

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

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

BUILDINGS AND BUSINESSES

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

If the player characters seek a certain kind of business in a single district, first consult the

Number of businesses	% Chance
1 - 20	5%
21 - 60	15%
61 - 120	30%
121 - 240	50%
241 - 500	75%
500+	99%

district description to determine whether it includes the right type of businesses. For example, if they are looking for a sage, listed in the Services-Upscale category, check the district description to see whether it includes upscale services.

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

TRADES

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

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

Trades - Upscale: Antique dealer, bookbinder, bookseller, candy maker, clockmaker, cosmetics dealer, curio dealer, dice maker, distiller, fine clothier, gemcutter, glassblower, glazier, goldsmith, inkmaker, jeweler, mapseller, papermaker, perfumer, pewterer, sculptor, seal maker, silversmith, toy maker, trinkets shop, vintner, wiresmith.

Additionally, upscale trades include fine artisans of the types listed under average trades. Masters of their craft, these tradesmen sell masterwork or fine versions of normal goods at increased prices.

Trades - Average: Armorer, baker, bazaar, blacksmith, bonecarver, bowyer, brewer, butcher, carpenter, carpet maker, Cartwright, Chandler, cheesemaker, cobbler, cooper, coppersmith, dairy, fletcher, florist, furniture maker, furrier, grocer, haberdasher, hardware store, herbalist, joiner, lampmaker, locksmith, mason, merchant, music shop, outfitter, potter, provisioner, religious items dealer, roofer, ropemaker, saddler, sailmaker, seamstress, shipwright, 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 Gather Information check against DC 15 or 20.

Similarly, professionals such as architects, bookkeepers, and guides may not have a fixed place of business, but might work from their homes or travel to their employer's place of business when they have a contract. Finding such professionals is

usually much easier than making a criminal contact, however, since most rely on advertising or extensive word-of-mouth to get new business. A successful Gather Information check against DC 10 or 15 (depending on the nature of the service) is sufficient to locate these professionals.

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

Services - Average: Auction block, barber, bookkeeper, bordello, clerk, engineer, fortuneteller, freight 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.

CHAPTER TWO: THE TOWN'S TOUR

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

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

THE LADY'S WARD

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

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

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

ARMORY DISTRICT

Population: 2,700

Social Class: Upper/middle class

Character: Upperscale industrial, very busy and bustling with activity

District Type: Industrial district

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

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

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

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

ELY CRÖMLICH

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

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

Skills: Athletics +36, Bluff +35, Concentration +36, Escape Artist +33, Hide +39, Intimidate +35, Knowledge (arcane) +35, Knowledge (military tactics) +35, Knowledge (the planes) +35, Knowledge (Sigil) +35, Listen +32, Move Silently +39, Spot +32, Spellcraft +35

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

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

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

Cromlich is a tall, finely-chiseled statue of a man. His skin is a dark obsidian which 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

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

refers to oddities of warfare and large siege engines, although Doomguard can also trade in normal (and exotic) weapons.)

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

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.

DIANA THE GUARDIAN

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

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

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

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

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

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

Initial Attitude: Indifferent

Modifiers: Party includes a member of the Harmonium, Mercykillers, or Fraternity of Order (+2); presents a warrant or permission from the Courts (+4); includes a member of the Revolutionary League or Xaositects (-4); is disruptive and rude (-2).

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

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

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

COURTS DISTRICT

Population: 3,780

Social Class: Upper class

Character: Busy and bustling downtown and government district

District Type: Government district

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

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

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

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

Library of the Guvners: Attached by the City Courts, the towering Library of the Guvners is a veritable contradiction to the Courts. While the Courts are bustling, loud,

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

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

COURT OF PAIN

Population: 460

Social Class: Upper class

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

District Type: Wealthy residential

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

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

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

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

DABUS SQUARE

Population: 10,375

Social Class: Upper class

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

District Type: Wealthy marketplace

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

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

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

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

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

SHEMESHKA THE MARAUDER, KING OF THE CROSS-TRADE

CR 21; AL NE; ♀ yugoloth, arcanoloth Sorcerer6; Init: +7; hp 117 (18 HD); AC 37, touch 16, flat-footed 34 (+3 Dex, +15 natural, +6 *greater mage armor*, +3 *ring of protection*); F.Atks: 2 claws +12 (1d4 plus poison) and bite +7 (1d6); SAtks spells, spell-like abilities, poison; SQual DR 10/good, SR 30, immunity to mind affecting spells and effects, poison and acid, resistance to cold 10, fire 10, electricity 10, telepathy 100 ft., darkvision 60 ft. Str 11, Dex 16, Con 15, Int 20, Wis 18, Cha 22

Skills and Feats: Shemeshka is a well-lanned fiend, and with Outsider skill points and her high intelligence, she is trained in nearly every skill in the book. She has max ranks in Knowledge (Sigil), Bluff, and Sense Motive, however, and regularly switches her feats around using *psychic reformation* to best her opponents.

Possessions: As King of the Cross-Trade, Shemeshka can gain access to nearly any magic item under 200,000 gp worth of value. She constantly wears a *ring of protection* +3 and a *shiftweave* garment, however.

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.

DØSSY S+REE+

Population: 6,700

Social Class: Upper class

Character: Small, quiet shops, restaurants and inns in cloistered streets

District Type: Wealthy mercantile

Buildings: Upscale lodgings, wealthy residential, upscale trades (200), average trades (75), upscale services (100), average services (200), poor services (80)

First Impressions: The surrounding environs of this district are dotted with small shops quaint boutiques, and small inns and taverns. The upper stories of this buildings all bear the markings of large residential apartments and penthouses.

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

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

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

NØBLE DIS+RIC+

Population: 932

Social Class: Upper class

Character: Large, ostentatious palaces surrounded by high walls on wide, well lit avenues.

District Type: Wealthy residential

Buildings: Upscale residential, embassies

First Impressions: This is where the well-lanned bloods of Sigil live. Mansions that are far too big for their owners surrounded by impenetrable walls make this place look like a dream that no cutter can touch.

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

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

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

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

PE+I+IΘNER’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 Wyrms 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 Nostheroth (CE ♂ marquis cambion Priest19-Heirophant5), 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.

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: