

Dodgeful Artie's Guide to Sigil East



Sigil Prep created by Patrick C. Duke

Illustrations and logo design: David Cummings

Special Thanks to:

My players- Chris Koch, David Cummings; Alex, Alison, Bill, Caleb, Calvin, the Demented One, Evan Sageser, Herman, Ionbound, Kristian Gilfillan, Mike, Pookachan, Ronni, Tim, Unit0001; Acylacia, Adam Theoson Akbar/Kythind, Annastrai, Araignce, Arin, Biklik, Cado Lost Mountain, Caeruleus, Deiter Phlann, Doen Greener, Doraad, Fluffum, Frances, Gear, Ghesh, Hal, Hano, Hurut, Jaro, Kreeba, Kylene, Lemmy, Litharos, Lupus, Malafaust, Niazan/Riessa, Nyaaguh, Ozzie Dark, Qualmegoth, Rahariel, Raziae, Rei, Rook, Saccha, Samwrothe Medani, Shiki, Shiori, Signite, Silgon, Simon, t’Nee, Urufu, Valien, Vlad, Wren Readman, Xaralynn

Ghostwheel, who saved the original 3.5 Sigil Prep site to dnd-wiki.org, and Tyger and Judas Goat-Bali who quote mined the 4e site, saving so much of the work that otherwise would have been lost to time.

Folks from the WotC message forums who contributed to my brainstorming, especially Reinforcements, DeeL, manyfist, a-man-in-black, Gilganarz the Reporter, Jandor1, Madrion, Dagda Mor, theOne333, Kodiak Claw, scwolf, ravendm, Dogurasu Thanatos, and many others

Fans of Sigil Prep past and present, known and unknown to me, and anyone who has used, loved, or mentioned my setting

Welcome to Sigil East

(An Introduction by Dodgeful Artie, adorable street urchin)



because you never know when you're going to need a cat who knows his way around the Cage.

So, you want to know the best place for a slice of 'za or the hottest spots for a late night date? I'm here to show you 'round the place. So hold on t'your coinpurse, and let's take a tour of Sigil East.

The Guildhall Ward is the smallest of Sigil's wards, so small that some folks even just consider it part of the Market Ward, and that ain't half fair. So the Sigil East Society of Tourism and Beautification is trying to rebrand the Ward as "Sigil East." It's homey, they say, appealing to folks what has money to spend.

Of course, the Sigil Prep campus sits right in the middle of the Ward, and near the campus are a lot of businesses that cater to that college crowd. What we're going to do here in this little tour is look at some of the places that're going to appeal to students, adventurers, and various folk what aren't from Sigil. Tourists. Primes. Marks. No, scratch that last one.

In addition to the places you might want to go, there's also a guide to some of the faces you might see. The berks and blokes that keep Sigil East going, and the biters you have to look out for. And also a quick guide to me and my mates,

Dining in Sigil East



AMBIENT

A very romantic, high end restaurant that's a popular date destination for students with a lot of disposable income. Some places dim the lights to create a romantic mood. Ambient turns the lights way, way up. You'll need sunglasses. It can cause retina damage. Light sensitive races are advised to avoid this place. The food is incredible, though.

[Blood, Death, and Vanilla]- Name translated from the Abyssal

Perhaps one of Sigil's most famous demon cuisine restaurants, serving 100% authentic Abyssal dishes. If you have the guts, and lack any morality whatsoever, try the filet of soul. It's to die for. For somebody to die for, anyway.

CHEESY CHUCKY'S OVERSTIMULATION EMPORIUM

Run by a mangy wererat, Cheesy Chucky's is a pizza place that specializes in coin-operated games, animated statues out-of-sync meant to be a house band, and cheap plastic prizes you can win by pumping coins into the aforementioned games. The pizza is meh.



THE COLONEL'S FAMOUS FRIED FOWL

Purveyor of impressively tasty fried farm birds and mashed potatoes, the Colonel has impressively managed to remain neutral in the

Fast Food Wars between King Burgermeister, Chester McJester, and the other franchise owners on this block.

DJINNI'S

Djinni's serves a full range of diner food, from burgers to short ribs, and breakfast is served all day. All menu items come with a short stack of pancakes. Even the short stack of pancakes. Your cheapest option is to come in and order a cup of coffee. It comes with a short stack of pancakes.

DRY GOODS BARREL

Homey, filling comfort food, served in a personable environment filled with crates, barrels, and a gift shop. It's like a little taste of the farm right here in the multiverse's most urban city.

GREYHAWK 2000

This family-style restaurant is decorated with largely unrecognizable things such as hubcaps, license plates, speed limit signs, and modern firearms (sure, you can steal them, but there's no ammo). The owners come from an out-of-the-way material plane called "Greyhawk 2000", which is a lot like modern-era Earth, except with more dragons, and the menus are loaded with "Can you believe it?" facts about modern day settings.

HOUSE BENNIGAN'S

A casual dining restaurant originally from Eberron, although this Sigil East location is the last one left.

ICHTHAL'S HOUSE OF HIN

Run by a family of Thri-Kreen born and raised in Chult, where Thri-Kreen cuisine was born, Ichthal's serves only the finest halfling, gnome, and free-range human dishes available. Specials vary by availability. If you don't see specials on the board out front, walk in a wide berth around the place.

KING BURGERMEISTER'S MASTER BURGERS

Owned by an angry regent (King Burgermeister), this semi-popular chain of fast food restaurants is both cheap and nearby. It is

directly across the street from McJester's, and the two establishments have been at war for years. Literal war. They fire cannons at each other.

LEOMUND'S TINY PIZZA HUT

Not as good as Odo's, this is still a popular pizza place. It's part of a chain that has locations throughout Sigil (and a couple on the Rock of Bral), but the Sigil East location is not as good as you remember.

McJESTER'S

Chester McJester is a clown who has been at war with King Burgermeister's since the two shops opened on the same day fifty years ago, in the business sense and the literal sense. There are days when the staffs of the two franchises can be seen battling in the street.

MONODRON 2r479 IN THE BOX

Yet another burger chain on a street containing very little but burger chains, this place is run by a rogue monodron who offers mathematically perfect fast food offerings. They couldn't be more nutritious, each portion based on your particular height, weight and metabolism. If they tasted better, they might sell well.

MURLYND'S GREASY SPOON

This out-of-the-way dive is the cheapest diner in town, with meals only a copper for all-you-can-eat. However, you might not care to eat all you can eat. The only menu item is a pasty but filling gruel which tastes like damp cardboard, but has all the nutrients you need not to die. It's great for college students on a budget who may have blown their meal plan during the first two weeks of class.

OWL & W

Originally founded by the Barley Brothers, purveyors of fine root beer, this restaurant sells hamburgers, much like the other half dozen restaurants in its neighborhood. In an attempt to separate themselves from the pack, the Brothers tried to tame an owlbear to be their mascot, though that had questionable results. When not contained, the owlbear has been trained by Chester McJester to attack King Burgermeister on sight.



RAGNAROK

Dwarven owned and operated, this busy and smelly pub carries a strong Nordic theme, and is extremely popular with whatever Vikings, giants, and trolls wander through Sigil East. Fights break out hourly, and if one hasn't started in a while, the bartender will gladly punch someone in the face just to get the ball rolling.

TABLE OF ZEUS

One of the neighborhood's higher-end restaurant, Table of Zeus specializes in Olympian cuisine. Not Greek, but actual food of the gods. It's expensive, but it's exquisite. Sadly, because of the nature of Sigil, you won't see any gods here, but Theseus and Odysseus have been known to make an appearance now and then. Make reservations in advance.

WINFRED'S

Serving thin, octagonal hamburgers on a hexagonal bun, Winfred's is run by a perpetually young (19 for going on 45 years now) redhaired evoker named Winfred Davesdotter. King Burgermeister funded the opening of her first restaurant so she could assist him with firepower during his war with Chester McJester across the street.

WRONG JOHN COPPER'S

The least fish-tasting fish you'll ever enjoy. Wrong John Copper's opened its first restaurant smack in the middle of the Fast Food wars between King Burgermeister and Chester McJester. Wrong John sided with Burgermeister, and the cannon are still installed on the roof of this prime location.

YOSEPH'S

A bar where everyone literally knows your name. The entire staff is composed of psionic

talents of one sort or another. The bar's biggest draw is that whenever anyone enters, their name is shouted out with resounding vigor by everyone present. You find yourself getting into the mood of it as the bartender, Yosef, or one of his assistants, projects the appropriate name into everyone's mind. After that, it's pretty much just a bar. Also, it's tough to be incognito here.

Odo's Pizza

A popular student hang-out, Odo's is also a top notch pizza joint. It's not clean, and it looks like it could collapse any minute, but damn, that orc makes a mean pie. The variety of toppings changes from day to day, but certain standard items are always available. A wide range of beverages including Cormyr Cola and Barley Brothers Root Beer and some daily pasta specials make this a taste treat. If you don't mind all the rowdy students and the décor that looks straight out of a poorly maintained dungeon, that is. Would it kill them to buy a mop?

The restaurant promises delivery to anywhere in the multiverse, if you can get the order to them. Delivery is handled by Clan Bunden Pittsua, a ninja clan devoted exclusively to the delivery of fresh, hot pizza directly to your door.



PEOPLE AT ODO'S

The orc

(Orc, he/him) The orc who runs the kitchen at Odo's is gruff, clearly hates college kids, and possibly has never bathed. This is all forgivable, however, because of the sheer deliciousness of the pies he bakes. He doesn't talk much, and when he does, it's generally an insult. But he's

devoted to his career and will do anything in his power to fulfill requests. "Do you have wyvern sausage?" you may ask. If it isn't available today, he may sling his greataxe over his shoulder and wander off, to return with wyvern sausage sometime later. It may take a few hours, but it's worth the wait.

No one knows the orc's name, not even his staff. It isn't Odo; Odo is a minor god of pizza from a backwater world nobody goes to. The orc won't tell you his name. It's none of your business. Now do you want extra cheese on the whole pie, or just half?



Clan Bunden Pittsua

Clan Bunden Pittsua are a band of ninja from the far-flung world of Rokugan who have long since given up assassination and espionage in favor of pizza delivery. It is their pledge to always deliver hot, delicious pizza and wings wherever you may be. If you can get the order to Odo's, they can get the order to you.

Jayla's

This intimate, darkly lit little coffee shop is popular with the Sigil Prep student body. Located near the campus, it provides a moody atmosphere and a quiet environment for studying, reading, or even writing that novel you'll never get published.

It has excellent coffee, with blends imported from several planes, including a house blend of three different Mactican beans. Seasonal flavored coffees, and a selection of baked goods are available, possibly with some less legal treats in the back.

There is an open stage where students often play instruments, sing, or recite their dark, depressing poetry.

PEOPLE AT JAYLA'S

Jayla

(Human*; she/her)

A woman in her late 30s (or at least appearing so; the shop's been here for a long time), Jayla generally wears floor length black dresses with peasant patterns. She has raven black hair, and a half-smile that is friendly but means business. She isn't always tending the bar, but she's always in the shop if someone asks for her.

Besides coffee, Jayla deals in information. She is a source of a wide variety of information for PCs, although her prices are often tricky. She enjoys collecting favors from people, so she may waive a fee in exchange for a promise to perform a task for her at a later time. She isn't a violent woman, and her favors are never intended to do direct harm to another sentient being, though that doesn't mean they'll be easy.

Jayla has a number of contacts throughout Sigil East. There are rumors that she is a

doppelganger, and several of her agents are actually her in disguise. Which seems difficult, seeing as how she's always at the shop. If you are a player, this is not true. If you're the DM, this is very true.

Nonetheless, she has a remarkable way of procuring objects and documents that are requested of her. If her price can be met, there doesn't seem to be a deal she can't keep. Hopefully, you'll keep your end as well...

Drake

(Incubus; he/him)

On the losing end of a negotiation with Jayla, Drake is bound to service as her AM barista, serving coffees and pastries and occasionally listening for tidbits of information his boss may find useful. He is flirty and sly, although he has long since given up feeding on souls. He plays at being dangerous, but he isn't truly hostile. He just likes a bit of fun. This is not to say he's harmless; he's still a demon, after all. But he's not the one who will instigate violence.

Kazerabet

(Human, sophomore Wizard student [Necromancy major]; she/her)

Quiet and moody, Kaz is often seen in a dark corner of the café, drinking her third cup of coffee. She dresses in black, gothic clothing and wears black lipstick and black nail polish. She talks in a soft, sing-songy voice and tends to take brief... pauses at... odd points in her sentences. She periodically heads to the stage and recites poems she wrote in her head just moments before, then returns to her seat without acknowledging any applause.

The Fast Food Wars

On one particular street near the college, there are several restaurants, mostly burger joints, in close proximity. When two of these opened – King Burgermeister’s and McJester’s—opened on the same day, they immediately went to war with each other. But not simply a pricing war or a desire to outdo each other’s menu options. A literal war that often results in combat in the street between their restaurants.

Somehow, this has not negatively affected business.

Over the years, other nearby restaurants have joined one side or the other of the battle, with only The Colonel, of The Colonel’s Famous Fried Fowl, remaining neutral. Most of them tend to side with Burgermeister, although McJester has his own agents.



BURGERMEISTER’S SIDE

King Burgermeister

(Human; he/him)

King Burgermeister is the owner and founder of King Burgermeister’s Master Burgers, the first of many fast food burger places to open near the Sigil Prep campus in Sigil East. He’s a humorless man, despite his whimsical home, in a demiplane of his own design where burgers grow on trees (complete with bun and condiment), and three flavors of milkshakes

flow in long rivers. He is very territorial, and cannot abide the sight of Chester McJester, especially since that clown opened his rival restaurant directly across the street.

Monodron 2r479

(monodron modron; they/them)

A... somewhat rogue modron wearing clown make-up, Monodron 2r479 opened a fast food place after randomly determining the most mathematically perfect way to cook a burger. They have no particular animosity toward McJester, but Burgermeister has come to realize that asking the right questions will lead the modron to creating tactical plans for him without question or follow-up.

Winifred Davesdottr

(Human Wizard (evoker); she/her)

The founder of Winifred’s and daughter of the Archwizard Dave, Winifred seems innocent enough with her pigtails and freckles, although she is quite aggressive and a master of fire magic. She sided with Burgermeister in his war with Chester McJester for no particular reason. She just hates clowns.

Wrong John Copper

(Human Fighter; he/him)

The owner of Wrong John Copper’s, Wrong John partnered with Burgermeister in the Fast Food Wars. He is a master of naval tactics, and he understands the ballistics of large cannon like nobody’s business. He enjoys saying things like “Yarr” and “Have at ye, y’ scurvy bilge rat.” He even had his hand replaced with a hook, despite having suffered no injury, just because he liked the look. (The eye patch, at least, is purely a costuming choice). Sadly, he has never actually been to sea, and gets motion sickness very badly.

McJESTER’S SIDE

Chester McJester

(space clown; he/him)

Chaotic and unpredictable in the extreme, it is believed by many that he's only kept his restaurant open for so many decades because his ongoing war with King Burgermeister is so much fun for him. He is thoroughly unscrupulous, dedicated only to his whims. He makes a decent burger though.

The Hamcriminal

(goblin rogue; he/him)

A cackling weirdo in a black and white striped shirt and a large-brimmed black hat, the Hamcriminal is a spy and corporate thief in the employ of Chester McJester. He doesn't speak, just mumbles incoherently in something McJester claims is the goblin tongue but is not, in fact, the goblin tongue.

Mayor McBurgerhead

(ground beef golem; he/him)

With a head that looks like a giant hamburger and a body made of ground beef, this odd creature was created by McJester, dressed up in a little suit and top hat and declared the mayor of his restaurant. He isn't much of a combatant himself, and highly edible in any circumstance, but McBurgerhead has command of an army of gibberlings that have been mutated to look like fuzzy hairballs with bulging eyes which McJester has dyed various bright colors. He calls them the Fuzzballs, and it remains a testament to McJester's mad science skills that these ravenous beasts don't eat the giant burger man that bosses them around.

The Owl & W Owlbear

(mutant owlbear; it/its)

The Owl & W Owlbear is no more intelligent than any ordinary owlbear, but it's much tougher and stronger and stands on its hind legs. The managers of the restaurant try to keep it chained up, but McJester frequently frees it, having taught it to attack Burgermeister on sight. It wears a cute sweater, though, and it really loves root beer.

Shopping in Sigil East

BAD MAX'S EXOTIC PETS AND BUTCHERY

Just about any exotic or interesting beast you'd care to keep as a pet is available here, both for adoption and as chops. Adorable bunnies, cute little puppies, penguins, seals, or cheetahs. Playful and fun, and tasty. Bad Max (green slaad) also makes his own steak sauce which you can buy by the bottle. The bottles vary in size greatly from purchase to purchase, as does what he charges and how much change he'll give you back. He's just way too chaotic to understand math, and any number he gives you is far too high, far too low, just completely off the wall, or not a number. "That'll be red goose eggs and a turnip." Still manages to stay in business, though.

CHADWICK'S

Formerly Chadwick's Spell Components. He changed the name to try to get business from non-spellcasters. He didn't, however, open his selection of merchandise up in his attempt to woo a broader clientele. Chadwick (gnome wizard) will do his damndest to convince fighters and rogues who wander in his store that there are multitudinous uses for bat guano and ghouls' hair, and he's quick enough on his feet to come up with a few if pressed. None of them will involve situations you're ever likely to be in, but you can't say he isn't persistent.

CHARIOT CHARLIE'S USED AND LIKE NEW CHARIOTS

Used Chariots! New Chariots! Or New-ish, Anyway! We've got chariots of every make and model! Chariots fresh off the lots of dealers that couldn't sell them! We buy in bulk, and pass the savings on to you! Need a chariot? Just want to look cool for the ladies? The Roman ladies? Let Chariot Charlie put you in a chariot today!
[paid advertisement]

EVERYTHING'S A COPPER

Everything's a Copper sells everything you can possibly buy for one copper piece. Candles, torches, pieces of chalk, a day's worth of

firewood... um, a pigeon. A pound of wheat. If it sells for a single copper piece, they have it here!

EXPLODING JOE'S

Exploding Joe's sells the finest in Gnome-made imports, direct from Mt. Nevermind in Krynn. When the store isn't under repairs. You have about a 50/50 chance.

FAUNA'S FLORA

It's not clear that Fauna (fox hengeyokai) knows exactly what kind of business she's running here. It bills itself as a flower shop, but there's everything from assassin vines to giant Venus' flytraps in the cooler. You can have things delivered, which we'd advise if you aren't in the mood to fight for your life to get a dozen roses.

FIND FAMILIARS

Find Familiars is very similar in appearance to an ordinary pet shop, but all their animals are guaranteed 100% familiar quality. The owner, Massila (half-elf druid), is so committed to matching Wizards with familiars that she won't even sell you an animal if it doesn't respond positively to your aura. She also owns no shoes. And seems not to have washed her hair in a while. Very friendly. And the animals seem to like her.

FLASH!BANG!

This store sells arquebuses, wheellock pistols and other powder weapons, along with the powder and bullets. Other weapons, notably crossbows and swords are also sold, but they're clearly not the focus. The band of triggerhappy goblins who run the place also manufacture the firearms, and will offer their services as mercenaries if you ask them. You'll know to ask when they clear their throats and make very vague hints toward being mercenaries.

ILLEGITIMATE SPICE DEALERS

They don't actually sell spices here.

LEGITIMATE SPICE DEALERS

100% all legitimate spices, whether you need nutmeg, all-spice, cinnamon, or cumin. High

quality, imported weekly from dealers in Waterdeep, Sharn, and Kara-Tur. If you're looking for drugs, check out "Illegitimate Spice Dealers" around the corner.

MAIDEN OF PAIN

It's a leather good store. Pretty much. One that specializes in fetish wear and whips, but you can buy some decent leather armor here. It doesn't cover much, but if you're a woman and plan to be on the cover of something, it still gives the full AC bonus. You can also buy nice boots here, but they have 7" stiletto heels. If you are not a worshipper of Loviatar, do not ask to see the back room. Unless, you know, you're into that sort of thing.

YE OLDE MAPPE SHOPPE

Pronounced "Ye Oldie Mappy Shoppy". The maps sold here are often out of date, but there

are several maps to treasure sites in the back. The owners really don't know what they have half the time.

POLEARMS EXPRESS

Yes. A store that sells only polearms. You've all read "Order of the Stick", I'm sure of it. You remember that pole arm store that parodied the Cheese Sketch. Bring a PC in, act it out, you know you want to.

THE SIGIL CAMPAIGN

Selling a wide assortment of board games, card games, CCGs, RPGs, and mainstream comic books, this is a hot destination for Sigil Prep's nerdiest students. Magic: the Gathering tournaments every Saturday; sometimes hosted by Urza, a man who's lived through every card you flop.

The Mall of the Titans

Built by the Sigil East Society of Tourism and Beautification specifically to bring visitors to the Guildhall Ward, the Mall of the Titans is the largest indoor shopping center in the known planes. The prices tend to be a bit high; you could do better in town. But it's really convenient having everything under one roof, we swear.

INDOOR THEME PARK

The center of the Mall is dominated by an indoor roller coast, the Purple Worm, painted a garish purple and with a less-than-ideal braking system. There is also a carousel with fancy decorated horses. Face painting and caricature artists are here to take your money while you wait for the lines to die down.

PHANTASM 10

This complex offers ten screens where illusory entertainments are presented.

THE FOOD COURT

Every exterior door opens directly into the food court, even though that makes no sense whatsoever. This area is full of quick service restaurants, two of which have extremely long lines. Those are the ones you want to go to. Below are just a sample of the offerings.

- *Chult Café*: It's like fine dining in the open jungle
- *Cock-L-Trice*: Delicious chicken sandwiches run by the Church of St. Cuthbert
- *Duergar's Donuts*: Popular for its coffee.
- *Hell's Bistro*: Incredibly spicy food. Even the mild dishes do 1d4 fire damage per meal.
- *Kara-Turan Express*: Does not particularly resemble Kara-Turan cuisine
- *Queen of Frozen Dairy Desserts*: Ice cream dispensary
- *Really Big Pretzels*: 150% of your daily recommended sodium intake

- *Sbarro's*: There used to be one of these at every mall. Even in the Great Wheel
- *Substance*: Serving unidentifiable portions of something... maybe it's chicken?

SHOPPING

There are so many stores, offering everything you could possibly want, if you aren't choosy. Here are some of the Mall's tenants.

- *Amulets and More*: Jewelry store, with a few magic items in the back
- *Bed, Bath and the Far Realms*: comfort, luxury and madness
- *Bricko Store*: Selling Bricko-brand construction blocks, so you can build model spelljammers and Apparati of Kwalish.
- *Bucknard's Everful Bargain Basement*: Low-end, mostly useless magic items
- *The Cannith Store*: selling Cannith Industries goods in a storefront that's stylistically empty
- *G. Grimoire's Books and More*
- *Githyanki Candle*
- *Holy Hannah's Holy Symbols*
- *Hot Topic*
- *Iggwilv's Secret*
- *Paddywack's Knickknacks*
- *Practical Poisons*
- *Practical Potions*
- *Saul the Scribe's Discount Scrolls*
- *Sir Kay's Jewelers*: Owned by King Arthur's brother
- *Sling Sam's Quality Wands*
- *To Rule Them All*: ring shop
- *Torture Room Shoes*

OTHER TENANTS

Other services and novelties at the Mall include:

- *Bufs'n Polish*: spa for constructs
- *Build-a-Bugbear*: Create-it-yourself plush animals
- *Critical Cuts*: haircuts and styling

Entertainment and Nightlife



BACCHANALIA

The most debauched of Sigil East's dens of debauchery, with booze, dancing, and legalized orgies. You must have a valid ID, or make lurid and specific advances on the bouncer, to enter. Experience all manner of carnal delights. In particular, try their carnally delightful Rocky Road ice cream.

FORBOK GENTRY'S STONE MUSEUM

We wouldn't hasten to call this "entertainment" exactly, but it has to go in the guide somewhere, I suppose. The dwarf Forbok Gentry is one of the greatest miners who ever lived, and over the years, he claims to have encountered every kind of stone. So he opened a museum. He loves his museum. Not many other people do, though. It's a good thing he owns a couple of gold mines, because he sure isn't making bank on this place.

JUPITER'S PALACE

On the very edge of Sigil East, this high end casino offers plenty of opportunities for a student to lose his money. Roulette, blackjack, poker, slots, dice, strange games in the back of the original DMG. It's all here, and all administered by employees dressed in togas. Toga-clad blackjack dealers are the best blackjack dealers, I always say.

LLIIRA'S LOUNGE

Both a nightclub, and a temple to the goddess of joy, this is an especially upbeat dance club with a variety of unique features, including a reversed gravity dance floor on the ceiling, mixed drinks made with extracted bliss, and two shuffleboard tables. Live music every night; some of the biggest names play this venue without advance publicity. And because it's also a church, you can get yourself healed and prayed for while you party.

MARILITH'S

This is an Abyssal themed dance club, serving beverages imported from the Abyss. There's an invisible and unclosing portal to Yeenoghu's domain somewhere inside. Where? What's the fun in telling you?

NECROTOPIA

Dead Girls! Dead Girls! Dead Girls! A popular strip club, if a bit of a niche one. Every employee, from the dancers to the wait staff, to the mummy behind the bar, is undead. Despite what the Cuthbertites would like you to believe, all the performers and employees here are free-willed and self-aware. Vampires, ghosts, death knights. There are no necromancers controlling or coercing anybody into anything. The place is run by Meztli, a mummy from Maztica who tends bar and serves as her own bouncer.

OLD ABANDONED AMUSEMENT PARK

Old Abandoned Amusement Park was a popular attraction before it became old and abandoned, but now it's mostly a place for students who wish to break into something and poke around. It is said to be haunted by the Ghost of the Warforged Ghost. For some reason, carts full of students tend to break down right in front of it.

OLIDAMMARA'S DEN

One of Sigil East's most recognized casinos. Recognized because everybody here cheats. The clientele cheat, House cheats, the bartenders cheat. It's hard to even call it cheating when everybody's on the same page.

PENGETTO'S PUPPET THEATER

Of course it's cursed. It's a puppet show in a fantasy world. It's fun for the kids, and all that, but you go in on the wrong night, *somebody's* ending up a marionette.

RAFFLYE'S MUSEUM

Rafflye, a gnome intent to tell you all the trivia he knows, intended this to be a 'Believe it or Not' kind of thing, a museum of things too bizarre to believe, but which he has fabricated evidence of. Opening it in Sigil might have been a mistake, as not many people bat an eye at the Amazing Two-Headed Ogre or the Half-Woman/Half-Snake. A few people come to laugh at the whole thing, though. The ettin and the yuan-ti halfblood are planning a violent takeover, but that seems to be idle talk.

RORVIC'S ARENA

This popular gladiatorial venue is noted for its big production values and gladiators with colorful personalities. Battles are given context

by (usually) simulated backstories for the gladiators that supply them with personal grudges and angry relationships with one another's significant others (who often also take part in the shows). Once a week or so, there's an open ring night where the particularly brave can challenge one of the gladiators. Be warned, while many of the main fights are pre-determined, this particular deal? Definitely not. The owner, a hobgoblin named Rorvic, is not above taking bets, despite knowing the outcomes of most matches.

SIGIL BATTLE OPERA HOUSE

One of Sigil East's prime cultural venue, the Battle Opera House performs a season of the finest battle operas ever written. Most of them were written specifically for this venue, because there aren't too many other places that would have operas with live, un-simulated fight scenes that involve quite so much audience participation. At the presentation of *Fafnir's Curse* last season, a full third of the audience had to be hospitalized from the third act opener.

TASHA'S HIDEOUS LAFF FACTORY

Sigil East's premiere comedy club, featuring stand-ups from around the planes. Some of them are actually funny. Especially after you have a few drinks.

Bands in Sigil East

With so many venues that have live music in Sigil East, there are a lot of local bands, or touring bands who love to stop here. The following are a few of our favorites:

CHAINMAIL BIKINI

An all-girl band with an axe to grind. If any of the PCs have a band, Chainmail Bikini will often declare themselves that band's arch-rivals. The leader, Rouge (human rogue), is particularly devoted to holding grudges over offenses she's invented herself.

FORGED IN WAR

A former garage band (built in a garage), this all-warforged group plays heavy metal the way only metallic people can.

SILVERHAND

Fronted by Storm Silverhand, the Bard of Waterdeep herself.

THEY MIGHT BE DOPPELGANGERS

A mostly changeling band that has wildly differing appearances from show to show, although they usually do very similar sets of the same half dozen or so songs.

Other Businesses of Interest

ALI'S CARPET SERVICE

One of the only carpet cleaning services that specializes in the care and cleaning of flying carpets. You would not believe the damage normal carpet cleaning chemicals can do to the enchantment on those things.

BAD DECISION CHAPELS

The cleric Bentley worships Beshaba, whom he venerates as the goddess of bad ideas. He will gladly perform weddings, but only for people who are severely inebriated, just met and are acting under impulse, or are otherwise probably going to regret the decision in short order. Local mob leader Vinnie "the Gobfather" Goblinetti is frequently bringing his daughter, Dulcinea, here in blind hope that somebody might wander in and be willing to take a bribe.

BASTET'S BROTHEL AND PANCAKE HOUSE

The pancakes are excellent.

THE BOTTOM-FEEDING OTYUGH

The only inn in Sigil with a negative star rating, the Bottom-Feeding Otyugh is infested with everything a place might be infested with. Roaches, ants, mice, rats, centipedes. Once, they had a problem with hippopotamuses, according to news reports. The food is dismal, the beer is flat, and they haven't had a maid in since that whole Vecna debacle. But. You can afford it.

DEITER'S HORSE RENTALS

If you need a horse to get around, there's no better place to get one than Deiter's. Deiter would like to assure you that Deiter's Horse Rentals is in no way related to Deiter's Stable Rentals around the corner, so rest assured you are not renting someone else's horse without them knowing. But if you get a message that you need to return your horse right away, remember you signed a contract.

DEITER'S STABLE RENTALS

Seriously, it looks like the same set of stables as Deiter's Horse Rentals around the corner, but

they are not renting your horse if you lodge it here. It's not even the same Deiter. We're pretty sure.

FATHER NICK'S CURSE REMOVAL AND LEGAL ADVICE

Got a curse? Know who put it on you? Even if you don't, call Father Nick at Father Nick's Curse Removal and Legal Advice. I will lift your curse, and I will take your case. You could win 50 gold pieces, a hundred gold pieces. If someone cursed you, they owe you money! And Father Nick will take them to court. You don't win, you pay nothing. You even keep the curse, 'cause Father Nick don't lift curses for free. Did someone give you a permanent -2 to hit? Do NPCs you talk to mysteriously die under impossible circumstances? Are you a frog and didn't used to be a frog? Call Father Nick, and I will fight for you! (Not fight. File a legal injunction against a defendant on behalf of the plaintiff. Which is you, the accursed)

GNOMESLY'S AUDIO BOOKS

This "library" consists of elderly gnome bard, Gnomesly Gnomesworth, who offers "audio books" which involve him reciting any of the thousands of books he has memorized in half-hour increments to whomever pays the rental fee. He prefers you listen on-site, but you can check him out if you need something to listen to on long trips.

JOV'S HOUSE O' PORTALS

It's believed that the Lady of Pain, mysterious and omnipotent ruler of Sigil, doesn't allow members of the Arcane race within the city's borders, but apparently an exception is made for Jov. The House o' Portals has portals to just about anywhere you'd want to go, and if he doesn't have one, Jov will find one. Prices are steep, but sometimes you just can't find another way to get to the Elemental Plane of Dairy.

THE MERRY UNICORN

The finest inn in all of Sigil East. Full room service, turn down service, a heated indoor pool,

wake-up service, and AstralNet hotspots in most rooms. Fully stocked mini-bar and, oh who are we kidding? You can't afford this place. Probably should be checking out the Bottom-Feeding Otyugh if you need a place to crash.

MODRON TAILORS

A quintet of monodrone modrons (the funny round ones) run this tailor shop, which produces fine garments with exceptional swiftness. Be prepared to be probed and prodded, groped and caressed, but know they don't mean anything by the violation. They're just making sure your clothing conforms to your body as perfectly as local decency standards allow. Describe what you want quickly and accurately, because they'll begin work as soon as you walk in the door, and you are often dressed in your new suit or dress before you've even finished speaking. Surprisingly, it often looks amazing on you, even if it wasn't what you intended, but after all, it was mathematically designed for your frame. Just, y'know, sometimes you come in for a tux and end up in a ball gown.

PEAK'S GYM

Open around the clock, with discount memberships for students. Peak's is most famous for its boxing trainer, "recruited" from the famous dungeon at the Barrier Peaks. It's something called a "robot". It hits pretty hard. If you can beat it in boxing, we are very afraid of you.

PEASEBLOSSOM, COBWEB, MUSTARDSEED AND MOTH, ATTORNEYS AT LAW

This quintet of fairy lawyers are experts at fey-law and contracts. They advise you not to sign anything from a fey without contacting them first. You just have to sign this form...

SIGIL EAST COMMUNITY POOL

This swimming pool is open to the public from 9 AM to 7 PM, year round. The water comes directly from a small portal to the Elemental Plane of Water, so it's always refreshing.

SIGILIAN UNION

Sigilian Union is a messaging service that will relay a message throughout the planes. They

charge by the word, even though they use the same Message spell regardless. They can also transfer money from location to location, for a 10% fee. No one's sure how that works. I give this guy in Sigil money, and some guy at the Sigilian Union in Xen'drik gives my friend the money? How does it get there? And if it's different money, what's the incentive for the clerk in Xen'drik to give it up, when the clerk in Sigil got the fee? I don't know. I'm not about economics.

THREE VROCKS STAFFING SOLUTIONS

No matter your staffing needs, Three Vrocks Staffing Solutions will send three vrocks. Need temporary help with files? Landscaping and yard work? Or a potentially permanent addition to your office staff? Three Vrocks will supply you with three vrocks right away.

Who's Who in Sigil East

The Gobleones

No city is free from crime, and the larger the city, the more opportunity there is for criminal activity. Sigil, of course, has more than its share, but in Sigil East specifically, most crime is organized by, or at least allowed by, the Gobleone Family.

This criminal syndicate is run by Vinne Gobleone, the so-called "Gobfather," and his children, siblings, cousins and other relatives, although other trusted subservients are also considered family. Crossing one Gobleone is the same as crossing all of them.



The Gobfather

(Goblin Rogue; syndicate leader; he/him)

The Gobfather has long since left behind his personal involvement in crime, instead acting through subordinates, plotting and planning a

web of larceny throughout Sigil East. He mumbles most of the time, and speaks primarily Goblin (although he understands Common just fine). Despite this, his major preoccupation is finding a husband for his daughter, Dulcinea. Or a wife. Whatever, he just wants her married off, and he's getting desperate. Most interactions with anyone begin, "*What can I do for you on this, my daughter's wedding day?*" followed by a long-winded attempt to trick the person he's conversing with to marry his daughter. Fellow Gobleones, total strangers, orc, elf, displacer beast, cops attempting to arrest him. Many of his regular staff have gotten married hastily to other people just so he'll stop asking them.

Bobby the Hob

(Hobgoblin Fighter; muscle; he/him)

Bobby the Hob is the Gobfather's bodyguard and go-to threatener. If threatening needs to happen, Bobby's the one he sends. He is almost never heard to say anything but "Yeh," in response to more or less anything the Gobfather says. Or "Nah," if that seems more appropriate. Despite this, the Gobfather often complains about how Bobby'll talk your ear off.

Carlyslle Gobleone

(Goblin Rogue; informant; he/him)

The Gobfather's top informant, Carlyslle has his amply sized ears to the ground, and is aware of most criminal dealings in Sigil East, whether Gobleone or otherwise. His high-pitched voice is grating to most, but his information is useful, and often available with an interesting bribe or two (gold may not do it; he likes unusual things like oddly colored jewels, magical trinkets or porcelain unicorns). He can be a good source of

information for PCs investigating something in town, but the interaction will be annoying and may require a side quest, even if it's just going into a chintzy gift shop to pick up a singing crystal or floating soap dish.

Dulcinea Gobleone

(Goblin Rogue; daughter and thief; she/her)

Despite being one of the most talented thieves in the syndicate, Dulcinea has the unfortunate distinction of being the Gobfather's only daughter, and he has a broad obsession with seeing her married. To this end, she presents herself as obnoxious and unlikeable as possible such that even the promise of wealth and influence isn't tempting enough for anyone to take the Gobfather up on his offer.

In fact, on those rare occasions where someone earns her trust and she doesn't suspect ulterior motive (rare), she may open up and prove to be quite level-headed and even personable. Just don't let Daddy see you talking to her. He's got the chapel on speed dial.

Frankie the Fence

(Mimic; fence; any pronouns)

On the backstreet behind Illegitimate Spices, there's a small one-story walkup with a white picket fence. On the occasion a PC is tasked with some errand by the Gobleones, there's a good chance they'll be asked to go there and talk to Frankie.

Frankie's the fence. In that he takes stolen goods and sells them to prospective buyers without a paper trail or compromising witnesses. Also, in that he's the white picket fence.

Tommy Triggers

(goblin rogue; hitman; he/him)

Thomas Gobleone, aka "Tommy Triggers" is an uncomfortably twitchy goblin who's suspicious of everyone and easily startled. He thinks you're making fun of him, and everything you say

makes it worse. He carries a thing he found called a Tommy gun; he named it after himself. Coincidentally, it's also called a tommy gun on Earth where it came from. He'll poke you in the stomach with it, or shove it in your face, although he's most likely to open fire at his own shadow.

Who's Who in Sigil East

Artie's Gang



A small band of miscreant orphans, Artie's Gang run smalltime cons and pick smalltime pockets throughout Sigil East. They're a minor nuisance at worst, though they're a very useful contact for a rogue student who needs information about local goings-on. For the right price, they're more than willing to perform any low-risk gathering quest the PCs don't want to bother themselves with. These Dickensian waifs are more than happy to be friends with any student who doesn't ask too many questions and has sufficiently generous pockets.

Artie took over the gang from Pug, a runaway from the Rock of Bral who has since gone on to be a student at Sigil Prep. A talented but somewhat ethical burglar (in that she mostly steals from people she dubs arseholes), she still has contact with the Gang and makes sure their basic needs are met.

The Gang are good friends with Rory the newslion, but he doesn't participate in their criminal exploits.

Dodgeful Artie

(Catfolk Rogue; he/him)

Looking to be roughly (the human equivalent of) 12 or 13 years old, Dodgeful Artie is the leader of this ad hoc band of thieving kids who scour the alleys of Sigil East in the most Dickensian manner possible. Artie is quite charming while he's distracting you so his friends can pick your pockets, and quite stealthy when he wants to pick your pocket himself. If a PC rubs him the right way (he is part cat, you know), he can be a good contact in the suburb for the purpose of gathering information or doing little side burglaries the PCs don't want to bother with themselves.

Although sarcastic and tough-talking, he is earnestly loyal to those who treat him well, and will never abandon his gang.

Dotty

(Halfling Rogue; she/her)

Apparently the oldest of Artie's Gang, Dotty is a stern-faced girl with an abundance of freckles, and a permanent frown. She's unforgivably snarky, making snide comments to anyone who is talking to the Gang, even if they're approaching them on friendly terms.

Rusty

(Warforged Rogue; he/him)

Rusty talks about having lost his parents at an early age, and otherwise having a tough childhood, which seems contrary to the fact that he's a warforged, whom most people assume were, y'know, built. He has the proportions of a human 10-year-old, and tends to talk like one as well. He wears a newsboy cap and suspenders, and little tarnishes on his metal façade give the

appearance of having a dirty face. The party might dismiss him as a partially deluded warforged scout or something.

Then one day they'll meet middle class warforged couple, Mr. and Mrs. Rustysdad, who lost their son some years back...

Sp'shak

(Mind flayer; he/him)

Sp'shak is the youngest of the gang, looking barely five if you can judge by appearance. He's more a tagalong kid brother than an actual member of the group, and the others are very protective of him. He projects his thoughts telepathically at people, with phrasings and mispronunciations typical of his age.

In fact, Sp'shak was the result of an unethical scientist attempting to raise an illithid from tadpole to adult without a human host. Although he seemed to be getting somewhere, he abandoned the experiment and Sp'shak in the sewers, which is where Artie found him.

His main source of sustenance are the cranium rats who infest the alley behind Bad Max's Pet Emporium.

the thri-kreen kid

(thri-kreen; he/him?)

There's a thri-kreen kid in Artie's Gang. None of them really knows his name, because none of them speaks thri-kreen. But they like him, and he seems to go along with their plans.

Who's Who in Sigil East

Faces of Sigil East

The Colonel

(Human Fighter; he/him)

Neatly dressed in a dated suit and string tie, the Colonel is a blustery, attention-demanding man with a pointy beard and a thick Southern American accent (lord knows how he got that). Owner of The Colonel's Famous Fried Fowl, he is the only neutral party on Fast Food Row, and the only restaurant owner anywhere near the conflict who will look both Burgermeister and McJester in the eye and tell him to stay the hells away from his secret recipe. With a keen tactical mind, he could easily wipe them all out if he wanted. For now, though, he's content to sell delicious fried birds and succulent side items.

Dirkk'

(Drow Assassin; he/him)

Dirkk' describes himself as sinister and cunning. Whether anybody else describes him that way is debatable. Dirkk' thinks of himself as an epic villain along the lines of Manshoon or Lord Soth, but his schemes are haphazard and poorly thought out, and he lacks the charisma to have much by way of followers. (He is often accompanied by an ettin named Bertn'ernie, who is loyal but not entirely convinced Dirkk' is as capable as he sells himself).

This is not to say Dirkk' can't be dangerous. His plans are circuitous and often nonsensical, but he works hard to implement them, and is ruthless in his irreverence. He has a twin brother, S'kkip, that attends Sigil Prep, and the two may be mistaken for each other. However, S'kkip is utterly harmless, and quick to apologize for things nobody is even bothered by. For some reason, Dirkk' sees S'kkip as a major obstacle on his plans and will turn his ire to any PC who is nice to his harmless brother.

Mith'gla'ka'nar'rith'shanniar

(Displacer Beast; he/him)

Sporting a top hat and a monocle, and often seen with his wife Flarak-nishar (similarly dressed in a fancy stole and diamond-studded glasses), Mith'gla'ka'nar'rith'shanniar is a well-to-do displacer beast with a good deal of cash he inherited from unclear sources. Unlike most displacer beasts, he is very fluent in Common, and in fact rather snooty. He disapproves of uncultured hooligans, which is his definition for anyone who isn't himself or his wife. He enjoys the opera, belittling poor people, and talking about people as if they aren't there.

Rory

(Wemic; he/him)

A young lion-centaur cub, Rory is an orphan boy of about ten (human equivalent) years of age. He sells copies of SIGIS (the City of Sigil's newspaper) on the corner in front of Jayla's coffee shop. He is extremely polite and engaging, and a good source of information for PCs (he's read all the headlines of the papers he sells). He tends to pal around with Artie's Gang but is not involved in their criminal enterprises. Rory wears a newsboy cap and vest, and when working, has a large shoulder bag full of papers slung over his shoulders.

If there is a female PC with a kind demeanor, Rory will likely develop a harmless crush on her, and will offer up any information he may have to her freely without coaxing.

Appendix A:

The Rest of Sigil

Although there is plenty to do in Sigil East, there's a whole big city inside the giant donut that is Sigil, and there are more places for a student to explore. The Sigil East Society for Tourism and Beautification has given alternative nomenclature for the other wards, to make Sigil seem more appealing for vacationers, but frankly, only a few people in Sigil East uses these alternate names, and practically nobody uses them anywhere else. Call the Market Ward "Midtown" or the Lady's Ward "Sigil South" while you're out and about, you're laughed at and mocked, best case scenario.

THE MARKET WARD ("Midtown")

Heading clockwise from the Guildhall Ward ("Sigil East") is the Market Ward. The two wards are so closely associated, they are often considered the same in some guides. The Market Ward is full of shops and markets, offering goods imported from throughout the planes.

CANNITH INDUSTRIES TOWER

The tallest building in the city by some measure, Cannith Tower stretches nearly high enough that if you stood at the very top, the gravity from the city curving above you would cause you to fall. It is the planar center of House Cannith's interplanar business enterprises, coordinating all their dealings from across various worlds.

Anastacia d'Deneith

(Human Artificer; CEO; she/her)

It would never happen on Eberron itself, but the chief executive officer of House Cannith's interplanar holdings is a potential heir of House Deneith. The redheaded woman is a highly efficient and borderline obsessive bureaucrat who keeps Cannith's business dealings in

Waterdeep, Glantri and elsewhere organized in a way that even Baron Merrix d'Cannith has to admit is impressive (and little impresses the man).

It helps that Anastacia married into the family in a controversial wedding between herself and Merrix's reckless daughter Roxy. The couple are a living model of the difference between law and chaos, but they work surprisingly well together.

Anastacia has an identical twin sister, Anissa, who is presently a graduate student at Sigil Prep. Both sisters are often believed to be the charming and flamboyant vigilante, the Crimson Lotus, who fights crime in Sigil East. But those who know them know it isn't Ana.

THE LADY'S WARD ("Sigil South")

The fancy part of town, where the richest inhabitants live and the center of government. This is not the place for your student shenanigans.

HOUSE OF STHENO

The most high-end salon in Sigil, the House of Stheno prides itself on being able to style the most difficult hair. Stheno, the medusa who runs the establishment, even claims to have styled the Lady of Pain herself, but this is often believed to be hyperbole (and dangerous hyperbole at that). The House also does manicures, facials, and full-spa services. Hot tubs and saunas are available.

THE LOWER WARD ("Sigil West")

Full of factories and industry, the air of the Lower Ward is uncomfortably thick with smog. Although Sigil is famous for its many portals to other planes, both obvious and hidden, the

Lower Ward in particular has more than its share of portals to the Lower Planes.

FOURTH CIRCLE PRODUCTIONS

Owned by the archdevil Fierna (although, being an archdevil, she can't physically enter Sigil and thus has never been in these offices), Fourth Circle Productions creates the most devilish of entertainments, the reality show. Viewable through scrying devices throughout the planes, the programs are viewed by devils, demons, celestials and mortals who have a taste for drama and disaster. Sign-up sheets to attract subjects with big personalities (PCs, for instance) may sometimes be found on the Sigil Prep campus for various productions such as *The Hell House*, *Who Wants to Be the Chosen One?*, and *Sigil's Next Great Adventurer*.

The Host

(Reigar; host; he/they)

Powerful and presentational, The Host is the host of many of Fourth Circle's reality programs. He's in love with himself, indifferent to you, and utterly amoral, worried only about the show and not at all about the safety or comfort of his contestants. He rarely talks to anybody except the ethereal audience, addressing thin air more likely than anyone actually present with him.

The Host is assisted by a human woman named Stef who is either a production assistant or his personal assistant, probably both. She is sarcastic and dismissive, and although she does what he asks her to, she makes it clear she doesn't want to.

THE HIVE

The Lower Wards are bad, but the Hive is where you want to watch your step. The criminal element is abundant, and the only residents are those who can't afford even the rents of the Lower Ward. Still, it's a place many students find themselves because the beer is cheap.

THE BRASS RING

The Brass Ring is a City of Brass-themed bar, decorated with volcanic imagery and what appears to be illusory flame dancing around the framework of certain furnishings and walls (but is actually real flame). All the metal bar trimming is made of brass, and the regular bartender, a fire genasi known only as Jim is five years straight voted Sigil East's hottest bartender. The place is almost unbearably hot, and anyone who isn't heat or fire resistant must make a Constitution-based save or suffer 1d6 nonlethal damage from heat after each 30 minutes.

THE CLERK'S WARD ("Sigil North")

Although not as posh as the Lady's Ward, the Clerk's Ward is a rather affluent neighborhood, home of the city's businessmen and bureaucrats.

BLOODS STADIUM

The home of the Sigil Bloods, Sigil's professional Siegebball team, and the largest sporting venue in the city.