



**D&D**

# SIGIL AND THE OUTLANDS™

**DUNGEONS & DRAGONS®**

Planar rules, locations, and character options for  
**THE WORLD'S GREATEST ROLEPLAYING GAME™**

# SIGIL AND THE OUTLANDS™

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### ON THE COVER

Sigil's enigmatic ruler, the Lady of Pain, looms before the planar metropolis and its curving skyline in this painting by Tyler Jacobson.

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### ON THE ALT-COVER

On this cover, Tony DiTerlizzi depicts the Lady of Pain in her iconic bladed headdress. The expressionless Lady's inner machinations are unknowable.

*Disclaimer: The factions of the City of Doors are not responsible for symptoms associated with accidentally happening upon the Cage. Please consult your doctor if you experience any of the following: upset stomach, nausea, existential dread, claustrophobia, or an irresistible urge to wax poetic about philosophies relating to the multiverse.*

Tell us what you think of *Planescape: Adventures in the Multiverse*. Take our survey here!

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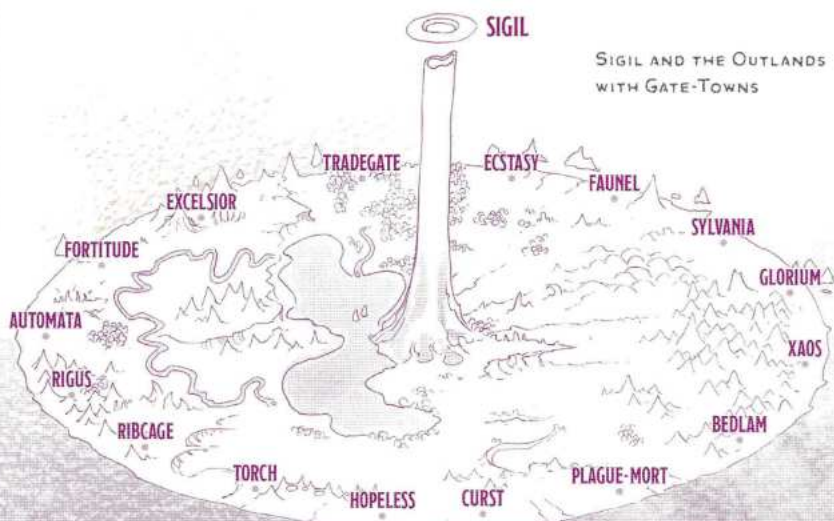
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# CONTENTS

<b>Infinite Doors to Adventure</b> .....	4	Ascendant Factions.....	22	Excelsior.....	70
What Is Planescape?.....	4	Athar.....	22	Faunel.....	72
Using This Book.....	4	Bleak Cabal.....	23	Fortitude.....	74
Three Truths.....	5	Doomguard.....	23	Glorium.....	76
Center of the Multiverse.....	5	Fated.....	24	Hopeless.....	78
Unity of Rings.....	5	Fraternity of Order.....	24	Plague-Mort.....	80
Rule of Threes.....	5	Hands of Havoc.....	25	Ribcage.....	82
<b>Ch. 1: Character Options</b> .....	6	Harmonium.....	25	Rigus.....	84
Backgrounds.....	7	Heralds of Dust.....	26	Sylvania.....	86
Gate Warden.....	7	Mercykillers.....	26	Torch.....	88
Planar Philosopher.....	8	Mind's Eye.....	27	Tradegate.....	90
Creating Your Own Faction.....	8	Society of Sensation.....	27	Xaos.....	92
Feats.....	10	Transcendent Order.....	28	Other Realms.....	94
Agent of Order.....	10	Minor Factions.....	28	Caverns of Thought.....	94
Baleful Scion.....	10	Sigil Gazetteer.....	29	Court of Light.....	94
Cohort of Chaos.....	10	Clerks' Ward.....	30	Dendradis.....	94
Outlands Envoy.....	10	Clerks' Ward Factions.....	30	Flowering Hill.....	94
Planar Wanderer.....	11	Clerks' Ward Locations.....	30	The Great Pass.....	94
Righteous Heritor.....	11	Hive Ward.....	34	Gzemnid's Maze.....	94
Scion of the Outer Planes.....	12	Hive Ward Factions.....	34	Hidden Realm.....	94
<b>Magic</b> .....	12	Hive Ward Locations.....	35	Labyrinth of Life.....	95
Spells.....	12	Lady's Ward.....	40	Mausoleum of Chronopsis.....	95
Gate Seal.....	12	Lady's Ward Factions.....	40	Moradin's Anvil.....	95
Warp Sense.....	12	Lady's Ward Locations.....	41	Realm of the Norns.....	95
Magic Items.....	13	Lower Ward.....	46	River Ma'at.....	96
Mimir.....	13	Lower Ward Factions.....	46	Semuanya's Bog.....	96
Portal Compass.....	13	Lower Ward Locations.....	47	The Spire.....	96
Sensory Stone.....	13	Market Ward.....	51	Thebestys.....	96
<b>Ch. 2: Sigil, the City of Doors</b> .....	14	Market Ward Factions.....	51	Vale of the Spine.....	96
Where Is Sigil?.....	15	Market Ward Locations.....	52	Walking Castles.....	96
Sigil at a Glance.....	15	Undersigil.....	56	Wonderhome.....	96
Features of Sigil.....	15	Undersigil Locations.....	56	<b>Maps</b>	
Alterations to Magic.....	15	Adventures in Sigil.....	58	Map 2.1: Elloweth Theater in the	
Life in Sigil.....	16	Adventure Hooks.....	58	Civic Festhall.....	32
Inhabitants.....	16	Faction Missions.....	58	Map 2.2: Hall of Vigils in the	
Currency and Trade.....	16	Sigil Calamities.....	58	Mortuary.....	39
Services.....	16	Encounters in Sigil.....	59	Map 2.3: Spire of the Grixitt in the	
Getting Around.....	16	<b>Ch. 3: The Outlands</b> .....	60	Prison.....	44
Language.....	17	Life in the Outlands.....	61	Map 2.4: Mithral Tower in the	
Local Nuisances.....	17	Gate-Towns.....	61	Great Foundry.....	49
Portals.....	18	Automata.....	62	Map 2.5: Grounds of the	
Portal Basics.....	18	Bedlam.....	64	Great Gymnasium.....	55
Portal Keys.....	18	Curst.....	66		
Portal Quirks.....	18	Ecstasy.....	68		
Creating a Portal.....	18				
Summoning in the Cage.....	18				
Planar Portals.....	19				
The Lady of Pain.....	20				
Dabus.....	20				
The Mazes.....	20				
Locking the Cage.....	20				
Interfering with the Lady.....	20				
Factions of Sigil.....	22				





# Infinite Doors to Adventure

**T**HE MULTIVERSE IS EVERYTHING KNOWN AND everything beyond. Encompassing worlds planes, life, and death, the multiverse's infinite infinities brim with wonder, terror, secrets, and—above all—possibility. Every D&D adventure takes place in the multiverse. Beyond the lone worlds of the Material Plane are countless other realities and the paths and portals that connect every edge of eternity. Those who seek the wonders of the planes take their first step into the endless possibilities of a Planescape campaign.

## WHAT IS PLANESCAPE?

Planescape is the D&D multiverse and so much more. Beyond the Great Wheel cosmology (detailed in the *Dungeon Master's Guide*), Planescape focuses on reality-bending adventures and aesthetics unbound from those of mortal worlds. Just as other D&D settings highlight certain concepts but can host any genre of adventure or style of play, the same is true of Planescape. Adventures in Planescape campaigns often focus on the following themes:

**Backstage of Reality.** Planescape adventures provide glimpses of the daily lives of unfathomable beings—like gods, angels, and demons—and how they act (and interact) when mortals aren't their primary concern. The mysteries of life and the afterlife are widely known to these creatures.

**Everywhere at Once.** Planescape adventures span worlds, planes, and possibilities. Travel between incredible realms is common, especially via portal-rich locales like Sigil and the Outlands (detailed in this book). Adventurers are likely to see multiple impossible sights every day.

### MIMIRS: GUIDES TO THE PLANES

*Mimirs*—magical, skull-shaped, fact-collecting devices—will accompany you through this product. These magic items are detailed in chapter 1 of this book, and they offer details about remarkable realms and candid snippets from residents of the planes. The various *mimir* images that appear in these books denote recorded quotes that include widely agreed-upon facts and the personal—though perhaps inaccurate—opinions of the attributed planar travelers. Use these insights to inform your understanding of the planes or as quotes to share via *mimirs* in your game.

**Multiversal Scale.** In Planescape adventures, dangers might threaten countless worlds, or the fate of the multiverse might hang in the balance. By the same token, wonders are commonplace, and true marvels are often wild in the extreme.

**No Single Truth.** The multiverse makes room for everything, and beliefs manifest as fantastic creatures. Planescape adventures often pit philosophies against one another and highlight subjective views. Situations might encourage characters to reexamine their beliefs in the face of plane-spanning philosophies, conflicts, and revelations.

**Power and Possibility.** The planes are home to beings of phenomenal power, yet the smallest things make a difference. Although adventurers might seem insignificant in the grand scheme of the multiverse, their choices hold the power to change reality.

**Stage of Contradictions.** In Planescape adventures, Celestials might be evil, Fiends might be apathetic, and yetis might sell snow cones. What you do defines you, not what others assume about you.

**Everything D&D.** Anything from any D&D setting and anything you can imagine might appear in Planescape adventures. Characters might encounter D&D's greatest characters and monsters in situations where they're not pitted against one another.

You'll see these concepts highlighted throughout this book and its companions. Use these themes as guides and encouragement as you explore Sigil and the Outlands, and as you develop your own wonderfully wild Planescape adventures.

## USING THIS BOOK

This book is a gateway to adventures across the multiverse, with a focus on two thresholds to the planes: Sigil, also called the City of Doors, and the Outlands, which acts as the hub of the Outer Planes. Consult the *Dungeon Master's Guide* for general details about the planes and their organization.

DMs can determine how much of this book they want to share with their players. Characters native to a Material Plane world might know nothing of the details herein, while experienced planar explorers could know everything in this book.

This introduction presents an overview of information vital to all who wander the planes.





ANGELS, DEVILS, AND ALL MANNER OF PLANAR CREATURES RELAX IN THE SMOLDERING CORPSE BAR IN SIGIL.

**Chapter 1** provides players with details on how to create characters suited to a Planescape campaign. It presents the Gate Warden and Planar Philosopher backgrounds, feats inspired by the planes, and a collection of spells and magic items appropriate for planar travelers.

**Chapter 2** introduces the mind-boggling city of Sigil, the enigmatic Lady of Pain, and various other city inhabitants.

**Chapter 3** presents the Outlands, a neutral plane at the center of the Great Wheel, along with details on the gate-towns—communities at the thresholds to the Outer Planes—and other incredible realms.

## THREE TRUTHS

Infinite possibility doesn't mean infinite complexity. The residents of Sigil and planar travelers know the multiverse follows three basic principles. Reality's vast complexity and the limits of individual perspective might obscure these principles, but those with the time and patience to learn from the multiverse's cycles eventually realize these truths.

### CENTER OF THE MULTIVERSE

What's at the center of the multiverse? Nothing—and everything.

The multiverse is an infinite expanse, and nothing can literally be at the center of infinity. Nevertheless, countless worlds, faiths, and narcissists consider

themselves the center of everything. They're correct, in a sense: wherever you stand is the most important place in existence—at least, for you.

### UNITY OF RINGS

Systems, cycles, orbits, planes, lives, even the city of Sigil itself—the multiverse is composed of infinite rings. Whether these are physical or philosophical rings, the elements of the multiverse have no beginning or end, and if you follow any for long enough, you'll return to where you started.

### RULE OF THREES

When things happen, they happen in threes. You might not always be able to perceive or understand how events are related, but somewhere, sometime, or somehow, every action has two partners. Often this isn't worth worrying about. Other times, nothing matters more.

"Things happen in threes. Simple enough? It's not logical, but it's almost always true."

—Ronassic of Sigil, planar scholar







PLANAR ADVENTURERS FLEE MERCYKILLER  
ENFORCERS OVER THE ROOFS OF SIGIL.



# Character Options

**W**HEN YOU CREATE A CHARACTER FOR adventures set in Sigil or the Outlands, you can choose from any options the D&D game provides, including those described in this chapter. As always, check with your DM before creating a character to make sure the options you prefer are available.

## BACKGROUNDS

This section presents two backgrounds for 1st-level characters with strong ties to Sigil, the Outlands, or both: the Gate Warden and the Planar Philosopher.

If you select either of these backgrounds, you gain the feat specified in its description. If the background you choose doesn't provide a feat, you gain a bonus feat of your choice from the options below (both described in the *Player's Handbook*):

- Skilled
- Tough

### GATE WARDEN

*Prerequisite: Planescape Campaign*

You spent a significant amount of time somewhere influenced by intense planar forces or a portal to another plane of existence, such as one of the gate-towns in the Outlands. You're accustomed to experiences that would leave others reeling in terror or enraptured by otherworldly beauty, and you're as comfortable dealing with Celestials and Fiends as you are with the vendors in town (who might be one and the same).

**Skill Proficiencies:** Persuasion, Survival

**Languages:** Two of your choice (Abyssal, Celestial, or Infernal recommended)

**Equipment:** A ring of keys to unknown locks, a blank book, an ink pen or quill, a bottle of black ink, a set of traveler's clothes, and a pouch containing 10 gp

#### FEATURE: PLANAR INFUSION

Living in a gate-town or a similar location steeped you in planar energy. You gain the Scion of the Outer Planes feat (presented later in this chapter). In addition, you know where to find free, modest lodging and food in the community you grew up in.

#### BUILDING A GATE WARDEN CHARACTER

Those who dwell for an extended time near a permanent portal to another plane absorb the essence radiating from the realm beyond. Those influenced by the same plane share similarities in behavior and even physical appearance.

**Suggested Characteristics.** The influence of an Outer Plane shapes your perspective. The Gate Warden Personality Traits table suggests traits you might adopt for your character.

#### GATE WARDEN PERSONALITY TRAITS

- | d6 | Personality Trait  |
|----|--|
| 1  | Strange events and otherworldly creatures don't faze me.   |
| 2  | I think in terms of exchange: something for something, nothing for nothing.  |
| 3  | I speak with an unusual cadence.   |
| 4  | I pepper my speech with words or curses borrowed from planar languages.  |
| 5  | I've seen enough to know that you can't take anyone at face value, so I scrutinize everyone.   |
| 6  | I have a superstitious habit I picked up from my gate-town, such as touching iron when I'm nervous or arranging objects in a specific order. |

**Gate Warden Trinkets.** When you make your character, you can roll once on the Gate Warden Trinkets table, instead of on the Trinkets table in the *Player's Handbook*, for your starting trinket.

#### GATE WARDEN TRINKETS

- | d6 | Trinket   |
|----|---|
| 1  | A tiny vial pendant filled with a drop of honey that glows faintly                              |
| 2  | A small lead ingot that has a strange thumbprint pressed into it and whispers when held tightly |
| 3  | Two lodestone spheres that chime when they attract each other                                   |
| 4  | A smoldering pebble of coal that, while always hot, doesn't burn skin, fur, scales, or clothing |
| 5  | A feather that sheds dim light in a 5-foot radius   |
| 6  | A ring made from a chain link that, once donned, won't come off without pulling painfully hard  |





A GATE WARDEN FROM THE GLOOMY GATE-TOWN OF HOPELESS PROTECTS THE BALANCE OF THE OUTLANDS.

## PLANAR PHILOSOPHER

*Prerequisite: Planescape Campaign*

You subscribe to a philosophy that seeks to understand the nature of the planes or some hidden truth of the multiverse. You draw strength from your conviction and, perhaps, a network of like-minded thinkers, such as the factions of Sigil (summarized below). In your travels, you explore the depths of your understanding and spread your philosophy wherever you go.

**Skill Proficiencies:** Arcana, the skill associated with your faction (see the Sigil Faction Affinities table) or one skill of your choice

**Languages:** Two of your choice

**Equipment:** A portal key (such as a bag of golden tea leaves or the tooth of a planar beast), a manifesto of your guiding philosophy, a set of common clothes in your faction's style, and a pouch containing 10 gp worth of coins from different worlds and planes

## SIGIL FACTION AFFINITIES

Faction	Skill
Athar	Religion
Bleak Cabal	Insight
Doomguard	Nature
Fated	Intimidation
Fraternity of Order	History
Hands of Havoc	Stealth
Harmonium	Perception
Heralds of Dust	Medicine
Mercykillers	Survival
Mind's Eye	Persuasion
Society of Sensation	Performance
Transcendent Order	Athletics

## FACTIONS OF SIGIL

Twelve factions have risen to prominence in the City of Doors, though many more exist. Your character might belong to one of these groups or another ideological faction, perhaps one of your own creation.

The primary factions of Sigil, which are further detailed in chapter 2, adhere to the following philosophies:

**Athar.** Deities are frauds and merely channel the might of a true, higher power.

**Bleak Cabal.** There is no greater truth to the multiverse. Each being must discover their own meaning.

**Doomguard.** Nothing lasts forever. The purpose of everything is to crumble and decay.

**Fated.** Everyone makes their own fate and is entitled to whatever they can take and hold.

**Fraternity of Order.** All of existence is governed by laws, and power comes from understanding and exploiting them.

**Hands of Havoc.** Those who try to impose a single order on the multiverse are doomed to fail.

**Harmonium.** The multiverse will be perfect only when everything is acting in harmony, whether it wants to or not.

**Heralds of Dust.** Everyone is already dead; the entirety of the multiverse is an afterlife. Undeath holds the key to the next stage of existence.

**Mercykillers.** Cold, relentless justice is absolute, and no one is above it.

**Mind's Eye.** The multiverse exists to be explored. It shapes us, and we shape it in turn.

**Society of Sensation.** Sensation is the proof of existence. By experiencing everything, we can understand the multiverse in all its complexity.

**Transcendent Order.** Thought clouds action. To fall in step with the multiverse, one must act on instinct alone.



## FEATURE: CONVICTION

You gain the Scion of the Outer Planes feat (presented later in this chapter). In addition, members of your organization provide you free, modest lodging and food at any of their holdings or the homes of other faction members.

## BUILDING A PLANAR PHILOSOPHER CHARACTER

Some groups of planar philosophers might prefer certain types of characters, but by and large any character who upholds and furthers the beliefs of such a group is welcome within its ranks.

**Suggested Characteristics.** Adventurers who dedicate themselves to a particular philosophy regarding the multiverse are welcomed among factions that embrace those beliefs. The Planar Philosopher Personality Traits table suggests various traits you might adopt for your character.

### PLANAR PHILOSOPHER PERSONALITY TRAITS

#### d6 Personality Trait

- 1 I don't venerate any gods. With time, we can be as powerful as them or greater.
- 2 Experience is everything; live in the moment.
- 3 When things crumble, I find meaning in the dust.
- 4 Life thrives through order, and I seek to maintain that order.
- 5 When others make plans, the multiverse laughs and so do I.
- 6 I know what's right, and none will stand in my way.

**Planar Philosopher Trinkets.** When you make your character, you can roll once on the Planar Philosopher Trinkets table, instead of on the Trinkets table in the *Player's Handbook*, for your starting trinket.

### PLANAR PHILOSOPHER TRINKETS

#### d6 Trinket

- 1 Locket with a picture of my mentor and an inscription I can't read
- 2 Bleached cranium rat skull with colored glass beads in its eye sockets
- 3 Torn parchment with half a rebus painted on it
- 4 Bracelet of twisted razorvine stems
- 5 Fragment of a bronze blade covered in verdigris
- 6 Broken holy symbol of a forgotten god

## CREATING YOUR OWN FACTION

In Sigil, ideologies wax and wane over time, gaining popularity and drawing like-minded philosophers from one faction to another—the only constant in the City of Doors is the Lady of Pain herself. If you'd like to create and be part of your own faction, ask your DM about doing just that.

Your faction should include the following details:

- A core philosophy centered on an assumption or fundamental truth about the multiverse or its workings
- A building that serves as the faction's headquarters in the City of Doors
- A faction leader (called a factol) who embodies the faction's beliefs



A PLANAR PHILOSOPHER FORGES A PORTAL KEY IN THE GREAT FOUNDRY IN SIGIL, HEADQUARTERS OF THE MIND'S EYE.



## FEATS

This section introduces feats related to the forces of the planes. These feats are available to you whenever you normally choose a feat, and they follow the feat rules in the *Player's Handbook*.

### FEAT DESCRIPTIONS

These feats are presented in alphabetical order.

#### AGENT OF ORDER

*Prerequisites: 4th Level, Scion of the Outer Planes (Lawful Outer Plane) Feat*

You can channel cosmic forces of order to gain these benefits:

**Ability Score Increase.** Increase an ability score of your choice by 1, to a maximum of 20.

**Stasis Strike.** Once per turn, when you damage a creature you can see within 60 feet of yourself, you can deal an extra 1d8 force damage to the target, and it must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + the modifier of the spellcasting ability you chose for the Scion of the Outer Planes feat) as spectral bindings try to ensnare it. On a successful save, the target escapes. On a failed save, the target has the restrained condition until the start of your next turn. These bindings manifest as chains or some other symbol of stasis. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### BALEFUL SCION

*Prerequisites: 4th Level, Scion of the Outer Planes (Evil Outer Plane) Feat*

You can channel cosmic forces of evil to gain these benefits:

**Ability Score Increase.** Increase an ability score of your choice by 1, to a maximum of 20.

**Grasp of Avarice.** Once per turn, when you damage a creature you can see within 60 feet of yourself, you can also deal necrotic damage to it. The necrotic damage equals 1d6 + your proficiency bonus, and you regain a number of hit points equal to this necrotic damage dealt. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### COHORT OF CHAOS

*Prerequisites: 4th Level, Scion of the Outer Planes (Chaotic Outer Plane) Feat*

You can channel cosmic forces of chaos to gain these benefits:

**Ability Score Increase.** Increase an ability score of your choice by 1, to a maximum of 20.

**Chaotic Flare.** When you roll a 1 or a 20 on an attack roll or a saving throw, the magic of chaos flows through you. Roll a d4 and consult the Chaotic Flares table to determine what happens. A flare lasts until the end of your next turn, and a new flare can't occur until after the first flare ends.

#### CHAOTIC FLARES

##### d4 Flare

- 1 **Battle Fury.** A creature of your choice that you can see is filled with reckless fury. It has advantage on attack rolls and disadvantage on ability checks.
- 2 **Disruption Field.** Waves of energy ripple around you. Every creature that starts its turn within 5 feet of you, or that moves into that area for the first time on a turn, takes 1d8 force damage.
- 3 **Unbound.** When you move, you can use some or all of your walking speed to teleport yourself once, along with any equipment you're wearing or carrying, up to the distance used to an unoccupied space that you can see.
- 4 **Wailing Winds.** Winds swirl in a 15-foot-radius sphere centered on you. You and any other creatures in that area have disadvantage on Wisdom saving throws.

#### OUTLANDS ENVOY

*Prerequisites: 4th Level, Scion of the Outer Planes (The Outlands) Feat*

You have spent significant time in Sigil or the Outlands, the crossroads of the multiverse. Being steeped in converging planar energies grants you these benefits:

**Ability Score Increase.** Increase an ability score of your choice by 1, to a maximum of 20.

**Crossroads Emissary.** You learn the *misty step* and *tongues* spells. You can cast each spell once using this feat without a spell slot, and you must finish a long rest before you can cast that spell in this way again. When you cast *tongues* using this feat, you require no material components. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the one chosen when you gained the Scion of the Outer Planes feat.





### PLANAR WANDERER

*Prerequisites: 4th Level, Scion of the Outer Planes Feat*

You can draw on the forces of the multiverse to survive cosmic extremes and to traverse its infinite realms, granting you these benefits:

**Planar Adaptation.** When you finish a long rest, you gain resistance to either acid, cold, or fire damage (your choice) until you finish your next long rest.

**Portal Cracker.** Your experience with portals allows you to open them without a portal key. As an action, you can concentrate on a portal you're aware of that is within 5 feet of yourself and make a DC 20 Intelligence (Arcana) check. On a failed check, you take 3d8 psychic damage and can't use this benefit on that portal again until you finish a long rest. On a successful check, you can force the portal open or closed for 1 hour. For that duration, the portal doesn't respond to its portal key unless a creature employing the key succeeds on a DC 20 Intelligence (Arcana) check as an action.

**Portal Sense.** You know the direction to the last planar portal you used while you and the portal are on the same plane of existence. Moreover, as an action, you can detect the location of any portals within 30 feet of you that aren't behind total cover. Once you detect a portal with this action, you can't use the action again until you finish a long rest.

### RIGHTEOUS HERITOR

*Prerequisites: 4th Level, Scion of the Outer Planes (Good Outer Plane) Feat*

You can channel cosmic forces of good to gain these benefits:

**Ability Score Increase.** Increase an ability score of your choice by 1, to a maximum of 20.

**Soothe Pain.** When you or a creature within 30 feet of you takes damage, you can use your reaction to reduce that damage by 1d10 + your proficiency bonus. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



## SCION OF THE OUTER PLANES

*Prerequisite: Planescape Campaign*

Your connection to an Outer Plane infuses you with the energy there. Choose a type of plane listed in the Planar Infusion table. Your choice gives you resistance to a damage type and the ability to cast a cantrip, as specified in the table. You can cast this cantrip without material components, and your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose when you select this feat).

### PLANAR INFUSION

Plane	Damage Resistance	Cantrip
Chaotic Outer Plane	Poison	<i>Minor illusion</i>
Evil Outer Plane	Necrotic	<i>Chill touch</i>
Good Outer Plane	Radiant	<i>Sacred flame</i>
Lawful Outer Plane	Force	<i>Guidance</i>
The Outlands	Psychic	<i>Mage hand</i>

A PLANAR CARTOGRAPHER ON A LOWER PLANE ASKS A PIT FIEND FOR DIRECTIONS.



## MAGIC

Magic on the planes largely functions as it does in other D&D settings, though some exceptions exist in Sigil (see chapter 2). The following sections present spells and magic items the DM can provide for planar travelers.

### SPELLS

The Spells table shows which classes can cast the spells in this section and the levels of those spells. The table also notes the school of magic of each spell.

#### SPELLS

Level	Spell	School	Class
2nd	<i>Warp sense</i>	Divination	Sorcerer, warlock, wizard
4th	<i>Gate seal</i>	Abjuration	Sorcerer, warlock, wizard

#### GATE SEAL

*4th-Level Abjuration*

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V, S, M (a broken portal key, which the spell consumes)

**Duration:** 24 hours

You fortify the fabric of the planes in a 30-foot cube you can see within range. Within that area, portals close and can't be opened for the duration. Spells and other effects that allow planar travel or open portals, such as *gate* or *plane shift*, fail if used to enter or leave the area. The cube is stationary.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled.

#### WARP SENSE

*2nd-Level Divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a razorvine leaf)

**Duration:** Concentration, up to 1 minute

For the duration, you sense the presence of portals, even inactive ones, within 30 feet of yourself.

If you detect a portal in this way, you can use your action to study it. Make a DC 15 ability check using your spellcasting ability. On a successful check, you learn the destination plane of the portal and what portal key it requires, then the spell ends. On a failed check, you learn nothing and can't study that portal again using this spell until you cast it again.

The spell can penetrate most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.



## MAGIC ITEMS

This section describes magic items likely to be found in Sigil and the Outlands.

### MIMIR

*Wondrous Item, Rare (Requires Attunement)*

This skull-shaped device is filled with knowledge. The device weighs 5 pounds and is covered with subtle etchings of planar sigils.

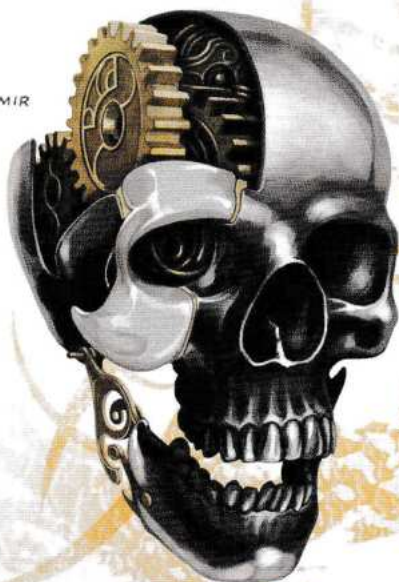
As a bonus action, you can toss the device into the air, whereupon it floats at a distance of 1d3 feet from you and you can access its properties. While the *mimir* is floating, a creature other than you can use an action to grasp or net the device, either by making a successful unarmed strike against AC 22 or a successful DC 22 Dexterity (Acrobatics) check. You can use a bonus action to seize and stow the device.

The device has AC 22, 25 hit points, immunity to poison and psychic damage, and resistance to all other damage. It is considered to be an object that is being worn while it is floating near you.

**Esoteric Knowledge.** While the device is floating, you can use an action to cast *legend lore* from the device. The device speaks the revealed lore aloud. Once this property has been used, it can't be used again until the next dawn.

**Planar Knowledge.** The device knows basic, useful information about the planes of existence. While the device is floating, it verbally answers questions you or anyone you designate poses to it about that topic. It knows the information about the planes in the *Dungeon Master's Guide*, as well as basic information about the gate-towns of the Outlands (presented in chapter 3 of this book).

MIMIR



PORTAL COMPASS



### PORTAL COMPASS

*Wondrous Item, Uncommon*

This portable arcane instrument points in the direction of the last portal it passed through while it and the portal are on the same plane of existence. If that portal no longer exists, the needle becomes static until the compass passes through a new portal.

### SENSORY STONE

*Wondrous Item, Uncommon*

This small, smooth stone contains the essence of a single experience.

As an action, you or a willing creature you designate can touch the stone and experience the sensation as if it happened to the designated creature. The illusory experience is fleeting and harmless, however real it might feel in the moment.

**Record Sensation.** You can use your reaction to record a short sensation lasting no longer than 6 seconds experienced by a creature of your choice within 30 feet of yourself, infusing the essence of that experience into the stone. This replaces any sensation already stored within the stone.

**Siphon Sensation.** As a bonus action, you can draw on the stone's magic to end the charmed or frightened condition on yourself, destroying the stone in the process.





DABUS—FLOATING, SILENT SERVANTS OF THE LADY OF PAIN FOUND ONLY IN SIGIL—PROTECT THE CITY OF DOORS.



# Sigil, the City of Doors

**S**IGIL IS THE CROSSROADS OF THE multiverse, a city at the center of the Great Wheel. Connected to every plane of existence and the infinite worlds among them, the City of Doors brims with commerce, travel, schemes, and adventure. Sigil is commonly referred to as the Cage because the only way into or out of the city is through one of its countless portals—pathways controlled by the enigmatic Lady of Pain.

## WHERE IS SIGIL?

Sigil simultaneously exists at the center of the Great Wheel and nowhere. In the middle of the Outlands, an impossibly tall needle of a mountain, the Spire, rises into the sky. Sigil floats above the apex of the Spire, barely visible from the ground, constructed on the inside of a massive stone torus. Attempts to ascend to the city by climbing or flight are futile, as are efforts to reach the top of the Spire.

## SIGIL AT A GLANCE

Once inside the city, a visitor is greeted by a vast urban tangle of bladed buildings in a wild array of architectural styles. Built within a great ring, the city curves before and behind observers, as if they stood in a bowl or valley, stretching upward and disappearing into an industrial haze. On a clear day, a creature that looks upward sees the other side of the city, curving far overhead. Visitors can find this reality unsettling. There are no suns, moons, stars, or other celestial bodies in the sky above Sigil, though city lights twinkle above in the darkest hours.

Sigil is built to the edges of the ring, forming a wall of structures along its border. Anyone who climbs atop this outer wall of buildings can look out over the edge into an empty sky. Few who cross the edge are ever heard from again. Those who pass over the edge don't end up in the Outlands; rather, they are flung to random corners of the planes.

## SIGIL POSTER MAP

Included with this book is a poster map of Sigil. The city's ever-changing nature and its myriad portals render concepts like distance, size, and travel time irrelevant. How long it takes to get from point to point in Sigil is up to the DM. Prominent sites of interest are noted on the map, but countless other locations fill the city's ever-shifting streets, which the DM can detail.

## FEATURES OF SIGIL

Sigil has the following features:

**Day and Night.** Sigil observes a 24-hour day-night cycle. The sky gradually fills with luminescence during the day and fades into deep darkness at night. This light isn't sunlight. Sigil's brightest and darkest points in time are known as peak and antipeak.

**Gravity.** Objects are pulled toward whichever section of the city's ground is closest.

**Weather.** Fog, smog, and drizzle—the most weather variation Sigil sees—gather at ground level and limit visibility to  $1d6 \times 50$  feet on the murkiest of days. The temperature varies between balmy and chilly year-round and rarely nears extremes.

## ALTERATIONS TO MAGIC

Planar magic works differently in Sigil. The following magical restrictions apply there:

**Banishment.** Effects that banish a target from Sigil treat the target as if Sigil were its home plane.

**Extradimensional Space.** Extradimensional spaces, demiplanes, and pocket dimensions—such as those created by a *bag of holding* or the *rope trick* spell—function within Sigil, but those spaces follow all these restrictions as if they were part of the city.

**Planar Travel.** Effects that allow interplanar travel, such as *astral projection* or *plane shift*, fail if used to try to enter or leave Sigil, with one exception (see the “Teleportation Circles” section below).

**Summoning.** Spells, magic items, and effects that summon creatures or objects from other planes, such as a *ring of djinni summoning*, instead summon targets from within Sigil if possible or otherwise fail. Effects that summon a specific target from outside Sigil, as with a *Leomund's secret chest* spell, fail automatically.

**Teleportation.** Attempts to teleport into or out of Sigil fail, but such magic functions normally when used to teleport within the city.

**Teleportation Circles.** Permanent teleportation circles exist within Sigil, but attempts to create new ones fail. Those with permission can use them to enter the city via the *plane shift* spell but not to leave.



## LIFE IN SIGIL

Creatures from every corner of the planes live and toil in the City of Doors, bringing fragments of their cultures to the multiversal hub. Over eons, these cultural tenets have blended and evolved into a unique way of life made possible by the myriad portals that exist at the Lady of Pain's sufferance.

### INHABITANTS

Sigil is the backstage of the multiverse. Celestials and Fiends share drinks in genie-owned taverns, agents of evil gods trot through the streets astride nightmares, and hags stable faerie steeds alongside pegasi and beasts of living stone. As a result of this mingling, fundamentally incompatible parts of the multiverse come into direct contact. They don't always clash, but when they do, authorities maintain order and stifle cosmic peril. Only when these eruptions threaten the city on a grand scale does the Lady of Pain intervene.

Humans are the earliest known inhabitants of the City of Doors. Some sages track the existence and spread of humans back to Sigil itself, rather than to a deity or its creations.

Various factions handle the day-to-day governance of Sigil, enforcement of laws, and maintenance of civic infrastructure. These groups each follow a philosophy inspired by a cosmic aspect of the multiverse, and they actively recruit visitors and citizens into their ranks.

Gods and godlike figures—including archdevils and demon lords—can't enter Sigil by any means. However, their schemes and influence still find their way into the city through their agents.

### CURRENCY AND TRADE

Neither port nor proximity dictates trade in the City of Doors, granting its merchants and artisans access to the planes and their wondrous offerings. Woodcarvers whittle toys from golden trees toppled in Arborea, blacksmiths forge weapons from infernal ingots, and tavern chefs cook halfling recipes passed down on worlds of the Material Plane. With enough time, connections, and coin, one can find anything in Sigil's markets.

A dizzying array of coinage flows through Sigil. It doesn't matter where a coin was minted—if it's made of precious metal and the weight is right, the money is usually good. However, some traders are particular about the currencies they accept. An efreeti merchant selling instruments from the City of Brass might accept only rainbow sapphires from the Elemental Plane of Earth. Perhaps a night hag hawking rare spell components refuses all currency but fresh larvae from Hades, while a bone devil

might siphon years off the buyer's life as payment for a diabolical blade.

Buyers can find goods of every shape, size, and sort in one of Sigil's many marketplaces, the largest of which is the Great Bazaar (see the "Market Ward" section later in this chapter), though individual businesses lie scattered among the wards.

### SERVICES

Any and every service is for sale in the Cage. Courier services staffed by mephits, imps, and lantern archons (see *Morte's Planar Parade*) carry messages across planar boundaries. Brave exterminators rid buildings of cranium rats, curses, and dangerous afflictions. Clandestine agencies offer escape from infernal debt collectors or other looming perils by killing their clients, keeping the bodies safe and preserved, and resurrecting them when trouble has died down, sometimes years or decades later.

Travelers from across the multiverse flood the city, whose establishments cater to a diverse clientele. Taverns and inns are common, their taprooms shaped by the fantastical folk who own them—angels, githzerai, and a host of friendly monsters who scrape by in the City of Doors. No matter where a visitor is from, they can find familiar comforts in Sigil.

### GETTING AROUND

Knowing where to look for something one needs is made challenging by Sigil's prodigious sprawl. Without the aid of magic or in-depth knowledge of portals within the city and their destinations, navigating the Cage is a dizzying affair.

Fortunately, two services exist throughout Sigil to help travelers find their way: sedan chairs and touts. Visitors to the Clerks' Ward can also hire the cabs of Tea Street Transit (see the "Clerks' Ward" section).

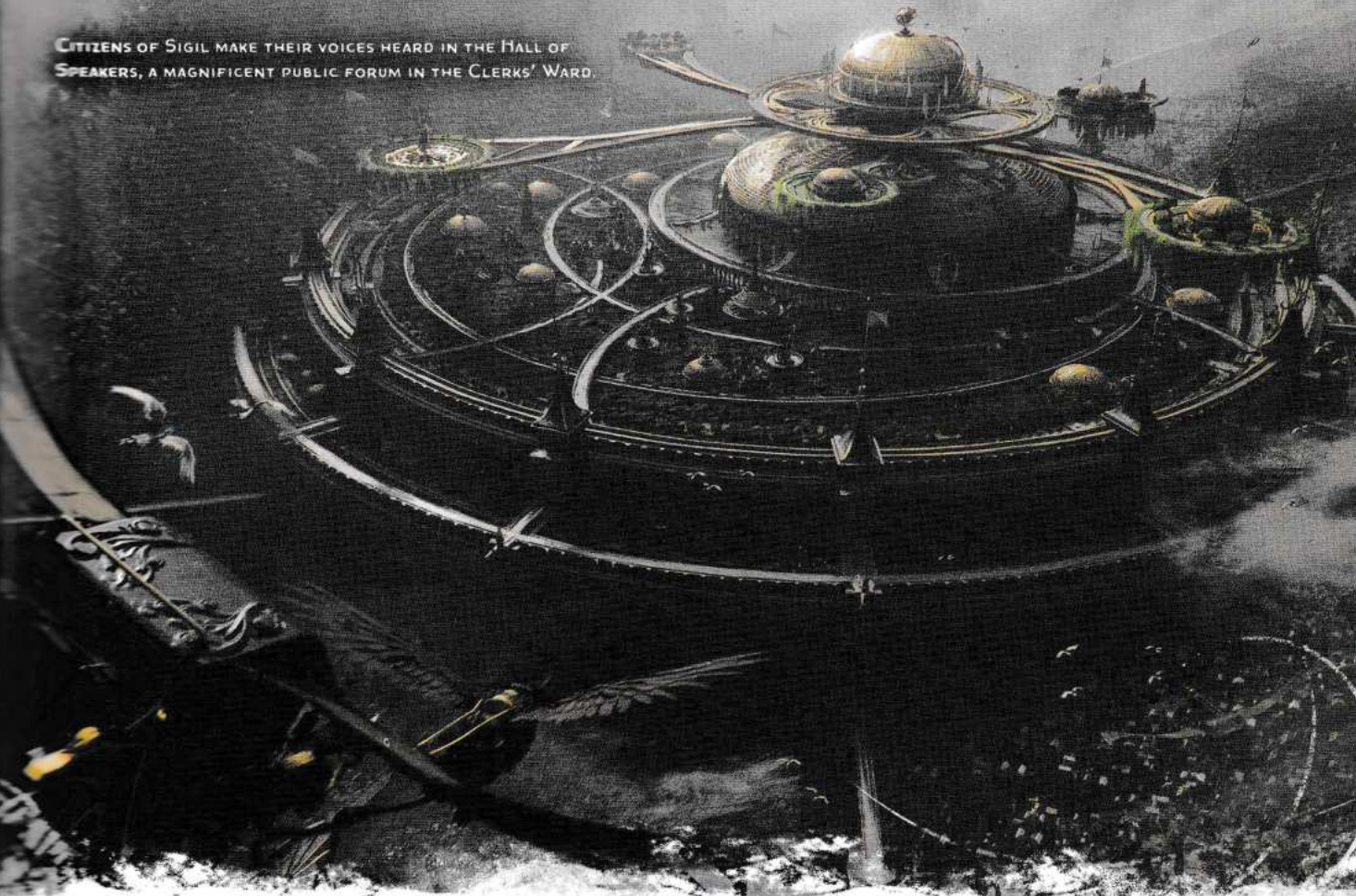
#### SEDAN CHAIRS

Sedan chairs are comfortable chairs carried by burly types, Humanoid or otherwise. Sedan chairs act as a citywide taxi service, lingering near civic buildings, municipal hubs, and marketplaces.

A typical sedan chair ride costs 1 sp per passenger and can carry two Medium or smaller creatures to a destination in Sigil, but there are some places they simply won't go—like Undersigil or unsafe parts of the Hive Ward. Heavier chairs that ferry larger customers or groups exist, carried by brawny creatures such as ogres or umber hulks. These deluxe chairs cost more, a minimum of 1 gp per passenger, and those who carry them might be willing to travel to dangerous areas of the city for an extra fee.



CITIZENS OF SIGIL MAKE THEIR VOICES HEARD IN THE HALL OF  
SPEAKERS, A MAGNIFICENT PUBLIC FORUM IN THE CLERKS' WARD.



## TOUTS

Touts are independent local guides and translators who know the ins and outs of Sigil's wards. The best touts know shortcuts through the city to hidden gems off the beaten paths.

A typical tout charges 2 sp per hour of guidance. More reliable touts vetted by influential clients charge premium prices, starting at 2 gp per hour. Touts who speak more esoteric languages, who have connections with one or more factions, or who can provide magical assistance can command upward of 20 gp per hour.

## LANGUAGE

As people and beings from everywhere find their way to Sigil, every conceivable language comes with them. Common is the most frequently spoken language. The fact that Common-speaking travelers from different worlds can meet in Sigil and understand one another perplexes linguists and suggests that the language originated in Sigil. Creatures native to Sigil are typically fluent in Common and one other language.

Visitors who need help communicating can always find touts willing to translate for a price. This service extends to the Cant, a complex local slang heard in some corners of the city.

## LOCAL NUISANCES

While Sigil's inhabitants potentially pose the greatest threat to those exploring the city, two dangers pervade Sigil: cranium rats and razorvine.

### CRANIUM RATS

Rats thrive on the garbage that gathers in Sigil's alleys and sewers. Common and giant rats are found throughout the Cage, as are variant cranium rats known as squeakers (further detailed in *Morte's Planar Parade*). Adapted to the city, squeakers share their psionic abilities with citizens to create a citywide communication network, though some cranium rat swarms have agendas of their own.

### RAZORVINE

Farming in Sigil is virtually nonexistent due to the scarcity of arable land. Outside of private gardens and the occasional community plot, the only plant that flourishes in the City of Doors is razorvine, a prickly hazard native to the Lower Planes. This black, creeping ivy has broad, glossy leaves with razor-sharp stems and thorns. Work crews fight the rapidly growing weed from overrunning the city. Others use razorvine strategically to deter intruders by letting it grow along estate walls or as carefully cultivated hedges. Rules for razorvine can be found in the *Dungeon Master's Guide*.



## PORTALS

Sigil boasts more planar portals than any other location in the multiverse. These innumerable doors link locations in Sigil to destinations on other planes or elsewhere in the city. Any opening in the City of Doors might be one of these magic gateways. Fundamental to any Planescape campaign, portals are further detailed in the *Dungeon Master's Guide* and the sections below.

### PORTAL BASICS

Most portals aren't always open. Instead, they open at certain times, when a particular condition is met, in response to a command word or phrase, or when a traveler is holding a particular object called a portal key. When a creature with a portal's key crosses a portal's threshold, the portal remains open until the start of that creature's next turn.

Portals are usually invisible when they're inactive (including to *detect magic* spells), but they can be detected by the *true seeing* or *warp sense* spell (see chapter 1 of this book for a description of the latter). When a portal activates, it typically becomes outlined in light with its destination visible beyond.

### PORTAL KEYS

A portal key can be any sort of object or a particular key created for that portal. Keys often bear some symbolic connection to their destination, such as a silver sphere for the Astral Plane, a length of chain for Carceri, or a white lily for Elysium. The key functions on either side of a portal, be it in Sigil or its destination.

Far rarer are portal keys that aren't objects. These can be simple or strange: a type of creature, a memory in the traveler's mind, or a whistled tune.

"WARNING: Based on publicly available municipal data, the portal in front of which you are standing leads to a vertical drop of approximately —calibrating... calibrating...— two hundred feet. Proceed with caution."

—A mimic to a planar traveler



### SUMMONING IN THE CAGE

With the exception of permanent teleportation circles, the Lady of Pain prevents spells and other powers from allowing anything to enter the City of Doors. That means creatures and objects from outside in the multiverse can't be summoned or conjured into Sigil by any means. Summoning abilities a character might have, such as the *conjure elemental* spell or a class feature that summons a companion, still function as normal with these features calling only creatures that exist somewhere within Sigil itself.

The unique planar geography of Sigil should create interesting, even if sometimes confounding, twists, but it shouldn't prevent a character from doing what they do best.

### PORTAL QUIRKS

Some portals have strange magical quirks. If you want to dress up a standard portal, roll on the Portal Quirks table or choose from its examples.

#### PORTAL QUIRKS

##### d6 Portal Quirk

- 1 **One-Way.** The portal functions only one way, either into or out of Sigil. The portal isn't visible or detectable from the exit side.
- 2 **Shifting.** One end of the portal moves in a pattern between different locations in Sigil or the destination plane.
- 3 **Slow.** After a creature enters the portal, 2d4 days pass before the creature appears at its destination, during which time the creature is trapped in a stasis and is unaware of the passage of time.
- 4 **Taxing.** The portal's energy is unstable. A creature that passes through the portal must succeed on a DC 10 Constitution saving throw or gain 1 level of exhaustion.
- 5 **Temporary.** The portal allows only 1d6 + 6 travelers to pass through in either direction, then vanishes.
- 6 **Tumbling Lock.** Every time the portal is opened, it requires a different portal key.

### CREATING A PORTAL

You can create portals quickly by choosing or rolling on the Planar Portals table. First, decide whether the portal's destination resides in Sigil or on another plane. Then, roll on the table twice: once to generate a portal anchor—the physical location in Sigil where the portal exists—and again for a destination and its thematically related portal keys.

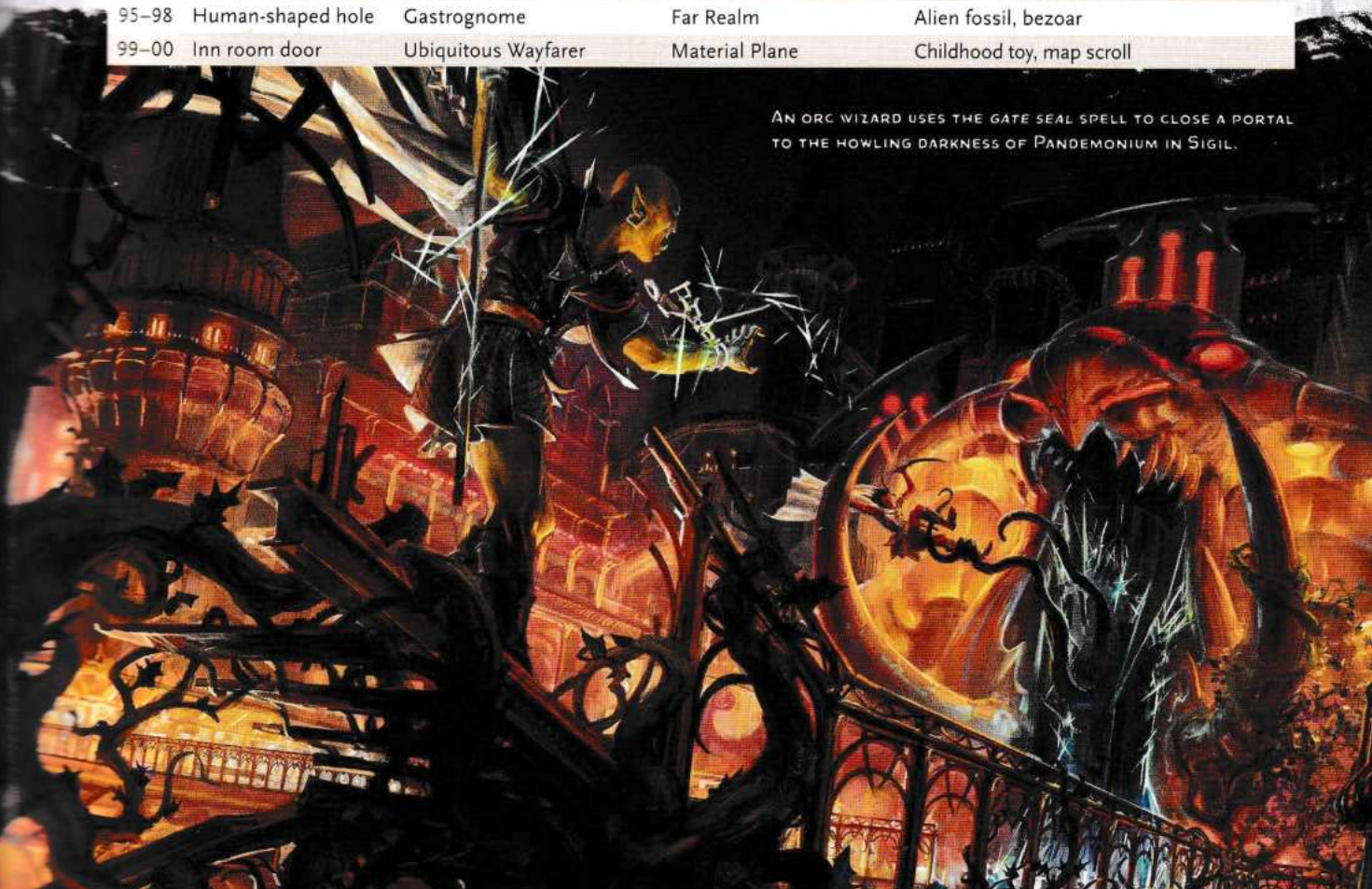
Sigil destinations appear in the "Sigil Gazetteer" section later in this chapter. The planes of existence are detailed in the *Dungeon Master's Guide*.



## PLANAR PORTALS

		Destination		
d100	Portal Anchor	Sigil	Other Plane	Sample Keys
01–03	Carved wooden arch	Bottle and Jug	Ysgard	Stein, war horn
04–06	Revolving door	Face of Gith	Limbo	Melting ice, red slaad egg
07–09	Shattered window	Nowhere	Pandemonium	Brick from an infirmary, tattered paper fan
10–12	Sewer pipe	Infinite Well	The Abyss	Celestial blood, demon ichor
13–15	Cell door	Prison	Carceri	Broken key, length of chain
16–18	Open grave	Dead Nations	Hades	Faceless mask, scrap of gray cloth
19–21	Trapdoor	Grease Pit	Gehenna	Bloody knife, lava rock
22–24	Furnace door	Bank of Abbathor	The Nine Hells	Pinch of sulfur, signed contract
25–27	Iron gate	Armory	Acheron	Broken blade, medal
28–30	Clock tower face	High Courts	Mechanus	Metal cog, perfectly balanced scales
31–33	Razorvine trellis	Great Foundry	Arcadia	Rune-inscribed ingot, sprig of grapes
34–36	Temple window	Heart's Fire	Mount Celestia	Angel feather, holy water
37–39	Ornate mirror	Hall of Speakers	Bytopia	Garden trowel, pair of twins
40–42	Reflecting pool	Gatehouse	Elysium	Tears of joy, white lily
43–45	Stable gate	Flame Pits	The Beastlands	Animal tooth, fresh wildflower
46–48	Garden arch	Civic Festhall	Arborea	Boisterous laughter, pinprick from a thorn
49–58	Courtyard gate	Fortune's Wheel	The Outlands	Stone from the Spire, spoked wheel
59–63	Bedroom closet	Planar Energy Cooperative	Ethereal Plane	Burial shroud, phase spider mandible
64–68	Skylight	Shattered Temple	Astral Plane	Scrap of githyanki armor, silver sphere
69–71	Chimney	Great Bazaar	Elemental Plane of Air	Incense smoke, silken scarf
72–74	Cellar door	Tower Sorcerous	Elemental Plane of Earth	Granite cube, metal ore
75–77	Blazing hearth	Smoldering Corpse Bar	Elemental Plane of Fire	Brass brazier, burning coal
78–80	Crumbling well	The Ditch	Elemental Plane of Water	Pearl, pure water
81–90	Mausoleum entrance	Mortuary	Shadowfell	Grave dirt, mourner's veil
91–94	Yew wardrobe	Parted Veil	Feywild	Book of limericks, toadstool
95–98	Human-shaped hole	Gastrognome	Far Realm	Alien fossil, bezoar
99–00	Inn room door	Ubiquitous Wayfarer	Material Plane	Childhood toy, map scroll

AN ORC WIZARD USES THE GATE SEAL SPELL TO CLOSE A PORTAL TO THE HOWLING DARKNESS OF PANDEMONIUM IN SIGIL.





## THE LADY OF PAIN

The greatest entity in Sigil is the Lady of Pain, an eternal being who watches over the Cage. She appears almost human, although she most definitely isn't. She wears ornate robes that shroud her body, and a mantle of blades coated in blue-green verdigris surrounds her masklike face. No one is certain who or what exactly the Lady of Pain is, but it's widely accepted she's a being on par with deities. Strong enough to bar gods and their ilk from entering her city, the Lady of Pain forbids followers of her own. To worship her is more than taboo; it is an unforgivable crime punishable by imprisonment in the Mazes.

The Lady maintains the cosmic neutrality of Sigil. The city doesn't take part in the Blood War, it doesn't throw its weight behind the shining righteousness of Mount Celestia or contracts originating in the Nine Hells, and it's never a battleground for the conflicts of Material Plane worlds.

On rare occasions, the Lady of Pain drifts through the streets, hovering above the ground. Creatures that interfere with her are flayed by her stare or vanish into nothingness as she turns to face them. Wise travelers give the Lady a wide berth, finding pressing business elsewhere as she passes by. Some locals claim that the Lady's features occasionally take on a golden or steely sheen. Whether this is in response to threats to her city or other influences is a mystery.

Residents of Sigil view the Lady of Pain with fearful awe. A distant guardian, she leaves the city's daily governance to the many factions that call it home. She has no residence, and no temples to her exist within the city.

The Lady's means of protecting Sigil are the dabus, the Mazes, and her complete control over the city's portals.

### DABUS

Dabus are silent, floating beings who serve the Lady of Pain. Found only in Sigil, dabus communicate through visual rebuses, conjured illusory images that convey their thoughts.

Dabus maintain Sigil's infrastructure, repairing crumbling buildings, ensuring portals function properly, cutting back rampant razorvine, and patching city streets. To most citizens of Sigil, dabus are nothing more than cryptic workers, yet these mysterious beings also punish those who disrupt city life. Whatever opposes the Lady's edicts or the smooth functioning of Sigil, dabus work to correct.

For more details on dabus, see *Morte's Planar Parade*.

## THE MAZES

The Mazes are demiplanar cages created by the Lady of Pain. Reserved for would-be power mongers and dissidents who threaten the city on a grand scale—or foolishly target the Lady herself—the Mazes swallow their prisoners in an instant. The Mazes resemble a dense labyrinth of empty streets and alleys in Sigil but are devoid of life and repeat endlessly.

No magic allows a creature banished to the Mazes to escape or communicate with the planes beyond. Creatures in the Mazes don't require food, drink, or sleep and are cursed to an indefinite, isolated existence. An urban legend states the Lady of Pain leaves a single portal in every Maze, but finding the escape route is all but impossible for the imprisoned, as even if such portals exist, they can't be detected through magical means. The few who claim to have escaped the Mazes are quickly branded as liars.

### LOCKING THE CAGE

Sigil's portals operate at the Lady of Pain's will, as do the few permanent teleportation circles hidden among the city's wards. Her influence stops spells and other features from allowing creatures to enter or leave the city. She even bars gods from stepping foot in the city—a ban she can extend to anyone at any time. The Lady knows when any creature uses a portal and can block that creature from entering or leaving, but she reserves this intervention for extreme circumstances.

During times of great strife, notably when Sigil's factions war openly against one another, the Lady can cause all the city's portals to cease functioning. This grinds the city to a halt; food and drink can't enter the city, sewage and refuse pool in the streets, and corpses stack in the Mortuary with no hope of being interred. This compels the factions to quickly resolve their conflicts.

### INTERFERING WITH THE LADY

The Lady of Pain is omnipresent, unknowable, and invincible. With a look, she can flense troublesome creatures to within an inch of their lives. Any creature that targets her with an attack, a spell, or any other hostile or prying effect—in some cases so much as speaking to her—is assailed by overwhelming pain and immediately drops to 1 hit point. If the creature hasn't learned its lesson, the Lady sends it to the Mazes in the next blink.

Similar to other godlike beings, the Lady of Pain has no stat block. She is beyond the ability of characters to defeat by conventional means.





THE ETERNAL LADY OF PAIN DRIFTS THROUGH THE CITY OF DOORS,  
EXTINGUISHING ANY WHO QUESTION HER WILL.



## FACTIONS OF SIGIL

On the Outer Planes, belief shapes reality. Cosmic concepts such as law and chaos can imbue true believers with newfound power, and when enough creatures unite under one ideology, their beliefs can remold the planes themselves. In Sigil, this power rests with the factions, like-minded philosophers guided by cosmic truths about the multiverse and its workings. Their philosophies are often associated with a plane or realm.

Factions control aspects of civic existence in Sigil, governing the day-to-day needs of a thriving metropolis, such as entertainment or law enforcement. Despite their influence within the city, factions have been erased from the city in the past, and current factions tread carefully to avoid that fate for themselves. They actively recruit new members from citizenry, travelers, and even the ranks of other factions. In the meantime, they vie for power in the Cage in a way that doesn't upset Sigil's order or provoke the Lady of Pain.

Factions are led by individuals known as factols. These leaders embody their groups' philosophies and serve different roles depending on their factions' needs. Factols and their delegates also represent their factions in a council that debates and passes laws in the Hall of Speakers (see the "Clerks' Ward" section later in this chapter). Most factions also have a physical headquarters in Sigil where they carry out aspects of civic governance. Within these areas, both geographical and influential, dedicated midranking faction members called factotums act as officers, furthering the interests of their factions within the city as clerks, squad leaders, and tutors. Factotums also keep an eye out for promising recruits to their philosophy.

### ASCENDANT FACTIONS

Factions wax and wane, shifting the balance of power in Sigil. The most influential factions are known as ascendant factions, widely recognized groups that oversee aspects of daily life in the city. Currently Sigil has twelve ascendant factions.

The following sections present these factions, along with notes on their leaders, sites in Sigil that serve as their headquarters (detailed later in this chapter), planes on which they operate, common members, common nicknames, and their roles in the City of Doors.



#### ATHAR

*Who Claim the Gods Are Frauds*

**Factol:** Terrance

**Headquarters:** Shattered Temple

**Aligned Plane:** Astral Plane

**Members:** Disillusioned worshipers, skeptics

**Epithet:** Defiers

The Athar believe that the gods are impostors. For all their might, the so-called deities are merely mortals who have accumulated enough power to convince the rest of the multiverse otherwise. With enough time, talent, and dedication, anyone could ascend to godhood.

Defiers accept that there might be true deities that oversee everything, but such beings are beyond comprehension. They assert that worshipers of the gods draw their power from unknowable sources—false gods simply take the credit.

The Athar aren't fools. They let the powers that be call themselves gods, while the faction works subtly to discover the secret behind the curtain of the multiverse and look on the unknowable.

The Athar are led by Factol Terrance (neutral good, human **Athar null**; see *Morte's Planar Parade*). While many Defiers become bitter, Terrance remains compassionate, pointing wayward souls toward truth like a friendly guide—a guardian and shepherd of priests who fall from their previous devotions. Terrance reveres an entity known as the Greater Unknown, which he believes is the source of all divine power.

**Faction Attire.** Defiers wear geometric, starry fabrics that hint at their astral ties. They adorn their outfits with silver chains and broken holy symbols.

**Role in Sigil.** The Athar gather in the Shattered Temple, a place once dedicated to Aoskar, a now-dead god of portals. Rather than serve in Sigil's government, the Athar's self-appointed spy network closely surveils the city's faiths. When a temple pushes a god's influence too strongly, the Athar either deal with the problem themselves or leak the information to a faction that will, such as the Harmonium. The Athar regard members of the Mind's Eye as allies.





## BLEAK CABAL

*Who Find No Sense in the Multiverse*

**Factol:** Lhar

**Headquarters:** Gatehouse

**Aligned Plane:** Pandemonium

**Members:** Consolers, healers, nihilists

**Epithet:** Bleakers

To the Bleak Cabal, the quest for cosmic meaning is futile—the multiverse doesn't make sense, and it isn't supposed to. With no greater truth, individuals must derive their own meaning from the multiverse. This introspection kindles empathy and kindness in many Bleakers, who commit themselves to easing the suffering of others. Existence is merciless, so the Bleak Cabal must show mercy in its stead.

Bleakers tend to those overcome by the strange realities of the Outer Planes, which exert their influence on travelers who wander past their boundaries. The Bleak Cabal rehabilitates creatures that have been stricken with planar curses, glimpsed mind-shattering expanses, or ventured into the howling darkness of Pandemonium.

Factol Lhar (chaotic good, orc **gladiator**) surveys the citizens of Sigil with growing concern. Lhar works to expand the Bleak Cabal's charitable influence. Under his direction, the Bleak Cabal has opened community kitchens throughout the city where hungry citizens can get a free hot meal. However, some factions don't view this expansion as benevolent. Lhar moves carefully, always looking for like-minded individuals to further his cause.

**Faction Attire.** Bleakers dress in gloomy, drab color schemes. Frayed clothing and weather-beaten gear are common.

**Role in Sigil.** The Bleak Cabal's headquarters is the Gatehouse, a fortress of healing and respite in the Hive Ward. Bleakers offer sanctuary to anyone in need, notably to those afflicted by planar maladies. The Bleak Cabal's philosophy puts them at odds with the Fraternity of Order, Harmonium, and Mercykillers—if there's no meaning, there can't be order. Conversely, the Doomguard, Hands of Havoc, and Heralds of Dust all find enough common points with Bleakers to call them allies.



## DOOMGUARD

*Who Celebrate Destruction and Decay*

**Factol:** Pentar

**Headquarters:** Armory

**Aligned Plane:** Elemental Chaos

**Members:** Entropists, soldiers, weaponsmiths

**Epithet:** Sinkers

The Doomguard understands the purpose of everything is to crumble. Existence inevitably falls into ruin—nothing lasts forever, not even the gods.

Sinkers don't stand in the way of the multiverse's destruction. They see decay and entropy as entirely natural, something to be fostered in its own time. They don't recklessly hasten destruction or oppose creation. Instead, they see that every act of creation is intrinsically tied to destruction. Trees must be felled and stone cut to build a house, and the house must eventually burn, rot, or wither away.

The highest-ranking Doomguard members aside from the factol are the doom lords, who each oversee a faction citadel built at the edge of the Elemental Chaos.

The Doomguard's leader is the fearless Factol Pentar (human **Doomguard doom lord**; see *Morte's Planar Parade*), who revels in danger and decay. Pentar has come to blows with Harmonium patrols on many occasions. She toys with the idea of aligning with the Hands of Havoc, hoping to toss a spark into the mass of dry razorvine that is Sigil.

**Faction Attire.** Members of the Doomguard garb themselves in the bones of long-dead creatures and deliberately allow their weapons and gear to rust. Sinkers display their scars proudly.

**Role in Sigil.** The Doomguard controls the Armory in Sigil and oversees the production and sale of weapons in the city. Thanks to the quality and number of armaments required by the factions, the Doomguard holds leverage in many interfactional negotiations. The Doomguard bears a long, bitter, mutual enmity toward the Harmonium, and the Fraternity of Order rejects the Doomguard's philosophy entirely. Sinkers have strong allies in both the Bleak Cabal and the Heralds of Dust.





## FATED

*Who Take All They Can and More*

**Factol:** Duke Rowan Darkwood

**Headquarters:** Hall of Records

**Aligned Plane:** Ysgard

**Members:** Bullies, moguls, warlords

**Epithet:** Takers

To the Fated, the multiverse belongs to those with the strength to take it. Destiny and the will of the gods are poor excuses used by folk too weak to go after what they want—everyone makes their own fate. At the same time, nothing's free. It takes work, dedication, and sometimes blood to seize greatness.

There's no inherent malice in the Fated's philosophy. It takes more than material wealth to provide for one's needs, and not everything worth having can be taken by force. Respect and happiness, for example, must be earned (or bought). Still, Takers are branded as callous and selfish, if not outright feared, and they never offer assistance willingly unless it benefits them in some way.

Factol Rowan Darkwood (chaotic neutral, human **archmage**) holds the reins of the Fated in his tight-fisted grip. "Duke" Darkwood, as he's sometimes known, is a commanding presence whose every step is an implacable stride toward his next prize. With brutal efficiency, he exploits the financial stranglehold his faction has over Sigil, richly rewarding informants for secrets that might give the Fated leverage over the other factions.

**Faction Attire.** Takers dress in ostentatious outfits marked by heavy embroidery. They sport elaborate hairstyles, and each member carries an hourglass of golden sand—a reminder that time is money.

**Role in Sigil.** Secure in the Hall of Records, the Fated cement their role as the tax collectors of the Cage. Their ruthless debt collection efforts and aggressive foreclosures earn them a heaping share of animosity. They have bad blood with the Harmonium, who view the Fated as wrongheaded and dangerous, and Factol Darkwood and Factol Montgomery of the Society of Sensation are bitter rivals.



## FRATERNITY OF ORDER

*Who Discover Laws to Find Truth*

**Factol:** Hashkar

**Headquarters:** High Courts

**Aligned Plane:** Mechanus

**Members:** Con artists, lawyers, spellcasters

**Epithet:** Guvners

The Fraternity of Order examines existence through the lens of three tenets: laws are representations of power, knowledge is power, and knowledge of law is the ultimate power. By understanding those laws, individuals can exploit them—or break them under the right circumstances.

According to the Guvners, there are three types of regulations. The lowest of these are Rules, the laws that govern people's behavior. Next come Laws, such as the laws of nature or the edicts of gods. Ultimate authority descends from Axioms, overarching laws that govern existence and give gods their immense power. Guvners theorize about Axioms but know few of them. A being who masters all Axioms can rule the multiverse.

Factol Hashkar (lawful neutral, dwarf **Fraternity of Order law bender**; see *Morte's Planar Parade*) is the highest authority in Sigil's court system, though he casts verdicts in only the most important cases. Hashkar is as long winded as he is knowledgeable, and any inquiry sparks an impromptu lecture. Outside legal matters, the factol splits his time between learning and lecturing. He has mastered at least one Axiom, from which he derives his magical abilities.

**Faction Attire.** Guvners wear distinctive tall hats and matching robes. They are often accompanied by small attendants—mephits, imps, and homunculi who carry their tomes of order.

**Role in Sigil.** The Fraternity of Order reviews, studies, and adjudicates the laws of Sigil, all the while searching for hidden truths that dictate reality. Guvners gather detailed records of every portal and key they find in Sigil and pay well for such information. Unsurprisingly, the Guvners are staunch allies of the Harmonium and Mercykillers and bitterly oppose the Hands of Havoc.





## HANDS OF HAVOC

*Who Free Society through Chaos*

**Factol:** None

**Headquarters:** Various warehouses

**Aligned Plane:** Limbo

**Members:** Anarchists, arsonists, freedom fighters

**Epithet:** Wreakers

The Hands of Havoc are a controlled burn. A collection of radical individualists united under the banner of change, they set fire to outdated and oppressive institutions, letting the ashes pave the way for something new.

Wreakers vehemently oppose rigid laws, especially those that serve bureaucracies more than they do people. The Hands of Havoc convene in secret and mobilize as one—a wildfire that burns away crumbling structures and systems alike to create sanctuaries for those in need.

No one individual leads the Hands of Havoc. To confuse enforcers, the mantle of factol is passed between members. Whenever it seems the faction's leader is on the verge of arrest or death, another nonconformist rises from the ranks to light the path forward.

The Hands of Havoc are champions of freedom and self-expression. Wreaker artists decorate bland buildings and forlorn structures throughout Sigil with bold murals in avant-garde styles. The passion of their ideology fuels artistic innovation, sparking trends in writing, music, and dance that spread throughout the city.

**Faction Attire.** Wreakers prepare for every possibility in their battles against entrenched institutions. Medical supplies and smoking lanterns dangle from their singed clothing. Members typically hide their identities behind masks, goggles, and scarves.

**Role in Sigil.** An official role in Sigil is inimical to the faction's philosophy. Instead, Wreakers masquerade as members of other factions, keeping tabs in case those factions grow too powerful and need dismantlement. The Bleak Cabal and Doomguard work well with the Hands of Havoc in short bursts.



## HARMONIUM

*Who Enforce Peace through Might*

**Factol:** Sarin

**Headquarters:** Barracks

**Aligned Plane:** Arcadia

**Members:** Authoritarians, guards, mediators

**Epithet:** Hardheads

The Harmonium looks at existence and sees only two states: war and peace. Where neighbors share the same views, there's peace—the perfect state of the multiverse—but disagreements breed conflict and instability. Members of the Harmonium believe their purpose is to unify the multiverse into peace, no matter the cost.

The Harmonium seeks to eliminate discord by any means necessary. Hardheads use education and enforcement to convert others to their philosophy, extolling the virtues of peace as they crack down on chaos in all its forms.

Many members are good-natured protectors who protect all citizens, even those who disagree with the faction's philosophy. However, some among the ranks pursue unity at any cost. Cruel martinets who earn the Hardheads their nickname, they enforce laws ruthlessly, without flexibility or compassion.

Factol Sarin (lawful neutral, human **Harmonium captain**; see *Morte's Planar Parade*) commands the Harmonium. His devotion to his fellows, particularly new recruits, is renowned, and he takes a personal interest in all members who cross his path. Tough as steel, Sarin is a decisive factol who promotes honor, dignity, and peace in word and deed.

**Faction Attire.** Most Hardheads wear the faction's standard-issue armor, a distinctive suit of red plate with bladed pauldrons. Under their helms, they sport short, no-nonsense hairstyles.

**Role in Sigil.** In the Barracks, Hardheads train, plan patrol routes, and keep records of every arrest in the Cage. The Harmonium works closely with the Fraternity of Order and the Mercykillers as Sigil's tripartite of justice, cycling criminals through arrest, trial, and punishment. They staunchly oppose the Hands of Havoc and others who defy authority.





## HERALDS OF DUST

*Who Believe Everyone Is Already Dead*

**Factol:** Skull

**Headquarters:** Mortuary

**Aligned Plane:** Hades

**Members:** Corpse collectors, the grief stricken, Undead

**Epithet:** Dusters

The Heralds of Dust believe the multiverse itself is an afterlife—a shadow of some other existence now gone—and every creature is already dead. The “life” that beings cling to is simply the first stage of death.

Dusters seek to understand and experience the stages of death, the last of which they hold is True Death: a transcendence to a state of being beyond the multiverse. In their quest for True Death, the Heralds of Dust slowly set aside the hope and passion that chain a soul to this false life.

The Heralds of Dust have a macabre fascination with Undead. They believe undeath is a precursor to True Death and count many Undead among their ranks. Skeletons and zombies serve the faction in droves, and sapient Undead—such as ghosts, vampires, and liches—rise to factotums.

Factol Skull (neutral evil **lich**) is the oldest factol in Sigil. The founder of the Heralds of Dust, Skull has yet to transcend his current existence, lingering to guide as many souls as possible along the path to True Death. Skull strives to know everything and feel nothing. He makes generous use of adventurers to gather knowledge or help lay the dead to rest with dignity.

**Faction Attire.** Dusters dress in grim clothes associated with the work of the dead. An individual member might be mistaken for—or actually be—a gravedigger, a mortician, or a ghoul in tattered rags.

**Role in Sigil.** Part morgue, funeral home, and tomb, the Mortuary is the destination for Sigil's dead. There, the Heralds of Dust count the Bleak Cabal and the Doomguard as allies. Conversely, the Mind's Eye bristles at the Dusters' fatalistic dismissal of life, and the Society of Sensation viscerally opposes their rejection of passion.



## MERCYKILLERS

*Who Bring Justice to the Deserving*

**Factol:** Alisohn Nilesia

**Headquarters:** Prison

**Aligned Plane:** Acheron

**Members:** Bounty hunters, executioners, vigilantes

**Epithet:** Jailers

The Mercykillers believe that cold, relentless justice is absolute and that no one is above it. To the Jailers, a perfect multiverse is one purged of injustice.

Mercykillers earned their name for their ruthlessness. They've killed their own mercy, viewing it as an exploitable weakness. Criminals may beg as they please, but their sentences are carried out with unshakable fervor.

Jailers don't make laws or pass judgment. Similarly, they don't arrest lawbreakers—that's the Harmonium's job. Mercykillers act only after a verdict has been made, administering punishment without leniency. Members believe they answer to a higher cosmic law that absolves them of any wrongdoing during their unabating pursuit of justice.

Factol Alisohn Nilesia (lawful evil, tiefling **mage**), a young and cunning leader raised in Sigil's penitentiary, was born to head the Mercykillers. She's a strict warden, using divination magic to track down fugitives and deploy agents to retrieve them. Somehow, she finds time to personally sign off on every punishment in the Cage. Mercykillers whisper that justice never sleeps, and neither does Nilesia.

**Faction Attire.** Mercykillers are the picture of vengeance. Manacles rattle against their bladed armor, and masks or hoods obscure their expressions, ensuring the face of justice is detached from its duty.

**Role in Sigil.** The Mercykillers headquarter in the Prison, an imposing gray fortress that holds criminals sentenced by the courts of Sigil. Non-Mercykillers can gain entry under certain circumstances, such as to present evidence that might exonerate an inmate or visit a low-risk prisoner. Jailers clash with factions that elevate individual freedom, most notably the Hands of Havoc, Mind's Eye, and Society of Sensation.





## MIND'S EYE

*Who Grow to Godhood*

**Factol:** Saladryn

**Headquarters:** Great Foundry

**Aligned Plane:** The Outlands

**Members:** Crafters, guides, wanderers

**Epithet:** Seekers

The Mind's Eye sees experience and exploration as the means of fully realizing one's own potential. By taking in the challenges and wonders of the multiverse, individuals can leverage their perspectives and insights not only to improve themselves, but also to shape reality as they see fit.

Growth and understanding are the keys to the Mind's Eye philosophy. Members advocate for experiential learning based on observation and experimentation instead of formal study. Every Seeker practices some craft to shape their experiences into something new and refine themselves in turn.

The Mind's Eye arose when two former factions, the Believers in the Source and the Sign of One, merged their philosophies together into a formula by which individuals seek to transcend their potential and attain the power of gods. Even still, Seekers suspect that divinity isn't the ultimate expression of their core beliefs, but rather a stepping stone to an unknowable state of superior being.

Factol Saladryn (neutral, elf **archmage**) guides the relatively young faction. She rarely sojourns beyond Sigil anymore, sacrificing her own journey of personal discovery to lead the Mind's Eye. Saladryn focuses her energy on creation, practicing many crafts she's learned in her centuries of life.

**Faction Attire.** Members of the Mind's Eye dress in sleek, opalescent robes and ornament their bodies with delicate, metalwork embellishments.

**Role in Sigil.** In the Great Foundry, the Mind's Eye oversees the creation of tools and parts that most take for granted. The Athar and the Fraternity of Order both relate to the Seekers, while the Bleak Cabal and Heralds of Dust oppose them.



## SOCIETY OF SENSATION

*Who Find Truth Only in Experience*

**Factol:** Erin Darkflame Montgomery

**Headquarters:** Civic Festhall

**Aligned Plane:** Arborea

**Members:** Artists, entertainers, revelers

**Epithet:** Sensates

The Society of Sensation perceives the multiverse through experiences—the more varied, the better. By experiencing all there is—every sensation, emotion, thought, everything—one can learn and understand the entirety of existence.

Sensates live each moment as if it were the only one that ever mattered, drinking it in to know another sliver of reality. Many Sensates, particularly new members, focus only on experiences that delight the senses, but as Sensates grow, they aim to experience every facet of existence, even the bad ones. Sweet fragrances and savory bites must be balanced with the sting of failure, the weight of responsibility, and the gnawing ache of grief.

The Society of Sensation pays a price for its lack of inhibition. Outsiders view Sensates as flighty, lascivious, or untrustworthy, always jumping from one event to the next. For a Sensate, to dwell on one endeavor is to deny the truth of existence.

Factol Erin Darkflame Montgomery (lawful good, human **Sensate muse**; see *Morte's Planar Parade*) guides the society through every lingering exploration. Factol Montgomery ensures that Sensates maintain a balance of cerebral pursuits, physical experiences, and deliberate contemplation, knowing the harm that pleasure-seeking alone can cause.

**Faction Attire.** Sensates garb themselves in flowing, colorful fashions that emphasize their free-spirited natures. Floral elements and glasswork embellishments are common.

**Role in Sigil.** The Society of Sensation provides joy and diversion to the people of Sigil, temporarily freeing them from the everyday struggles of the Cage. Sensates and members of the Mind's Eye find common ground. Factol Montgomery's rivalry with Duke Rowan Darkwood of the Fated sparks trouble between the two factions.





### TRANSCENDENT ORDER

*Who Act Unfettered by Thought*

**Factol:** Rhys

**Headquarters:** Great Gymnasium

**Aligned Plane:** Elysium

**Members:** Athletes, daredevils, rescuers

**Epithet:** Ciphers

The Transcendent Order holds that for a person to attain a higher state of being, they must unify their mind and body until thought and action are one. Those who act on instinct alone can achieve perfect harmony with the multiverse.

Members of the Transcendent Order rigorously train every aspect of self to align with the cadence of the multiverse. Ciphers are encouraged toward athletic regiments, but many also pursue artistic endeavors to perfection, becoming dancers, virtuosos, or abstract painters. Whatever resonates with a Cipher's path, they must practice until the body no longer requires the mind to guide it.

Factol Rhys (neutral, tiefling **Transcendent Order conduit**; see *Morte's Planar Parade*) stepped up to take control of the Transcendent Order when the last factol achieved perfect understanding and vanished right in front of Rhys and other ranking Ciphers. Rhys is an enlightening coach, providing direction to trainees with choice remarks.

**Faction Attire.** Athletes and acrobats of all shapes and sizes, Ciphers dress in simple clothing that allows for agility and flexibility.

**Role in Sigil.** The Transcendent Order headquarters in the Great Gymnasium in the Market Ward. There, the Ciphers train their bodies to attune to their minds and the multiverse's ebb and flow. The Transcendent Order looks inward for meaning, and thus it tends not to form alliances with other factions. Its members are generally well liked, and no ascendant faction opposes the Ciphers outright.

## MINOR FACTIONS

In addition to the ascendant factions, Sigil contains a host of minor factions—up-and-coming philosophies, those that have seen a resurgence of members, and once-ascendant factions whose ideologies have since entered a period of decline. The following are three examples of minor factions currently in Sigil.

### FREE LEAGUE

*Who Prize the Individual Foremost*

**Factol:** None

**Headquarters:** Great Bazaar

**Aligned Plane:** The Outlands

**Members:** Merchants, mercenaries, nonconformists

**Epithet:** Indeps

The Free League is a loose collection of individuals and remnants of disbanded or fractured factions. Merchants, individualists, and dissociated citizens, the Indeps eschew factions and other organizations, simply wishing to choose their own paths.

### INCANTERIUM

*Who Consume Magic and Its Secrets*

**Factol:** Unknown

**Headquarters:** Tower Sorcerous

**Aligned Plane:** Astral Plane

**Members:** Mages, lore seekers, scribes

**Epithet:** Incantifers

The Incanterium was a faction thought dead when its headquarters, the Tower Sorcerous in the Clerks' Ward, vanished along with all known Incantifers. Most thought the tower was banished to the Mazes, but it has since returned, rematerializing in the vacant lot where it once stood, bringing with it the return of the Incantifers. Members of the Incanterium siphon magic from items, spells, and those who wield them to lengthen their own lifespans. They believe that by absorbing magic and mastering its rules, one can rewrite reality.

### RING GIVERS

*Who Give as Much as They Get*

**Factol:** Jeremo the Natterer

**Headquarters:** None

**Aligned Plane:** Ysgard

**Members:** Altruists, beggars, philanthropists

**Epithet:** Bargainers

A direct foil to the selfish Fated, the Ring Givers hold a philosophy of charity and giving as the path to enlightenment. The Bargainers give away all they have and redistribute the hoards of greedy tycoons to the poor and needy. A common superstition in Sigil holds that any gift to the Ring Givers comes back to the donor tenfold.



# SIGIL GAZETTEER

The City of Doors is divided into wards that are as varied as their inhabitants, from the polished heights of the bureaucratic Clerks' Ward to the musty anarchy of Undersigil, the city's forsaken warrens. Each ward contains one or more faction headquarters: grand buildings where Sigil's philosophers convene and divide the city's functions. Establishments near one of these hubs tend to align with the faction's character. Shops clustered around the Civic Festhall, for example, cater to the pleasure-seeking tendencies of the Society of Sensation—wine shops, concert halls, and vendors hawking one-and-done novelties.

The Sigil Wards table outlines each of the wards and the ascendant factions that headquarter within them, as well as six minor factions, which are marked with an asterisk (\*).

## SIGIL WARDS

Ward	Prominent Factions
Clerks' Ward	Fated, Incanterium,* Society of Sensation
Hive Ward	Bleak Cabal, Hands of Havoc, Heralds of Dust
Lady's Ward	Doomguard, Fraternity of Order, Harmonium, Mercykillers
Lower Ward	Athar, Ring Givers,* Mind's Eye
Market Ward	Free League,* Transcendent Order
Undersigil	Coterie of Cakes,* Revolutionary League,* Undivided* (see the "Undersigil" section later in this chapter for these factions)

The sections that follow present each of the wards in greater detail. They share the following format:

**Ward Encounters.** A table after the introduction presents interactions that characters might have while adventuring in the ward.

**Factions.** This section details the factions that are headquartered in the ward and their operations.

**Locations.** A sampling of the ward's notable sites, including any faction headquarters, are provided here. Locations mentioned in these sections are designated on the poster map of Sigil.

**Megastructures.** Most sections also include a map to one of Sigil's megastructures. Often the headquarters of a faction, a megastructure can host countless adventures. The map provides an overview of some important areas within the location but doesn't represent the megastructure in totality. To accommodate your adventures, locations can be detailed as needed, and their scales are flexible.





## CLERKS' WARD

The wheels of bureaucracy turn steadily in the Clerks' Ward, an administrative haven for bookkeepers, scribes, and petty officials. Like oil to a machine, the Clerks' Ward provides a necessary conformity to Sigil's turbulent streets under the fastidious eyes of the Fated.

The pristine buildings within this affluent ward are well maintained and regularly patrolled by officers of the Harmonium. Residents of the Clerks' Ward claim it's the safest and most honest ward in Sigil. Conflict usually occurs on paper, and structured forums for debate allow folks to resolve disagreements without resorting to violence.

Despite its rigidity, the Clerks' Ward is a place of beauty and wonder, due in large part to the presence of the Society of Sensation. For each strict fact-checker, policy maker, and enforcer in the ward, there is an open-minded artisan, entertainer, or thrill-seeker to match. Locals routinely direct inquisitive newcomers to the Hall of Information, where visitors can ask questions, hail a sedan chair, or pester a tout for directions.

### CLERKS' WARD ENCOUNTERS

#### d8 Encounter

- 1 A cocky **bariaur wanderer** (see *Morte's Planar Parade*) offers their services to the party as a tout.
- 2 A stiff-necked Fated tax collector (**noble**), flanked by two **guards**, smugly informs the characters they must each pay a "promenade toll" of 1 sp to proceed in their current direction.
- 3 Out of breath and clearly hiding something on their person, a teenage tiefling **spy** begs the characters to help them avoid two oncoming **Harmonium peacekeepers** (see *Morte's Planar Parade*).
- 4 A drunk elf **commoner** stumbles out of an onion-shaped cab pulled by a sweet and gullible **unicorn** named Corny. The unicorn asks the characters if they need a ride.
- 5 A wizened, purple-robed Incantifer (**archmage**) passes through the streets, eliciting nervous whispers from a crowd of onlookers.
- 6 A **Sensate muse** (see *Morte's Planar Parade*) dazzles the characters with a street-side performance.
- 7 Olga, a bookish **frost giant**, trips before the characters as she hurries to the Hall of Records, sending a stack of titanic papers into the air.
- 8 An obnoxious **equinal guardinal** (see *Morte's Planar Parade*) brays atop a street-side soapbox. They attempt to goad a character into a cynical debate about the future of Sigil.

## CLERKS' WARD FACTIONS

The following factions are headquartered in the Clerks' Ward:

**Fated.** The Fated earn widespread ire as Sigil's tax collectors, leveraging their administrative position to serve their insatiable greed. Takers record financial agreements in the Hall of Records and revel in seizing properties at bargain-basement prices when owners default on payments. The Fated regularly hires adventurers as debt collectors.

**Incanterium.** Long thought to have been banished to the Mazes by the Lady of Pain along with their base of operations, members of the Incanterium are slowly trickling back into the Cage. Called "mage drinkers" by the few who remember them, the aged Incantifers siphon magic to sustain their ancient power. Disturbed residents murmur about the Incanterium's newly returned tower (see the "Tower Sorcerous" section). Rumor has it Duke Rowan Darkwood pays handsomely for information about his reclusive neighbors and their fortress.

**Society of Sensation.** Sensates pepper Sigil's otherwise drab streets with entertainment, tempting pedestrians with curiosity and excitement. All of Sigil is a stage to the Society of Sensation, but the greatest attraction is the Civic Festhall. Factol Erin Montgomery weaves masterful arguments in the Hall of Speakers, where she sways naysayers with one guiding principle: they might not recall what you said, but they always remember how you made them feel.

### CLERKS' WARD LOCATIONS

Presented here are some noteworthy sites in the Clerks' Ward.

#### CIVIC FESTHALL

Creativity blossoms in the Civic Festhall, the headquarters of the Society of Sensation. Sensates spared no expense constructing this majestic building, which reaches nearly one thousand feet in height. Visitors find all manner of sensory delights within: gastronomic masterpieces served by innovative chefs; halls lined with fragrant, scratch-and-sniff statuary; and pitch-black deprivation chambers bathed in supernatural silence.

**Artistic Amenities.** The Civic Festhall boasts a panoply of arts available to the public. Galleries, concert and lecture halls, museums, and exhibits too eccentric to describe fill the festhall and its satellite buildings. Contests and duels are held at the Northumber, an outdoor amphitheater, while magical light checkers the stages of its two indoor theaters: the intimate Elloweth Theater and the





prodigious Ren Hall. Elloweth Theater is renowned as Sigil's preeminent venue for high-brow performance art, and performers from across the Great Wheel flock to Elloweth Theater to take their shot at interplanar fame. Map 2.1 depicts Elloweth Theater and its promenade.

**Sensoriums.** The most popular offerings in the Civic Festhall are the Sensoriums, semiprivate rooms where creatures can record and relive one another's sensory experiences through *sensory stones* (see chapter 1 of this book). For a price of 10 gp, a client can feel the thrill of a researcher's epiphany, the weight of a widow's grief, or the warm bite of a flaky pastry. Memories and longer, more complex sensations tend to cost more, but the lure of nostalgia draws repeat customers.

The Society of Sensation pays well for sensations not contained in its extensive collection. Sensates reward adventurers for delivering *sensory stones* that contain coveted yet dangerous experiences, such as the thrill of stealing a coin from a sleeping dragon's hoard. Rumors say the sensates also keep a collection of *sensory stones* containing unspeakable insights and experiences disruptive to multiversal peace. Sensates sequester these and other restricted sensations in a demiplanar sanctum accessible only to trusted members.

#### GREENGAGE

Sensates quench their thirst at the Greengage, a humble cider shop across the street from the Civic Festhall that's popular among gnomes, halflings, and anyone else who can tolerate its four-foot ceilings. To stay in business, the establishment's owner, a chipper **sprite** named Clea Appleblossom, updates its menu daily. Clea sends adventurers to gather supplies from the Market Ward or, for especially rare ingredients, the Outer Planes.

#### HALL OF INFORMATION

Located between the Hall of Records and Hall of Speakers, the Hall of Information is a gleaming, blue-domed repository of knowledge that serves as Sigil's de facto welcome center. Sedan chair drivers, touts, and translators loiter nearby, hollering their services at pedestrians.

Public notices and odd jobs are posted to a board outside the hall. For more information, interested parties can consult a directory of municipal departments and pay any applicable fee to meet with an officer of the appropriate ministry. Inside, stewards warn visitors against touching the hall's many polished surfaces, lest they anger Chief Bordon Mok, a no-nonsense, lawful good **bariaur wanderer** (see *Morte's Planar Parade*) who extinguishes misconduct with a crack of her silvered whip.





INTRICATELY CARVED FOUNTAINS AND CRYSTAL POOLS  
DECORATE THE GROUNDS LEADING TO THE OPULENT  
CIVIC FESTHALL.



## HALL OF RECORDS

Once a thriving college, the Hall of Records was foreclosed on for a slightly overdue debt to the Fated centuries ago. The Fated has since repurposed the building as its headquarters. The campus consists of six stately towers—originally seven, but the library was sold and walled off—and a sprawling network of underground archives linked to each of the academy's founding structures.

**Records.** Inside the guarded complex, members of the Fated conduct all manner of documentation. Clerks file property deeds, issue birth and death certificates, and maintain extensive financial records, while scribes meticulously prepare official proclamations for posting.

In theory, anyone in Sigil with proper approval can request a specific document or wade through the hall's dusty stacks, but the process is mired in bureaucratic entanglements. More often, a bribe can accomplish as much in half the time, and hefty sums can convince a Taker to lose or even alter a document in the Hall of Records.

**Vaults.** Valuable tomes are stored in vaults beneath the campus, including *The Secret History of Sigil*, a detailed account of the Fated's activities and the secrets its agents have learned. Volumes of this ongoing research project, especially recent ones, fetch a high price with opposing factions.

Unsurprisingly, the underground compound is heavily defended. Within the campus lies a thrumming portal to Ysgard, a plane where might makes right and the Takers hoard their spoils. Giants stomp out of the portal to squash intruders in the name of the Fated, causing books and scrolls to quake in their lumbering wake.

## HALL OF SPEAKERS

The voices of Sigil ring out within the Hall of Speakers, where everyday complaints plant the seeds of laws. Formerly the headquarters of the faction known as the Sign of One, the Hall of Speakers is an orrery-like arrangement of rings and domed structures that beckon onlookers to make themselves heard. Before the hall stands a massive iron statue of a woman heaving a world on her shoulders with power and grace, a Signer remnant turned local landmark named *The Power of One*.

**Debates.** Public hearings take place within the Speaker's Podium, a spacious chamber named after the wooden lecterns that dominate its stage. Though anyone can spectate, only the Council of Speakers can participate in these debates. Each ascendant faction in Sigil has at least one speaker: typically the factol and one or two other high-ranking members. However, speakers sometimes delegate their time behind the podium to an eloquent representative whom they trust to represent the faction's interests.

The debates are largely performative affairs—hour-long bouts where faction representatives embarrass each other and themselves with thinly veiled insults, boasting, and magniloquent rhetoric. The factions of Sigil are rarely in agreement, and the few proposals voted into law by the Council of Speakers are either inconsequential or quickly overturned in favor of the status quo.

**Trianym.** Citizens can voice their opinions freely at the Trianym, a public forum located a block from the Hall of Speakers. The Trianym consists of three cylindrical platforms with seating for scribes and spectators to witness the exchanges. Locals reward shrewd debaters by tossing coins to them, reserving fistfuls of garbage for truly awful orators. The Trianym is more than a glorified soapbox—the thoughts that ferment in the Trianym pave the way for new factions and ways of thinking.

## TEA STREET TRANSIT

The onion-shaped cabs of Tea Street Transit shuttle customers throughout the Clerks' Ward. The proprietor is Kyl Silkfoot (lawful neutral, elf **druid**), a crotchety elf with a raspy voice, easily spotted by the nauseating cloud of smoke that issues from his tarweed cigars. Kyl's cabs are always clean and comfortable. Fantastic mounts—such as displacer beasts, unicorns, and bizarre ponies warped by the magic of the Outer Planes—pull the bulbous carriages.

Trusted by the ward's wealthy elite, the cabdrivers of Tea Street Transit are a reliable source of information pertaining to government officials, esteemed intellectuals, and known criminals.

## TOWER SORCEROUS

The Tower Sorcerous is a spiny spire of unknown material, its surface shifting like a puddle of oil. The structure has no visible doors or windows save for eight balconies that jut from its twisting frame. Although the tower's surfaces are impenetrable to most, Incantifers step into the tower as if it were porous, leaving ripples behind them as they enter and emerge.

When the Tower Sorcerous disappeared from Sigil, it left behind an empty lot. The business that went up in its place, Fretter's Fetters and Fritters, was destroyed when the tower suddenly reappeared. Until recently, most folk believed the Lady of Pain consigned the tower and its inhabitants to the Mazes. Few know the circumstances of the tower's disappearance and reappearance, or what machinations brew within.



## HIVE WARD

Neglected by the dabus and the generosity of other wards, the Hive Ward has fallen into disrepair. Its buildings are lopsided hodgepodes of architectural styles and materials, their floors haphazardly stacked atop one another to conserve space. The crooked high-rises darken cramped alleys, many of which are dead ends in more ways than one. Many residents of the city avoid the ward when possible, but those willing to risk the Hive can partake in its seedy establishments and hidden gems.

Crime is commonplace in the Hive. Grifters, cut-purses, and miscreants band together in the moldering streets, preying on the desperate and down-trodden. Pickpockets masquerade as touts, eager to pilfer coin from stumbling sots and newcomers. Professions not outwardly criminal in nature are often morally suspect, such as corpse collectors, opportunistic scavengers who scrape out a living by gathering bodies throughout the ward and delivering them to the Mortuary for meager payouts.

Rain is more frequent in the Hive than elsewhere in Sigil, reflecting the ward's dismal mood. When it falls, gutters ooze sludge into brackish pools of oil and rainwater, their surfaces disturbed by scurrying cranium rats. Damp rags and swollen planks cover broken windows, blotting what little light ekes through the ward's perpetual fog.

Of all the wards in Sigil, the Hive Ward has the least oversight. Harmonium patrols are less frequent here, and peacekeepers have been known to avert their gaze from disreputable establishments. Though crime runs rampant, so do creativity and trade, and opportunities abound for those ready to seize them. Residents live unhampered by bureaucracy or judgment, free to pursue their deepest passions or indulge their guiltiest pleasures.

### HIVE WARD ENCOUNTERS

#### d8 Encounter

- 1 A **Hands of Havoc fire starter** (see *Morte's Planar Parade*), flame in hand and a wild look in their eyes, stands outside an abandoned building. "Care to help?" they ask the characters.
- 2 A **kelubar demodand** (see *Morte's Planar Parade*) street food vendor pushes a rusty cart down a nearby alley. Charred, sausage-link manacles dangle from the cart's torn awning. The demodand offers the characters anything on the cart for 5 cp.
- 3 Two chaotic neutral **trolls** in sleeveless vests strut up to the characters, eager to show off their matching tattoos, courtesy of the dabus Fell.
- 4 Pugdug, a kind-eyed orc **Bleak Cabal void soother** (see *Morte's Planar Parade*), offers to heal the characters, asking only that they pay the deed forward.

#### d8 Encounter

- 5 Two out-of-breath githzerai ratcatchers (**guards**) in pink skullcaps chase a nimble **cranium rat squeaker** (see *Morte's Planar Parade*). "Get 'em!" they cry as the rat darts toward the characters.
- 6 A droopy-eyed corpse collector (dwarf **commoner**) in tattered clothing dumps a rotten body into the back of a wooden wagon. "If ye need a ride to the Mortuary, there's room in the back!" he laughs.
- 7 A thieving **musteval guardinal** (see *Morte's Planar Parade*) snatches a bag from a desperate human **commoner** and flees into a nearby alley. The victim cries for help from the characters.
- 8 Two **ettercaps** hiss at the characters from an abandoned tenement building cocooned in thick webbing. The building belongs to the Spite Spinners, a gang of arachnid bandits and their boss, a **darkweaver** (see *Morte's Planar Parade*).

## HIVE WARD FACTIONS

The following factions are headquartered in the Hive Ward:

**Bleak Cabal.** Within the Gatehouse, members of the Bleak Cabal reject the philosophies of other factions, believing the multiverse is devoid of meaning. Bleakers combat their existential dread with optimism and compassion, enriching the lives of those in and around the Hive through small acts of service. The faction maintains a network of safe havens throughout the ward where those in need can find refuge and a warm meal.

**Hands of Havoc.** Arson and vandalism are tools of the trade for the Hands of Havoc, a faction of rebels. In other wards, the Wreakers' destructive activities pave the way for reconstruction and renewal. In the Hive, however, Wreaker activity sometimes compounds the miseries of everyday life when their fires—vain attempts to garner attention from the movers and shakers of Sigil or burn away detritus within the ward—engulf the innocent. Rather than maintain a single base of operations, the Hands of Havoc operate out of warehouses strewn throughout the ward, moving constantly to evade Sigil's enforcers.

**Heralds of Dust.** The Heralds of Dust are Sigil's undertakers. They conduct funerary rites for creatures from all places, ensuring their souls pass to the next stage of death undeterred. The bulk of the faction's workforce consists of skeletons, zombies, and other dull-minded Undead whose bodies were donated to the Mortuary by their owners in life. The Dusters rely on corpse collectors—grim-faced laborers found primarily in the Hive—to deliver a steady stream of bodies to them for interment.





HUNGRY PLANAR CREATURES GATHER IN THE GREASE PIT, A STREET-FOOD ALLEY WHERE THE FLAVORS OF THE MULTIVERSE COLLIDE.

## HIVE WARD LOCATIONS

Presented here are some noteworthy sites in the Hive Ward.

### BOTTLE AND JUG

Raucous, booze-fueled brawls take place in the back room of the Bottle and Jug, one of the Hive's most infamous drinkeries. This mass of steel, barbed wire, and black granite is owned by Beatrice Bazlan, a flightless **erinyes** who won the joint but lost her wings in a high-stakes match against its previous owner and his two trolls. Beatrice is tough as nails and loves a good laugh at someone else's expense. Anyone's welcome in her taproom.

A portal to a massive pit-fighting arena rests at the back of the Bottle and Jug, disguised as the door to an always-out-of-order lavatory for big and tall creatures. Gabel, a retired **pit fiend** judge, guards the entrance, but most entrants respectfully call him "Your Honor." On the other side of the door lies a bloodstained amphitheater where spectators place bets and combatants test their mettle. The current heavyweight champion is a bloodthirsty **cyclops** named Akra.

In addition to the typical variety of cheap swill peddled throughout the Hive, Beatrice keeps a selection of top-shelf liquors in a chilled demiplane behind the bar for scoundrels with coin to spare:

Beverages available at the Bottle and Jug include the following offerings:

**Annam's Blood.** Barreled on Ysgard, this crimson mead swirls with scenes of battle. A war cry bellows from the tap when a mug of Annam's Blood is poured.

**Chaos Frog.** This distilled spirit constantly shifts in color. Made from a plant harvested on Limbo, each bottle contains a dead slaad tadpole.

**Eight Squared.** This small-batch, amber hooch comes in a rectangular bottle with a tiny cog for a cap. When placed on a flat surface, the cap rotates like the gears of Mechanus.

**Golden Gout.** Imported from the Nine Hells, this spiced whiskey burns all the way down. Imbibers often belch a small flame after taking a shot.

**Swamp Water.** Bottled locally by a green hag with six teeth and an infectious laugh, this murky, sour gin causes the drinker to break out in a harmless rash of purple warts that vanish within minutes.



## FELL'S TATTOOS

Fell, a **dabus** (see *Morte's Planar Parade*), runs a tattoo parlor in the Hive. From a distance, he looks like any other of his kind—a lean, purple-skinned figure in flowing robes, his horns protruding from a voluminous tuft of white hair atop his head. Shunned by the Lady of Pain and ostracized by his kin for declaring himself a priest of Aoskar, the dead god of portals, Fell now walks on the ground instead of floating above it. However, some of the dabus's magic remains, evident in the indelible designs he weaves into his visual rebuses.

Fell's Tattoos is a modest, oblong shack down the street from the Smoldering Corpse Bar (detailed below). A pearl lightning bolt above the door marks the parlor's entrance. Inside, the quiet artist lets his handiwork speak for itself. Fell nods and smiles at his clients, producing wispy images that hang in the air and adjusting the shapes to their liking. The dabus applies each tattoo with a wave of his hand, wafting the design toward the client's skin where it grafts itself in vibrant ink.

**Magic Tattoos.** The dabus's tattoos are tinged with magic. Most effects are minor—a temporary glow or shifting pattern—but some designs function as *spell scrolls* that burn away once used, singeing hair, fur, or scales in the process. As a devotee of

Aoskar and longtime resident of Sigil, Fell knows the locations of hundreds of portals throughout the City of Doors and their keys.

At the DM's discretion, Fell can reproduce any of the magic tattoos detailed in *Tasha's Cauldron of Everything* that are common, uncommon, or rare. He charges 60 gp for a common one, 600 gp for an uncommon one, and 6,000 gp for a rare one.

## GATEHOUSE

The Bleak Cabal's headquarters is the Gatehouse, a fortress of rehabilitation and renewal. The tiered, ivory sanctuary rests on a hill at the end of Bedlam Run, a curved road that rises to meet the headquarters above the Hive. Calming fountains cascade over its chalk-white balconies, which radiate from its central tower. The Gatehouse specializes in treating planar afflictions. Inside, Bleakers tend to those harmed by the planes and by the creatures that inhabit them.

**House of Rehabilitation.** Members of the Bleak Cabal find solace in existence by relieving the burdens of others. Bleakers in the Gatehouse restore creatures warped by demon ichor, research and remove complex curses, and comfort those who have glimpsed otherworldly horrors of sinister realms.

Althax Darkfleece (**bariaur wanderer** with an Intelligence of 17; see *Morte's Planar Parade*), serves as the Gatehouse's resident expert on the negative effects of planar magic. Hailing from the gate-town of Bedlam (detailed in chapter 3 of this book), Althax is a wise and compassionate academic who keeps unreasonable hours. To aid her ongoing research, she occasionally hires adventurers to investigate locations suffused with planar magic—or collect samples from the planes themselves.

## GATEHOUSE NIGHT MARKET

Honest shoppers stick to the Market Ward, where prices are firm and goods can easily be traced back to their sources. Customers interested in less reputable wares, however, haunt the after-hours stalls of the Gatehouse Night Market just a few blocks from the Gatehouse. Booths unfold from pocket dimensions at last light, their dealers lit by the neon glow of indifferent will-o'-wisps: devils pawning stolen souls to rule-bending angels, interplanar fences selling stolen modron parts, demodands advertising jars of their liquefied cohorts as instant bodyguards, and the like. The night market relies on adventurers to settle disputes between vendors and their unrepentant clientele.





## GREASE PIT

The flavors of the multiverse converge at the Grease Pit, a noisy alley brimming with planar street food. Creatures come from far and wide to sample its delights or hawk them to hungry customers over the hubbub of the daily crowds.

The Grease Pit offers patrons a taste of the Outer Planes. Deep-fried meat skewers sizzle in bubbling oil taken from the battlefields of Acheron, marinating in a bath of rage and zeal. Meanwhile spicy dishes rise to infernal heats in devil-owned rotisseries, where sadistic pitmasters boast literal kicks that sear the taste buds of the uninitiated. Sobbing patrons cool their mouths on heavenly snow cones sold by dessert-loving devas, then later shred their tongues on face-puckering sour candies topped with caustic, gelatinous ooze. Portions range from bite-sized nibbles to bottomless portal buffets worthy of a giant's appetite.

**Grease Pit Grub.** The following are some of the vendors one might encounter in the Grease Pit:

**Bog Standard.** Prepared by a court of not-so-noble bullywugs, the patties served up at this unfussy shack were described by one Sigil food critic as “damp—with an unexpected crunch.”

**Humongous Fungus.** Located in an enormous toadstool, this myconid-operated sandwich parlor specializes in fungal creations. Customers rave about the Mushroom Meld, a spore-topped melt that allows eaters within 30 feet of each other to communicate telepathically for 1 hour.

**Make It Snappy.** This rolling seafood cart sports a bottomless tank linked to an aquatic demiplane. Buyers who fish their own catch from the aquarium pay half price for the cooked dish, but at Make It Snappy, the seafood snaps back.

**Slim Pickens.** Owned by a wake of buzzard-looking aarakocra, this tin-roofed barbecue joint serves up “sustainably sourced” roadkill, scavenged fresh daily from arid stretches of inhospitable realms.

**Sugar and Spice.** This candy shop is co-owned by a faerie dragon named Pancake and an imp named Qribbig. Their saccharine concoctions are sweet enough to rot a lich's teeth.

**The Vine.** Purveyors of plant-based cuisines cluster in the Vine, a vegetarian oasis nestled in the corner of the grimy spittoon. It's home to the Gentle Mug, a humble shack where **musteval guardinals** (see *Morte's Planar Parade*) offer magical teas and throat-scratching razorvine wraps.

## MORTUARY

The Heralds of Dust look after Sigil's dead in the Mortuary, the city's morgue. Situated between Blackshade Lane and Ragpicker's Square, the menacing stone structure rises above the Hive like a corpse from the grave. The Mortuary's towers bear low, gloomy domes with buttresses bristling with blades and windowless vaults clustered around the structure's base. Its dark, mournful halls reek of embalming fluids, their sterile tang sparing nostrils from viler odors trapped within the musty tombs.

**Grim Workforce.** The Dusters who run the Mortuary are the visage of death—slack jawed and bony framed, with unblinking eyes sunken into their gaunt, skeletal faces. Corpse collectors are often heard before they're seen, as their creaking wooden barrows are engulfed in clouds of buzzing insects. They wheel wagonfuls of bodies to Death's Door, a metal chute supervised by joyless undertakers, who pay collectors a pittance for each corpse they round up.

The Mortuary's uninviting halls echo with the moans of the Undead. Skeletons and zombies perform menial tasks, such as cleaning or guard duty, while more intelligent Undead—such as wights, vampires, and death knights—serve the Heralds of Dust in high-ranking positions under their factol, the dreaded lich Skall.

**Hall of Vigils.** As Sigil's mirthless morticians, the Heralds of Dust are afforded the secrets of life and undeath. In the Mortuary's research area known as the Hall of Vigils, Dusters study deceased wayfarers from across the planes, preparing the corpses in accordance with an ever-widening archive of funeral rites before sending them through planar portals to distant burial grounds, faraway family crypts, or elemental planes for storage or cremation.

The funerary process often uncovers a creature's cause of death—and possibly the knowledge of how to kill others like it in the future. Assassins, poisoners, and hunters regularly attempt to infiltrate the Hall of Vigils in search of these secrets, only to die at the hands of the faction's Undead guards and be reanimated into their ranks. Map 2.2 depicts the Hall of Vigils.

“Without passion, a body has no pain. Divest yourself of all passions, and you will achieve the final stage of death.”

—Skall, Factol of the Heralds of Dust





## PARAKK PEST

In the Cage, rat catching is a family business. Over the years, Parakk Pest has become a household name in the City of Doors. The tiered shack stands out from the rest of the ward thanks to the giant rat skull that sits atop its roof. Generations of exterminators follow in the footsteps of its githzerai founder, Parakk—whose name means both “servant” and “master.” They adopt both his name and the duties that come with it. The githzerai eradicators, individually referred to as Parakks, service every ward in Sigil and are easily identified by their bright-pink skullcaps.

Sigil is a delicate ecosystem, and cranium rats play an important role in it. But while individual cranium rats are mostly harmless, swarms can rapidly become local menaces. The largest of these is the Us, a hyperintelligent hivemind based in Undersigil (detailed later in this chapter). When cranium rat populations grow to dangerous sizes, the Parakks step in to cull their numbers. However, some conspiracy theorists claim the ratcatchers secretly serve the rats, collecting rodents to add to the horde.

Particularly malignant infestations call for outside help. In such cases, Parakk Pest offers as much as 1 gp for a single cranium rat tail and larger sums to clear out entire swarms.

## SANDSTONE STRIP

A sliver of tightly clustered buildings stands between the orderly Clerks' Ward and the chaos of the Hive. Named for its granular, red cobblestone streets, the Sandstone Strip shelters charlatans and scoundrels who take care of their own, along with anyone else burned by administrative backlash from Sigil's more powerful residents. When bureaucrats abuse their stations, the ward's rank and file rely on adventurers to even the scales and ensure Sigil's laws apply to all its citizens, not just those at the bottom.

“You are all tallow for my flames.”

—Ignus, Hands of Havoc arsonist



## THE SLAGS

The Slags were just another part of the Hive until a portal to the front lines of the Blood War, the eternal conflict between devils and demons, opened in the middle of the neighborhood. For weeks, weapons of war tore through the fragile shacks, reducing them to smoldering piles of rubble, and demons massacred anything with a pulse. Save for a few stragglers, the portal and its invaders are long gone, but their devastation remains. Scavengers scour the ashen wasteland for infernal supply caches, clashing with enforcers on the lookout for fugitives. Repeated calls for reconstruction go ignored in the Hall of Speakers.

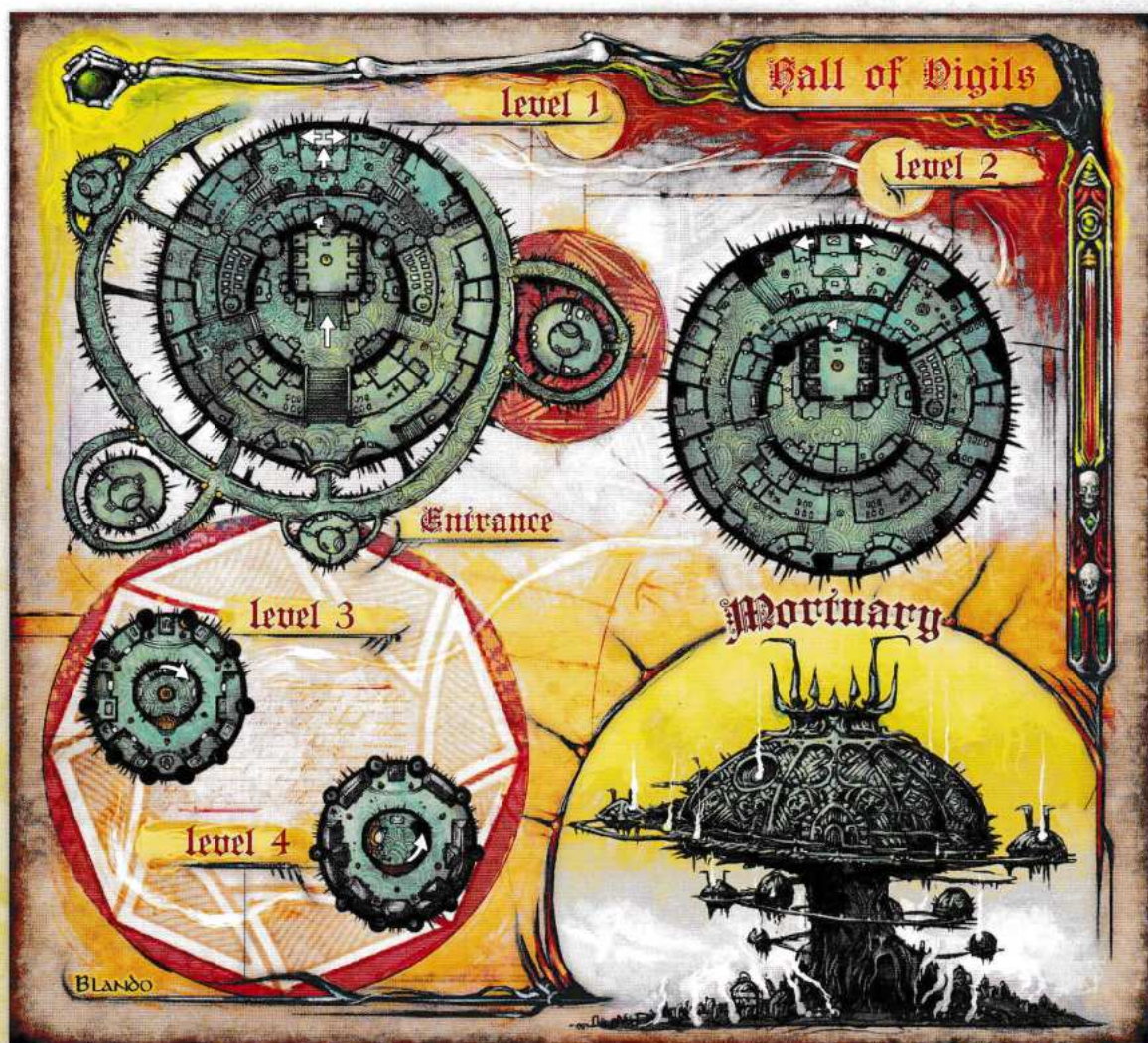
## SMOLDERING CORPSE BAR

The wrought-iron walls of the Smoldering Corpse Bar muffle the mayhem of the Hive. Locals wet their whistles in the dive bar, raising dented mugs to angels and devils, off the clock and shooting the breeze with each other. Heat rises through vents in the taproom's drab-tiled floors to warm banged-up metal tables, their surfaces marred by blades and stained with dried blood. The watering hole's jaded proprietor, Barkis (chaotic neutral, human **veteran**), can usually be found behind the patchwork fusion of rusted metal that passes for a bar top.

**Ignus.** The Smoldering Corpse Bar is named for the perpetually burning mage named Ignus who hovers within. Once a pyromaniacal Wrecker who tried to reduce the Hive to ash, Ignus was imprisoned in flame as a sardonic punishment for his crimes, transforming him into a living portal to the Elemental Plane of Fire. Since then, he's become a fiery mascot for the bar he attempted to destroy, suspended above its torrid taproom. If doused with a *decanter of endless water*, Ignus rouses from his stupor as a chaotic neutral, human **mage**.

**Settling Tabs.** The establishment has earned a reputation for reliable, albeit unremarkable, service. If the coin keeps flowing, so does the “bub”—a blanket term locals apply to cheap liquor. When a customer can't settle their tab, Barkis asks for collateral until the debt is paid. His backroom is filled with belongings left behind by drinkers who never returned. Most of it is junk, but Barkis lets interested parties rummage through it in exchange for completing odd jobs or serving as temporary bouncers.





CREMATORY SMOKE WAFTS FROM THE MORTUARY'S GLOOMY DOMES AT ALL HOURS—EVIDENCE OF THE DUSTERS' TIRELESS WORK OF PROCESSING SIGIL'S DEAD.



## LADY'S WARD

Distinguished and elegant, the Lady's Ward is home to the city's movers and shakers. The regal edifices of the Lady's Ward epitomize the wealth and influence of their inhabitants. Intrigue and treachery abound, blanketed behind the sumptuous veils of high society: masked balls, gambling houses, and private banquets. The Lady of Pain doesn't reside in the ward that bears her name, but power does—the power to influence, administer, and evade the rule of law.

Despite its luxuries and breathtaking vistas, the Lady's Ward is quieter than other wards, its solemn streets frequented by members of the Fraternity of Order, the Harmonium, and the Mercykillers. Immovable monuments to order, these factions' imposing headquarters tower over the city blocks they occupy, surrounded by a smattering of smaller buildings that support their cycle of enforcement, adjudication, and punishment. Residents of other wards rarely visit the Lady's Ward without official business.

Fortunes are won and lost in the gambling houses of the Lady's Ward, where secret crime lords mingle with judges and off-duty guards. Greased palms lead to flimsy sentences and sudden pardons; such corruption goes ignored in the upper echelons of Sigil in favor of persecuting petty crimes elsewhere in the ward.

As if to balance its corruption, the Lady's Ward contains over half of Sigil's temples. Deities from every pantheon find worshipers in the City of Doors. No temples to the Lady of Pain exist in the ward; to construct one is an offense worthy of banishment to the Mazes.

### LADY'S WARD ENCOUNTERS

#### d8 Encounter

- 1 A tiefling wastrel (**noble**) flicks a gambling chip from Fortune's Wheel at the party, lamenting, "May your luck be better than mine."
- 2 A deluxe sedan chair carried by four **veterans** stops in front of the characters. A gloved Humanoid hand parts its privacy curtain, extending them an invitation to a masked ball.

"It's the Lady's Ward,  
not the Ladies' Ward!"

—Vrex Rexel, pedantic Harmonium officer



#### d8 Encounter

- 3 A cheery **dridr** skitters toward the party. A cultist of Lolth, the dridr hands the party a pamphlet advertising an upcoming ritual at the Infinite Well (see the "Lady's Ward Locations" section).
- 4 A desperate **commoner** from a faction of your choice has an impending trial in the High Courts of Sigil (see the "Lady's Ward Locations" section). Unable to secure an advocate, they plead with the characters to represent them in court.
- 5 When the coast is clear, a shady-looking **Doomguard rot blade** (see *Morte's Planar Parade*) opens their long overcoat in front of the characters to reveal a slew of finely crafted weapons available for purchase.
- 6 Three **Harmonium peacekeepers** escort a manacled **githzerai uniter** to the Prison (both stat blocks are in *Morte's Planar Parade*). As they pass the characters, the githzerai drops a crumpled note asserting their innocence.
- 7 A character spots a notice from the Mercykillers for an escaped prisoner who bears an uncanny resemblance to someone in the party.
- 8 Atop a low building, a **githyanki warrior** proselytizes furiously to the characters about Aoskar, the Keeper of Gateways, claiming to have seen the dead god alive and well on the Astral Plane. As Harmonium officers move to arrest the githyanki, he mysteriously vanishes.

## LADY'S WARD FACTIONS

The following factions are headquartered in the Lady's Ward:

**Doomguard.** The Doomguard controls the Armory, overseeing the production and sale of weapons in Sigil. Independent smiths are free to craft and sell their own weapons, but most of the city's weapons are produced and sold by Sinkers. When it comes to providing the quality and number of armaments required by organized forces and other factions in the Cage, the Doomguard is unmatched.

**Fraternity of Order.** Consisting of judges, lawyers, and legislators, the Fraternity of Order abides by the letter of the law—and exploits it to further their interests. Dispassionate and impartial, Guvners run the city courts, ruling on everything from petty disputes in other wards to groundbreaking cases in the High Courts. They adjudicate, review, and study the rules of Sigil, maintaining order according to the law as they interpret it.





SIGIL CITIZENS PREPARE FOR TRIAL ON THE STEPS OF THE HIGH COURTS, WHERE THE LAW IS SACRED.

**Harmonium.** A faction of rugged peacekeepers, the Harmonium occupies the Barracks and serves as the city watch. Noble do-gooders and vengeful chastisers alike join their ranks, eager to quash crime. Thousands of crimson-plated Harmonium officers patrol Sigil's wards daily, vowing to keep their streets clean. However, the Hardheads' uncompromising vision of order sometimes leads to wrongful arrests.

**Mercykillers.** When the Fraternity of Order deems a citizen guilty of a crime, the Mercykillers carry out the punishment. Citizens give these emotionless executioners a wide berth, fearful of obstructing justice and becoming the next target. Though most of their work occurs in the Prison, members of the faction regularly mete out discipline in public for all to see.

## LADY'S WARD LOCATIONS

Presented here are some noteworthy sites in the Lady's Ward.

### ARMORY

The Doomguard is headquartered in the Armory, a foreboding stronghold at the ward's border with the Lower Ward. Deliberately grown razorvine creeps along the structure's bladed balconies and lower walls, deterring thieves who seek to steal the

weapons within. Heavy metal gates bar its few windows, and a relief of a menacing horned skull—the faction's symbol—hangs over its main entrance within. Day and night, the Armory's chimneys belch smoke and flame.

**Forge of Doom.** A colossal forge dominates the first floor of the Armory, which is open to the public. Mercenaries, mongers, and other curious buyers gawk at industrious smithies accustomed to the forge's unbearable temperatures. Azers, fire elementals, and chain devils number among the Armory's blacksmiths, along with dwarves and other Doomguard smiths.

Aslan Ashfang, a lawful neutral **efreeti** merchant from the City of Brass, emerges from the forge's coals to greet potential buyers. A clever and convincing salesman, Aslan brokers deals between the Doomguard and interested parties. The dapper efreeti knows every weapon in the Sinker catalog and its price, from delicate jeweled daggers to massive siege weapons. Items small enough to display—or their replicas if too precious or dangerous—are showcased in an exhibition hall just inside the Armory.

**Doom Lords.** Beyond the forge lie four heavily guarded chambers, each containing a portal to a fortress on the edge of one of the Inner Planes. Within these citadels, the four doom lords—high-ranking



faction lieutenants with powers of entropy and destruction—observe the multiverse and its beautiful decay. From these citadels, members of the Doomguard launch expeditions to hunt or capture destructive monsters across the multiverse, testing their skills against terrifying creatures and deadly extremes.

**Buying Armor and Weapons.** The Armory sells every weapon, shield, and armor in the *Player's Handbook* at normal cost. At the DM's discretion, the Armory might have other armaments available for sale, such as *+1 weapons* for 300 gp apiece.

## BARRACKS

Hushed streets surround the Barracks, a wide compound of cold granite at the opposite end of the Lady's Ward from the Armory. Stoic and impenetrable, the lofty fortress houses the rank and file of the Harmonium, Sigil's militant guards and enforcers. Taciturn sentries march along its spiked, gray-slate roof, gazing over a largely deserted precinct. Life this close to the Hardheads is a double-edged sword. While local businesses—of which there are few—enjoy on-demand security, their proprietors must be spotless in the eyes of the law or suffer crackdowns from overzealous disciplinarians in the faction, who enforce Factol Sarin's orders without question.



FACTOL SARIN OF  
THE HARMONIUM

**Entering the Barracks.** The Barracks are open to all enthusiastic peacekeepers, though Hardheads stop and interrogate anyone who ventures past the clasped stone hands over the stronghold's arched entrance. Straitlaced recruiters pressure visitors without a clear faction allegiance to enlist in the Harmonium and reap its benefits.

**Parade Grounds.** Composed of four identical sections and the squat towers that join them, the Barracks surround a wide parade ground. The Harmonium shows its strength within the quad through drills, marches, and other ceremonial displays. Beyond the grounds lie classrooms and living quarters, along with the faction's archives, which include current and past Harmonium patrol routes, active members and their ranks, and official arrest records.

**Recruiting the Harmonium.** With an official writ from Factol Sarin, the factol of an allied faction, or an influential figure in Sigil, one can gain temporary protection services or extra muscle in the form of a few reliable guards who stubbornly obey every city ordinance.

## FORTUNE'S WHEEL

Luck abounds at Fortune's Wheel, an extravagant casino and favored hotspot in the Lady's Ward. It's run by **Shemeshka** (see *Morte's Planar Parade*), a vain and ambitious yugoloth crime lord of multiversal renown. Rarely spotted in the common areas of the gambling hall, the arcanaloth is the picture of wealth, power, and influence, always dressed to the nines and crowned with a spidery razorvine head-dress. In Shemeshka's eyes, the establishment's profits pale in comparison to its true spoils: secrets gleaned by her web of spies, both those employed in the casino and others enacting her far-reaching schemes.

**Dragon Bar.** Like moths to a candle, risk takers gravitate to the buzzing marquee of Fortune's Wheel. The polished revolving door of this recently renovated building opens into the historic Dragon Bar, a modest tavern named for the carved dragon head that watches over it. Beyond this reception area and its alert bouncers lies the casino proper.

**Casino.** Games of chance line the luxurious carpeted casino hall, which thrums with a chorus of shuffling cards, rattling dice, and whirring clockwork slot machines. These games take razorleaf gambling chips, golden tokens that bear a stylized razorvine emblem.

Every evening, performances grace an ornate, curtained stage, but the real star of the casino is its namesake: the fortune's wheel, a three-tiered, standing roulette wheel where inheritances are squandered and made. Weapons and luck-altering magic are prohibited within the casino, but the staff enforces the policy only in the most blatant of violations.



**Platinum Rooms.** Known to few and hidden within the casino are the Platinum Rooms, a collection of demiplanar chambers where interplanar fat cats wager ancient artifacts, trapped souls, and the fates of entire worlds. Accessible only to big-wigs trusted with special portal keys, the Platinum Rooms feature a rogue's gallery of some of the multiverse's most dangerous players.

Fortune's Wheel is further detailed in the adventure *Turn of Fortune's Wheel*.

### HEART'S FIRE

Sparkling rays converge on the stained-glass windows of Heart's Fire, a luminous temple devoted to gods of fire, truth, and light. Golden, wavy blades hover atop the house of worship like flames. Nicknamed the Sun of Sigil, it glows each day at dawn.

Recently, Heart's Fire has become the subject of gossip throughout the Temple District. The temple's former high priest, a **deva** named Ephemera, was called away on a divine errand. Before departing, the angel appointed a controversial replacement to guide the fane in their stead: Mihr, a lawful good **horned devil** who turned their back on the Nine Hells long ago. Kind and merciful, the new high priest hopes the congregation will see their redeemed nature, but some of the temple's clergy refuse to accept Mihr as the true high priest.

### HIGH COURTS

The scales of justice are balanced at the High Courts of Sigil, headquarters of the Fraternity of Order. The courthouse is a dignified edifice hewn from flawless, white marble with towers that rise from the structure's bladed gables. Granite steps ascend the courthouse's elevated entrance, above which hangs a triangular pediment. Etched within the architrave is the faction's motto: "Knowledge is power."

Though absolute authority in Sigil belongs to the Lady of Pain, most legal matters are settled in the city's tribunals, often decided by a single, supposedly impartial magistrate appointed by the Guvners. Punishments are tailored to fit the crime, and advocates are strongly encouraged. Lawyers and orators, these civil servants include bards, faction agents, and devils with a knack for navigating the subtleties of the law.

While cheap advocates linger on the courthouse steps hoping to find work, their arguments are brittle. Brilliant barristers demand high retainers, but they're worth every coin when the alternative is a visit from the Mercykillers. One talented attorney is "Sly" Nye (chaotic neutral, tiefling **no-ble**), who claims to have never lost a case. Sly has been known to waive their astronomical fee for adventurers who help gather evidence relevant to other cases. Of course, the accused are always free to represent themselves.

**Courts.** The rear tower consists primarily of lesser courts, which resound with procedural bickering and the rapping of gavels. More serious offenses are prosecuted in the Grand Court, a noble chamber darkened by severe judges and their righteous verdicts. Any of the following three judges might preside over a trial in the Grand Court:

**Dadras**, a **planetar** with a powdered wig and a fiery temper. The angel detests lies.

**Factol Hashkar**, leader of the Fraternity of Order.

**Madam Rule**, a scornful **pit fiend** known for her harsh interjections and screeching metal gavel.

**Hall of Concordance.** Elsewhere within the High Courts lies the Hall of Concordance, an embassy of law where contracts are forged under the unblinking eyes of the inevitables, constructs created by the modron deity Primus to bring order to dealings between planar folk. Inside, the Kolyarut, an engine of absolute order, ratifies contracts on sheets of solid gold, leaving their enforcement to the inexorable maruts (detailed in *Mordenkainen Presents: Monsters of the Multiverse*) and truth-seeking components of itself, also dubbed kolyaruts (see *Morte's Planar Parade*). Rule breakers who violate these sacred contracts are tracked down and banished to a teleportation circle in the hall.







LOOMING OVER THE LADY'S WARD, THE PRISON IS A GRIM REMINDER OF THE CONSEQUENCES OF CRIME IN THE CITY OF DOORS.



## INFINITE WELL

Ominous chants echo in the Infinite Well, a temple to the Abyss and its untold layers. The temple hovers high above the surrounding houses of worship, floating above a seemingly bottomless pit. Tarnished blades jut from the Infinite Well like metal branches on a blackened tree. Rather than the blue-green verdigris common throughout the city, blood trickles down the temple's rusted spikes. The temple's interior is a gloomy sanctuary of stained altars, menacing iron chandeliers, and sputtering black candles.

Because there are infinite layers to the Abyss, there are infinite demon lords among them to be venerated. As a result, the cultists of the temple are a disorganized mess, and daily sacrifices sourced from among the faithful cause their numbers to dwindle. Intent on improving their reputation and converting new members to their sinister fold, the fanatics of the Infinite Well don insincere smiles and prove unflinchingly positive as they evangelize in public.

## PRISON

A single grim blemish of gray stone and metal rises above Sigil's resplendent courthouses. Headquarters of the Mercykillers, the Prison is a warning to wrongdoers of the full penalty of law. The Prison's architecture is anathema to hope and light. During the dark and twilight hours, glaring searchlights affixed to the penitentiary's barbed watchtowers scan the ward below for runaways, but all that escapes its walls are the wails of the prisoners within.

**Cells.** Engineered to contain all manner of planar convicts, the Prison's cells vary by block. Fire elementals and arsonists are sealed in frigid cells, while giants are issued with magic collars that sap their might and reduce them to diminutive statures. Grudges fester in bleak cells, and fights regularly break out between inmates in mess halls and common areas.

Particularly dangerous criminals never leave their cells, which are suspended in high-security units that hang from the Prison's exterior like inverted buttresses. Map 2.3 depicts a section of the Prison that houses one such criminal, the infamous portal saboteur known as the Grixitt (neutral, human **spy**).

**Cellars.** Mercykillers torment rebellious inmates in the Cellars, the Prison's dark undercroft. Desperate scratches mar the dungeon's blood-red chambers, where prisoners are dragged to but sometimes never return. When an inmate proves especially resilient or dangerous, the Mercykillers banish them to the Hole, a cylindrical cell block of isolated demiplanes suffused with antimagic.

**Prison Inmates.** Notorious criminals, interplanar outlaws, cosmic warlords, and other threats to the multiverse are incarcerated in the Prison. Examples of inmates appear in the Prison Inmates table.

## PRISON INMATES

### d12 Inmate

- 1 A chaotic evil **storm giant** conquerer who darkened Sigil's skies with storm clouds
- 2 A disheveled wizard named Gifad (chaotic neutral, human **mage**) who claims to hail from the future
- 3 Koe, a fiery-winged, chaotic neutral **deva** imprisoned for smuggling weapons forged on Mount Celestia to Fiends on both sides of the Blood War
- 4 A clone of Manshoon (lawful evil, human **archmage**), an infamous masked archwizard from the world of Toril, who insists he has been framed
- 5 A **cuprilach rilmani** (see *Morte's Planar Parade*) that killed a former factol to preserve the Balance
- 6 A malevolent cosmic force manifesting as a **planar incarnate** (see *Morte's Planar Parade*) that feeds on entire realities
- 7 A nameless, chaotic evil **doppelganger** who has impersonated every factol in Sigil
- 8 A supernatural **assassin** who targets only former mortals
- 9 A world-destroying Construct (use the **kolyarut** stat block) whose creator is still at large
- 10 A **decaton modron** (see *Morte's Planar Parade*) that turned itself in after a pentadron under its command malfunctioned and abandoned its post
- 11 A **darkweaver** guilty of trying to eat a dabus (both stat blocks are in *Morte's Planar Parade*)
- 12 A **kraken** that briefly drowned one of Sigil's wards by using portals to aquatic planes

**Wardens.** Sigil is a big city, and the wheels of justice turn slowly. Factol Nilesia employs a number of wardens to keep prisoners in check. Creatures in the Prison might encounter any of the following wardens:

**Allarind the Thin**, a sadistic **adult blue dracolich** who died in the Prison long ago.

**Buel**, a stoic **warden archon** (see *Morte's Planar Parade*) who has thwarted countless jailbreaks.

**Gazzengar**, a calculating, neutral **mind flayer** who isn't afraid to crack a few skulls to keep inmates in line.

**Olmulloz**, a pasty **shator demodand** (see *Morte's Planar Parade*) accompanied by a pack of rabid **hell hounds**.



## LOWER WARD

Industrial smog and fumes blanket the Lower Ward, a noisy tangle of bellowing forges, magical refineries, and alchemical emissions. Cobblers, smiths, and smelters gravitate to the ward, along with anyone else with calloused hands or a passion for crafting. Locals are hardworking folk who can churn ingots from ore, press diamonds from coal, and turn a lump of nothing into something worth buying. Day in and day out, they wade through the ward's dreary miasma to trade shifts at workshops that never stop.

The Lower Ward is the beating heart of Sigil—an engine of creation that refines raw materials from every corner of the multiverse, transmuting them through sweat, heat, and magic into the components that allow Sigil to flourish. Over the years, civic fixtures like the Armory and Mortuary, which used to reside in the ward, have been bitten off by the neighboring Lady's and Hive Wards, respectively. Still, the Lower Ward remains a necessary industrial powerhouse in the City of Doors.

The Lower Ward gets its name from the proliferation of portals to the Lower Planes. Their insidious influence bleeds into the ward, choking residents with brimstone, smoke, and sulfuric ash. Statues and roofs erode in a few decades unless protected by magic or alchemical treatment, and locals often bear scars from exposure to these portals and the deadly realms beyond.

### LOWER WARD ENCOUNTERS

#### d8 Encounter

- 1 A thunder-voiced **Mind's Eye matter smith** (see *Morte's Planar Parade*) admonishes passersby to realize the power inside themselves. As a demonstration, the matter smith reshapes material around one of the characters.
- 2 Two **wererats** in human form approach the characters, offering to sell them various junkyard baubles, while a third wererat uses the distraction to pick a character's pocket.
- 3 A **bariaur wanderer** (see *Morte's Planar Parade*) wearing a gold monocle and an embroidered vest asks the characters to pick up an order for him at a nearby pawnshop. He offers to pay them 10 gp for their trouble (and their discretion).
- 4 Two **minotaur** smiths argue with a **goristro** over the price of an expertly forged greataxe, turning to the characters to settle the debate.

#### d8 Encounter

- 5 An **Athar null** (see *Morte's Planar Parade*) warmly greets the characters and offers to show them to their destination—while subtly pitching Athar philosophy to them.
- 6 The **ghost** of a factory worker appears to the characters and asks them to retrieve its skull from the Bones of the Night (see the “Lower Ward Locations” section) so it can finally be laid to rest.
- 7 Two **githzerai monks** approach the characters, searching for a dangerous **blue slaad** that stole a mote of primordial chaos from the Face of Gith tavern (see the “Lower Ward Locations” section).
- 8 A soot-stained goblin **mage** uses fire magic to repair a damaged **iron golem** in the street. She tells the characters she needs two hundred pounds of iron to replace the construct's missing arm—even scrap will do.

## LOWER WARD FACTIONS

The following factions are headquartered in the Lower Ward:

**Athar.** From the ruins of the Shattered Temple, the Athar keep tabs on the temples and god worshipers of the Cage, ensuring none of them grow too powerful. Propaganda tracts undermining the gods' divinity litter the broken streets near the Shattered Temple. Defiers sometimes seed these tracts with details of scandals to discredit clerics and other worshipers. The Athar accept custody of dangerous magic items, especially those created by other faiths, and they reward any who relinquish the relics.

**Mind's Eye.** The endless heat, smoke, and arcane embers of the Great Foundry shelter the Mind's Eye. The leaders of manufacturing in Sigil, the Seekers express their desire to reshape the multiverse through their crafts, creating tools and materials that in turn mold the Cage.

**Ring Givers.** An up-and-coming faction, the Ring Givers are still finding their place in Sigil. Having recently sold their previous headquarters, a sprawling palace in the affluent Lady's Ward, this philanthropic faction now gathers in the Lower Ward, where it provides charity to industrious folk in communal spaces, factories, and warehouses.





HOME OF THE ATHAR, THE SHATTERED TEMPLE STANDS AS A REMINDER THAT THE POWER OF GODS ISN'T SO PERMANENT.

## LOWER WARD LOCATIONS

Presented here are some noteworthy sites in the Lower Ward.

### BONES OF THE NIGHT

Along the banks of the Ditch (detailed below), a fire-gutted building conceals a gaping hole into the ground with a single ladder leading down into darkness. Here lies the Bones of the Night, a cavern complex home to the Master of Bones: Lothar the Old (neutral, human **priest**). From the catacombs of Undersigil (detailed later in this chapter), Lothar gathers a macabre collection of skulls from various creatures, organizing them into a library of sorts. Ossuaries riddle the walls of his bizarre exhibit, their ledges richly decorated with grave goods paid to the departed.

The Master of Bones uses necromancy to commune with the skulls in his collection and draw on their shared knowledge. For a fee, Lothar can cast the *Speak with Dead* spell on any of his skulls, asking questions on the clients' behalf. He also trades and purchases new skulls. His prices range from 1 gp for a person who knew a single valuable story to upward of 10,000 gp for the skull of a factol or the high priest of a dead god.

The library is well guarded. Lothar is a capable combatant in his own right and can animate a host of skulls in his collection as **flameskulls**. To combat larger threats, the Master of Bones relies on a ghoulish **stone golem** that answers to his command.

### THE DITCH

The Ditch is Sigil's only body of water, a reeking morass where locals cast their refuse. Its corrosive waters lie along the rough border between the Lower Ward and the Hive, a prime ground for dumping bodies. Creatures cast into the acrid lake wash up on its shore a few hours later completely unrecognizable, their physical features smoothed over like those of wax dolls held to a flame.

Locals whisper the Ditch is a backwater tributary of the River Styx, but more likely its toxic waters are the result of industrial runoff coupled with the corruption of the Lower Planes leaking from nearby portals. On rare occasions, a portal to the River Oceanus, a celestial waterway that runs through the Upper Planes, opens within the Ditch, causing it to run clean, silvery, and sweet. These short-lived occasions are cause for celebration among the folk of the Lower Ward, who spend the day bathing in the refreshing reservoir.



During the day, the banks of the Ditch are a gathering ground for trading guild workers, who ferry material from the Great Foundry to portals located within massive sewer pipes along its shores. When night falls, however, even these staunch souls are nowhere to be seen for fear of the Ditch Beast, a vicious monster that supposedly stalks the area.

**Seat of the Rat King.** Wererats frequent the Ditch, where they receive the orders from Tattersshade, King of the Rats. His territory is arranged entirely for defense, a tangle of tunnels adjacent to the Ditch that are big enough only for rats and shifting shadows. Tattersshade is a **shadow demon** that directs his wererat minions through wispy messages scrawled on passage walls. The King of the Rats spends his lonely hours obsessively counting the treasure the rats sift from the Ditch for him, from priceless baubles to worthless junk. Tattersshade lives in fear of something, but no two stories agree on what. It could be the Master of Bones, a powerful devil, or the Lady herself.

### FACE OF GITH

Patrons drink silently in the Face of Gith, a gloomy tavern frequented by githzerai. A faded, dispassionate githzerai face marks the establishment, a smooth, oblong building shaped from a slab of adamantine. Although anyone is allowed into the bar, patrons and proprietor alike are skeptical of outsiders and willing to draw steel to keep their space safe.

The tavern's interior is subdued and dim. There are no rowdy drinking songs, and most conversations take place telepathically or in hushed tones. In the center of the main room hovers an amorphous blob of primordial chaos that shifts erratically. Taken from the roiling plane of Limbo, the glob endlessly changes from stone to fire, freezes into a fractalized diamond, melts into swirling clouds that smell strongly of lavender, and so on. Some psychic regulars exert their mental will over the chaotic

glob, shaping it into objects, creatures, or sensory phenomena for the amusement of other patrons. Rumor has it that the blob can be shaped into a portal to Limbo but that the key constantly changes.

Ezmerath, a chaotic good **githzerai uniter** (see *Morte's Planar Parade*), owns and runs the Face of Gith. They have a good relationship with the Athar and are happy to call in a favor if anyone, especially god worshipers, disrupt their tavern. Ezmerath is also a secret member of the Sha'sal Khou, a faction of githyanki and githzerai who wish to unite their fractured people.

### GREAT FOUNDRY

The thrumming heart of industry in Sigil, the Great Foundry is the headquarters of the Mind's Eye. The foundry's a sprawling complex of workshops, warehouses, storage yards, and furnaces. Seekers work it tirelessly. By day, the foundry obscures the sky with smoke and steam, and by night, it illuminates entire city blocks with roaring fires.

The Mind's Eye makes many of the tools and metalcrafts used throughout Sigil. The foundry's most talented smiths are magical sculptors who require neither coal nor flame. They fashion strong yet delicate objects from minimal materials, shaping an ounce of ore into a lightweight yet trustworthy tool with a wave of their palms.

**Gates.** The Great Foundry's two wrought-iron main gates are as tall as the neighboring buildings. The intimidating guards minding the gates embellish their armor with iron spikes and jagged decoration scavenged from the foundry's scraps. Ogres, giants, and reformed devils in the Mind's Eye, they prevent the tools of creation from falling into the hands of destructive forces. Beyond lies the main yard, a sooty, gravel expanse heaped with piles of rubble and raw ore.

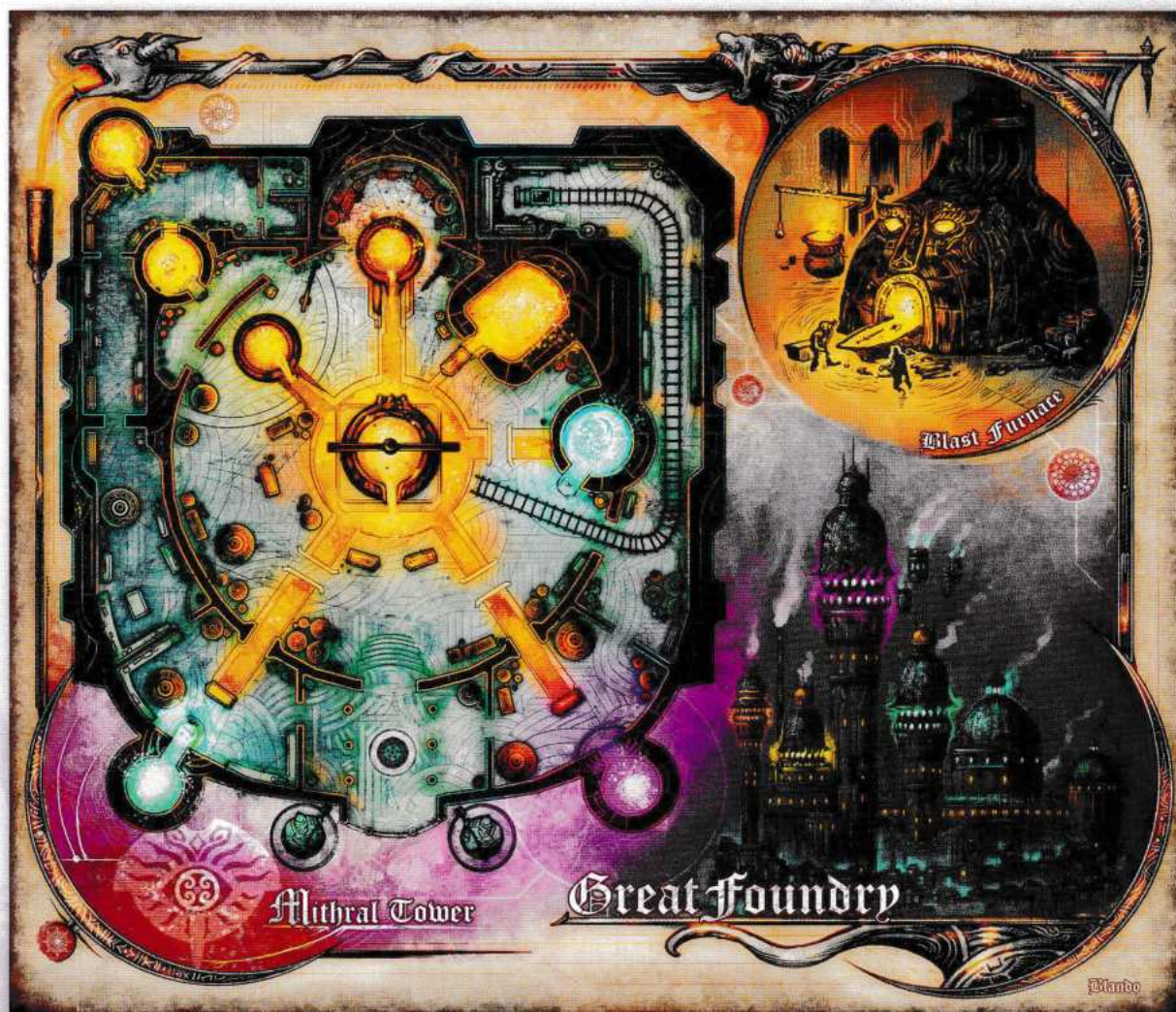
**Mithral Tower.** At the center of the Great Foundry is the Mithral Tower, a metalworks that stands over ten stories tall. Huge, iron-barred windows flood its interior with light, and enormous doors allow wagons full of ore to roll right in. It's unbearably hot, and the din of spouting furnaces and ringing anvils makes conversation difficult. Fiery-mouthed furnaces the size of barns yawn in every direction, and crucibles large enough to hold a fire giant brim with molten metal. Map 2.4 depicts one of the forges within the Mithral Tower.

"There is no nobler act than creation. Anyone can break something, and many do. It is easy to destroy. But when you choose to turn something that wasn't into something that is—that is the stuff of gods."

—Saladryn, factol of the Mind's Eye







THE LIGHT OF THE GREAT FOUNDRY'S FORGES PIERCES THE INDUSTRIAL SMOG THAT SUFFOCATES THE LOWER WARD.



## PARTED VEIL

Nearly every faction in Sigil keeps a secret hoard of knowledge available only to its members. Kesto Brighteyes (chaotic good, gnome **Athar null**; see *Morte's Planar Parade*), does his best to even out that imbalance. Kesto runs the Parted Veil, a bookstore on Forgotten Lane not far from the Shattered Temple. The shop contains a motley array of texts available for sale: histories, novels, atlases, dictionaries, maps, spellbooks, biographies, newspapers, and anything else printed or scribed.

A *magic mouth* spell over the front door of the Parted Veil welcomes visitors with short inspirational messages. Once inside, customers are greeted by a wondrous sight—the walls, ceilings, and floors are made of books. Shoppers tread across the spines of volumes underfoot as they peruse titles above and below. With no shelves or clear system of organization, the shop is a labyrinth of knowledge that only Kesto can navigate, but the shopkeep is always happy to help a customer find what they're after.

Kesto is a venerable gnome with round spectacles and a wiry, unkempt beard. A proud member of the Athar, the open-minded Kesto aims to empower his customers through knowledge. He is accompanied by the gaunt-faced Sir Cleave, a friendly, lawful good **bodak** (see *Mordenkainen Presents: Monsters of the Multiverse*; replace with a lawful good **revenant** if you don't have that book). Sir Cleave eagerly assists customers, regardless of how uncomfortable it makes them.

**Spells for Sale.** Kesto maintains a vast collection of scrolls and spellbooks. He allows wizards to copy spells from them at the cost listed in the Spells for Sale table. Spells marked with an asterisk (\*) appear in chapter 1 of this book. He can have any of these scribed as a *spell scroll* for twice the listed cost for this service.

### SPELLS FOR SALE

Spell	Cost per Spell
Comprehend languages, detect magic, disguise self, feather fall, illusory script, protection from evil and good, shield, Tenser's floating disk	25 gp
Arcane lock, darkvision, detect thoughts, hold person, invisibility, knock, Nystul's magic aura, warp sense*	75 gp
Dispel magic, fly, glyph of warding, magic circle, sending, tongues	150 gp
Dimension door, fabricate, gate seal,* locate creature	300 gp
Contact other plane, legend lore, planar binding, Rary's telepathic bond	750 gp

## SHATTERED TEMPLE

A nameless street leads through a razed district to the Shattered Temple, headquarters of the Athar. Skeletal pillars climb from the rubble to surround the broken, domed structure on all sides. Once a temple to Aoskar, a now-dead god of portals, the Athar have rebuilt the temple just enough to serve their needs while leaving the rest in shambles—a solemn reminder that even gods can die.

Within the Shattered Temple, the Athar collect information on the every faith in Sigil to publicly prove their falsity and lessen their influence. In heavily guarded vaults beneath the temple, Defiers house a staggering arsenal of magic items, weapons, and armor, ready to use if they come into open conflict with gods or their servants.

**Forgotten God.** The Shattered Temple was originally called the Great Temple of Doors. It was the heart of worship for Aoskar, whose name has been all but forgotten in the City of Doors. In life, Aoskar subtly spread his worship through every portal in the Cage. Aoskar foolishly sought to seize control of Sigil from the Lady of Pain, but now the god and his followers are dead, devastated along with the temple that once bore his name.

Inside the Shattered Temple, a portal to the Astral Plane has recently reawakened, leading to a gigantic, petrified corpse drifting through the silver void. Some who know of the deteriorating husk claim it's what remains of Aoskar, while others assert the god lives still.

**Luminous Arbor.** A remarkable tree grows within the temple's central sanctuary. The tree's bark shines with the luster of bronze and gold, and its branches are laden with ruby-red fruits. This tree, the Luminous Arbor, gathers the captured magic released when the Athar carry out rites to destroy magic items created by priests of those they consider false gods. The divine energy concentrates within the tree and its fruit, which are the source of power for Athar priests of the Greater Unknown, an entity whose power is rumored to be beyond the so-called gods.

### UBIQUITOUS WAYFARER

The Ubiquitous Wayfarer is a reputable three-story tavern whose taproom contains over two dozen portals to other parts of Sigil and beyond. The tavern sits in the Lower Ward, but some folks believe it's in whatever ward they happen to live in. The Wayfarer is popular among planar explorers and adventurers who use its portals to get around the city. It offers a quick path across the city if one knows the right portals, though its proprietor, a gray-haired bartender named Riaen Blackhome (lawful neutral, human **veteran**), takes exception to people using her place as a shortcut without stopping for a drink.



## MARKET WARD

Sigil boasts a market so vast it constitutes its own ward. Nestled between the bureaucratic Clerks' Ward and the dignified Lady's Ward, the Market Ward buzzes with business at all hours. Portals to trade cities across the planes lie scattered throughout its districts and the innumerable businesses among them.

The Market Ward was once two wards, the other being the Guildhall Ward. However, in a city dominated by ideological factions, trade guilds hold little sway, and most factions—except for the Free League and Society of Sensation—discourage members from joining guilds, believing such associations foster splitting loyalties.

The Market Ward is a largely middle-class ward, apart from a small percentage of rich entrepreneurs and magnates. Its most notable residents are titans of industry: long-lived moguls, merchant royalty, and aged wyrms who hoard the wealth of worlds. Their homes are spotless mansions dwarfed only by the regal headquarters of planes-spanning franchises and distinguished interplanar institutions.

Like any commercial hub, the Market Ward has its problems. Shopkeepers from every plane compete in its marketplaces, and petty quarrels between business owners can develop into violent, centuries-long feuds between planar entities. Some vendors stubbornly refuse traditional currencies, guffawing at the notion that gold, of all things, has any value at all—in the grand scheme of the multiverse, few minerals are as rare as their worth might suggest. They might accept favors or prefer to barter instead. Pickpockets and thieves flock to the ward in droves, keen to pilfer the pockets of heedless consumers distracted by eye-catching wares.

### MARKET WARD ENCOUNTERS

#### d8 Encounter

- 1 A **Transcendent Order** **instinct** (see *Morte's Planar Parade*) asks to spar with the characters, promising a reward if the character wins the fight.
- 2 A neutral good **manticore** acupuncturist brushes past the characters, accidentally poking one of them with its spiny tail. As a token of apology, the manticore gifts the party a voucher for one free spa treatment at the Flame Pits (see the "Market Ward Locations" section).
- 3 Wheeze Whistletooth, a **night hag** with a persistent hacking cough, offers the party free samples of her famous mystery meat pies.
- 4 Clearly troubled, a human **commoner** in the Free League asks the party which faction, if any, they believe is right about the truths of the multiverse.

#### d8 Encounter

- 5 Two **Harmonium peacekeepers** (see *Morte's Planar Parade*) question the characters about the whereabouts of a red-furred bariaur who reportedly stole a *potion of invisibility* from an alchemical shop.
- 6 A tiny copper soldier fashioned by a **pentadrone** toymaker marches up to the party, salutes them, and then stops functioning.
- 7 A **hill giant** stumbles toward the characters, pointing at his throat in worry but not saying a word. He's choking on an entire spit-roasted hog.
- 8 Disguised as Rowan Darkwood, a **barlgura** mastermind attempts to recruit the characters with a lucrative opportunity: robbing the Bank of Abbathor (see the "Market Ward Locations" section).

### MARKET WARD FACTIONS

The following factions are headquartered in the Market Ward:

**Free League.** Many without a strong connection to Sigil's ascendant factions join the Free League, an informal association of pragmatic citizens who keep their options open when it comes to the truths of the multiverse. Members of the Free League occupy a wide spectrum of roles in Sigil, but they tend toward autonomous ventures, acting as merchants, mercenaries, and even spies for other factions. Indeps keep to themselves and generally abstain from conflict, but they rally to defend their own when necessary.

**Transcendent Order.** Headquartered in the Great Gymnasium, the Transcendent Order strives for harmony in all things. Members hone their bodies and minds through rigorous conditioning, and they regularly challenge others in the Market Ward to contests of artistic, athletic, or spiritual prowess. Because Ciphers tend to avoid making allies or enemies, they regularly offer their balanced perspectives to other factions as neutral advisors and mediators.

"Sure, Sigil's got everything you could ever want—if you can find it! My advice? Hire a tout to do your shopping. Last time I visited the Great Bazaar, it took me so long to find my way out that my avocados went bad. What a mess."

—Digny Vots, Market Ward shopper







PLANAR TRAVELERS STORE THEIR HOARDS WITHIN THE BANK OF ABBATHOR, A WORLDS-SPANNING FINANCIAL INSTITUTION.

## MARKET WARD LOCATIONS

Presented here are some noteworthy sites in the Market Ward.

### BANK OF ABBATHOR INC.

Dedicated to the dwarven god of greed, the Bank of Abbathor is one of the largest financial institutions in the multiverse, with branches in several of the Outer Planes and countless material worlds. The bank's principal office is a monument to opulence and stability: a palatial building constructed from marble. Elite private security, the best that money can buy, protects the bank and its grounds at all hours.

Within, a princely statue of Abbathor oversees the main banking hall. Massive emeralds form his eyes, which glint with every transaction, no matter how small. The bank's tellers are snarky imps, business-savvy dwarves, and xorn that delight in eating their pay. Leveraging a trusted network of official portals, the tellers process transactions throughout the multiverse. Modron analysts closely

monitor exchange rates to ensure funds don't disrupt the stability of the economies in which they are administered.

**Bank Vaults.** When creatures amass hoards too large to defend, they can store excess treasure in secure vaults beneath the Bank of Abbathor. The guarded rows of armored doors are pure theater, empty repositories designed to comfort investors and confuse would-be plunderers. Only the doors themselves matter, for the true vaults lie beyond the portals they contain. Accessible only by account owners, authorized bank personnel, or creatures in possession of the corresponding portal key, each vault door leads to a demiplanar dungeon that guards the riches deposited within.

**Hoard of Directors.** Ancient dragons, mighty devils, and immortal merchants make up the bank's board of directors, who ensure the institution's reach continues to widen. They seek power through profit, conquering worlds without armies of their own by bankrolling like-minded groups in conflicts across the multiverse.



## FLAME PITS

Creatures of every kind take a soak in the Flame Pits, a planar bathhouse whose pools swirl with bubbling acid, molten lava, and liquid shadow. Unicorns, bariours, and various Fiends get their hooves trimmed in grooming rooms, and galeb duhr sigh as they settle into boiling tubs of mud. Patrons dry off in front of warm vents tied to windy desert realms or the chilling gales of Pandemonium.

The baths are run by Laril Zazzkos, a **githzerai uniter** (see *Morte's Planar Parade*), and her staff of rough-scrubbing mephits. Abrasive as a wiry brush, the eagle-eyed githzerai spends her days berating patrons who fail to observe the bathhouse's strict "no running" policy or warning those who get too close to the wrong tubs—an occasionally fatal mistake. At heart, Laril is a rebel. Many of the tubs in her bathhouse have false bottoms for harboring fugitives or smuggling contraband. At least one of her tubs hides a passage into the depths of Undersigil (detailed later in this chapter).

## GASTROGNOME

Diners never know what to expect from the Gastrognome, an intimate, upscale eatery that looks like a giant metal olive. Distinguished and inventive, its proprietor, Celci Nugglebelly (chaotic good, gnome **mage**), is a worlds-class chef who never cooks the same dish twice. They cater to adventurous taste buds and deep appetites, challenging expectations about food and the forms it takes. A three-course dinner at the Gastrognome might consist of a gravity-defying salad cloud, a whispering Shadowfell steak topped with bioluminescent blight, and a deceptively simple chocolate tart that carries the sweet taste of revenge. The owner frequently hires adventurers to track down rare ingredients to delight and impress future diners.

## GREAT BAZAAR

The chief attraction of the ward is the Great Bazaar, a vast plaza of shops where anything and everything can be found. Boisterous throngs of shoppers crowd its bustling avenues at all hours, doing business with vendors from every corner of the multiverse.

The Great Bazaar is a cosmopolitan sampling of the planes and the goods they have to offer. Though more scandalous merchandise typically finds its way to the Gatehouse Night Market (see the "Hive Ward" section), the bazaar has anything a traveler could want, so long as they can find it in the open market's constant commotion. Scents collide in the

winding stalls: warm, right-angled bread loaves prepared fresh by modron bakers; spotted mushrooms hocked by bullywug grocers; and perfumed holy water sold by winged Celestials. Vibrant produce dangles from the leafy awnings of living plant stalls, and masterwork armors forged from rare metals bear insignias from blacksmiths on other worlds.

**Free League Presence.** The Free League congregates in the Great Bazaar. Although the Harmonium patrols the bazaar's busy avenues, it's the members of the Free League who capture thieves and decide whether to turn them over to justice. With no formal meetinghouse, members of the free-willed faction hold impromptu assemblies in cramped market tents or unused warehouses.

**Shopping in the Bazaar.** Characters can purchase any adventuring gear in the *Player's Handbook* at normal cost in the Great Bazaar, though shrewd bargainers can secure their purchases for less. The Bazaar Shops table details a few vendors one might encounter in the bazaar.



LARIL ZAZZKOS



## BAZAAR SHOPS

### d8 Vendor

- 1 Boastful human hunter (**assassin**) who sells hides and armors made from creatures she has slain—such as ankheg breastplates, angel-feathered cloaks, and horned gorgon shields
- 2 Celestial-owned bookstall carrying holy texts, illuminated manuscripts, and divine stationary
- 3 Boutique where a **darkweaver** (see *Morte's Planar Parade*) with an eye for fashion weaves the latest styles out of pure shadow
- 4 Food stall catering to creatures of a specific type
- 5 Sweltering iron shack where a **fire giant** blacksmith and his two **magmin** helpers craft sturdy weapons with harmlessly smoldering pommels
- 6 Pawn shop that specializes in portal keys
- 7 Souvenir shop full of chintzy planar trinkets that might all be Tiny **mimics**
- 8 Contractor hiring monsters to defend dungeons on other worlds

## GREAT GYMNASIUM

The Transcendent Order's headquarters is the Great Gymnasium, a temple to body, mind, and spirit, hewed from marble and veined with gold. In addition to exercise fields and gymnastic equipment, the Great Gymnasium's luxurious halls hold bountiful comforts: lemon-scented baths, refreshing saunas, and meditation rooms perfumed with rose. The facility is designed to eliminate distractions, promote mindfulness, and encourage self-improvement.

The Great Gymnasium is a mental and spiritual oasis, a place of peace and safety where occupants can forget their burdens. Visitors must surrender

"Achieve understanding of self. Play music or dance. Paint or fight. Find your own way. And practice. Keep practicing until your body knows what to do. You've had years to learn the wrong way to do things, and it may take you years to learn the right way. The key is to act."

—Rhys, Factol of the Transcendent Order



their weapons before entering the gymnasium, and spellcasting is allowed only in sanctioned areas. Sigil's factions regard the Great Gymnasium as neutral ground, and numerous treaties have been penned within.

**Training Grounds.** The gymnasium's training grounds welcome visitors to hone their strength, agility, and coordination. There, Factol Rhys conducts regular training sessions, where she pushes her students to the limit. Calm but fierce, she regularly spars with Transcendent Order members, encouraging them to act without thinking.

Map 2.5 depicts the Great Gymnasium and its training grounds.

## INSTITUTE FOR INTELLECTUAL EXCELLENCE

The Institute for Intellectual Excellence is a prestigious planar academy. Renowned for the rigor of its curriculum and high expectations from faculty, the institute numbers among the best places to learn about the cosmos and its wonders. Professors are experts on subject matter that can be appreciated only in the City of Doors: portal theory, the prolonged effects of planar travel on physiology, and multiversal philosophy, just to name a few.

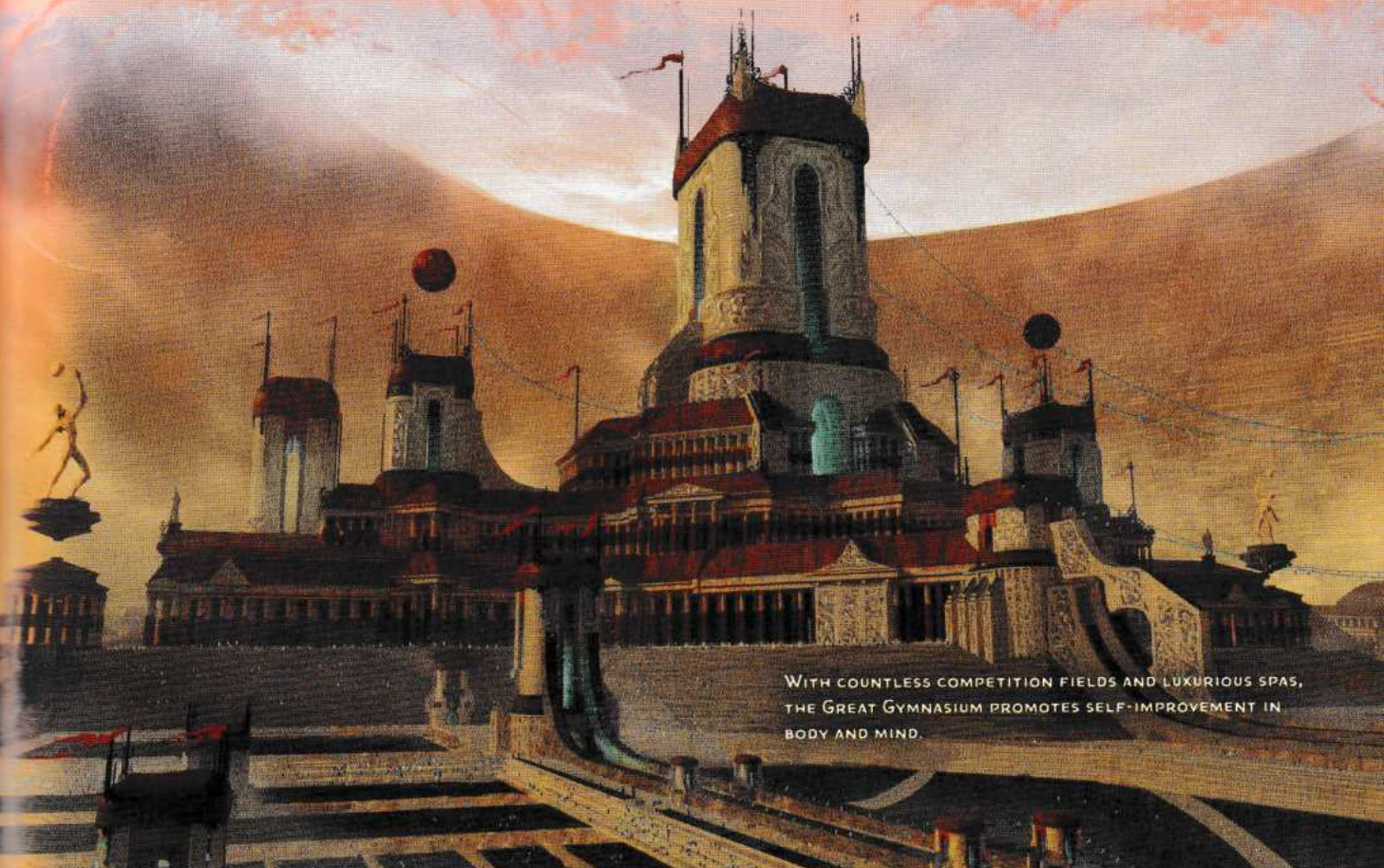
Enoll Eva, a **septon modron** (see *Morte's Planar Parade*), is the institute's dean. A distinguished authority on planar cosmology, mathematics, and wizardry, Enoll has made unmatched strides in the practical applications of algebra on magic.

## PLANAR ENERGY COOPERATIVE

Forked chrome spires hum atop the Planar Energy Cooperative, a cylindrical tower isolated from the commerce of the ward. Founded by a circle of archmages whose home worlds succumbed to destructive magic, the fortress serves as a seismograph for magical activity. Inside, mages monitor the flow of magic throughout the multiverse on an array of planar orreries, scanning them for arcane anomalies—hotspots, dead zones, and areas teeming with antimagic. The collective seeks to maintain a steady flow of magic across the cosmos and concentrate or divert it when necessary to ensure the survival of worlds.

In times of great planar unrest, the members of the Planar Energy Cooperative can combine their powers to siphon magic from entire worlds to dampen dangerous artifacts or prevent malicious spellcasters from unleashing catastrophic magic. Despite their influence, the mages are few, and their efforts require them to maintain intense concentration in the cooperative. As a result, they often assign worthy adventurers to deal with threats at their sources.





WITH COUNTLESS COMPETITION FIELDS AND LUXURIOUS SPAS,  
THE GREAT GYMNASIUM PROMOTES SELF-IMPROVEMENT IN  
BODY AND MIND.



## UNDERSIGIL

Chaos thrives beneath the streets of Sigil. Also known as the Realm Below, the snaking labyrinth of ancient tunnels binds long-standing city structures to subterranean criminal crossroads, flooded cisterns, and seemingly endless catacombs. Seasoned touts usually know of a few entrances to the Realm Below and can, for a fee, point eager explorers toward them, but few guides agree to accompany fools on their descent for cheap.

Monsters and unusual pests plague Undersigil and its inhabitants. Screams of terror echo in its deserted halls, muffled by the leathery wings of *vargouilles*—flapping, severed heads spawned from the Abyss—chasing their prey. Cranium rats scurry through the tunnels, telepathically relaying their findings to their hivemind. Alone, these spies are little more than barking nuisances, but in swarms their combined intelligence is an ever-present danger. Meanwhile restless souls rise from musty family crypts serve Undead monarchs and contend with the living. Undersigil's forlorn archways become their next tombs, entangled in gnarled roots of razorvine. The wretched weed assumes their shapes and creeps to the surface as thorny **razorvine blights** (see *Morte's Planar Parade*).

The Lady of Pain pays little attention to what goes down in Undersigil, though nothing in or under the City of Doors is beyond her reach. Dead factions, banished from the city above, cling to life in the darkness, searching the underground for secrets that could lead to their ascension.

### UNDERSIGIL ENCOUNTERS

#### d6 Encounter

- 1 A **vargouille reflection** (see *Morte's Planar Parade*) sprouts from a nearby corpse.
- 2 Putrice, a **night hag**, cackles as she fishes a wriggling **larva** (see the *Dungeon Master's Guide*) from a vent underneath a fiend-owned restaurant.
- 3 Two **cranium rat squeakers** (see *Morte's Planar Parade*) gnaw on the bones of a **skeleton**, which reaches out toward the characters for help.
- 4 Two **dabus** (see *Morte's Planar Parade*) prune back a mass of razorvine that has spread through a barred grate to the busy street above. As they trim its barbed branches, something shudders within.
- 5 Three **sahuagin** emerge from a wide pipe. "Polluters!" shouts one of them, addressing the characters.
- 6 A warm sponge cake cools on a dusty stone ledge. Its sweet, strawberry aroma wafts through the otherwise dingy passage. A note reading "DO NOT EAT" rests below its porcelain serving dish.

## UNDERSIGIL LOCATIONS

Presented here are some noteworthy sites in Undersigil.

### DEAD NATIONS

Bathed in leaden mist, the Dead Nations are an expanse of derelict necropolises and forgotten tombs, their inscriptions worn by decades of neglect. The treasures of these vacant sepulchers seem ripe for the taking, but here the dead are more organized than they might appear.

A decrepit monarch, the Silent King, presides over the Dead Nations and their undead populace, but his throne is also his prison. The Silent King's throne bestows a mantle of authority on its occupant, but it demands a grim toll. Only the living can sit on the mirthless, high-backed chair, and only death can free them from its numbing grip. Ghouls, skeletons, and zombies pledge fealty to the Silent King and enforce his will in the Realm Below. They are bound to serve their ruler until either he's killed or he wastes into oblivion—leaving his seat available for its next ruler.

### DROWNED NATIONS

Sigil's sewers converge on the Drowned Nations, a flooded expanse of rank, lukewarm reservoirs and the swampy tunnels that connect them. An enormous drain linked to the Elemental Plane of Water rests in the turbid depths. It's perpetually clogged with some amount of planar refuse, but sewage rarely backs up enough to flood well-to-do wards.

Kuo-toa, troglodytes, and other aquatic folk live in the Drowned Nations, as do land dwellers who navigate the sewers by boat. Denizens of the Plane of Water don't take kindly to Sigil polluting their home. Grat the Glass-Jawed, a **sahuagin baron** whose gums are jammed with sharpened gems, periodically surfaces to skewer Undersigil's residents from the back of his mutated shark, Ripper (a **hunter shark** with a walking speed of 30 feet). Others, like the **aboleth** Abadoom, carve out lairs in the pungent meres. Ancient and unknowing, Abadoom harbors some of Sigil's darkest secrets.

### THE LOOP

Even Undersigil has portals, and the worst of them dump their quarries into the Loop. This region is a graveyard for the lost: a closed, circular tunnel connected to dozens of one-way, hidden portals scattered throughout Undersigil. At first glance, the Loop appears no different from the tunnels that pour into it. However, after repeatedly passing the same doom-filled messages scrawled onto its walls, travelers often begin to panic.





The Loop isn't beholden to the laws of time or space. At certain points along its mind-bending circumference, imprisoned creatures might spot their own backs or torchlight in the distance.

Rarely, through determination or sheer luck, creatures do escape the Loop. However, seconds spent in the Loop might equate to years outside, and some absconders emerge only to find they've been hurled into the distant past or future. Some members of long-dead factions in Undersigil know how to navigate the Loop, darting through it in desperate moments to trap threats and leave them to die.

#### NOWHERE

When a faction falls apart or Sigil tolerates it no longer, its members can join the ranks of another faction, abandon the city entirely—or flee to Nowhere. The huddled welter of ramshackle tenements lies deep in the bowels of Undersigil, a doleful refuge for criminals and stubborn believers who refuse to renounce their allegiances. Within Nowhere's dark warrens, criminals peddle seedy wares to dwindling factions, some consisting of just one member. Grungy alleys become impromptu forums as desperate factols hope to rekindle interest in outdated ideologies and poach each other's members.

The following are just a few of the non-ascendant factions headquartered in Nowhere:

**The Coterie of Cakes (Cakers)** is a destitute band of rosy-cheeked bullies who assert the multiverse is a great, multilayered cake and that baked goods are its fundamental unit of trade.

**The Revolutionary League (Anarchists)** were once a popular faction that fell away to disorganization. This mishmash of misfits and outcasts vows to dismantle society.

**The Undivided (Deniers)** is a faction composed wholly of creatures native to Sigil. They believe those who pass through planar portals are destroyed and replaced with clones.

#### WARRENS OF THOUGHT

The Warrens of Thought are a maze of dripping catacombs beneath the Hive. They are home to the largest cranium rat collective in Sigil: the Us. Occasionally called Many-as-One by its multitude of wererat thralls, the hive mind's combined intellect rivals that of a god. If the Us was ever connected to an elder brain, its psychic link has long been severed. Left to their own devices, the cranium rats have evolved into a neural network that grows in influence with each passing day. Whenever a citizen relays a message through a cranium rat squeaker (see *Morte's Planar Parade*) connected to the Us, the hive mind stores and analyzes that data. Their collective desires are a deeply troubling enigma.



## ADVENTURES IN SIGIL

With Sigil's place at the center of the Outer Planes, any plot or threat from across the multiverse has a chance of finding its way to the City of Doors. Many inhabitants of the Cage also have planes-spanning ambitions, contributing to countless homegrown opportunities for adventure. Use this section to generate ideas for adventures stemming from Sigil's unique locations and residents.

### ADVENTURE HOOKS

Use the following table to launch adventures anywhere in Sigil.

#### SIGIL ADVENTURE HOOKS

##### d10 Adventure Hook

- 1 A lost soul asks the party to escort them to the home of their deity—who no one's ever heard of.
- 2 A barrister begs the characters to serve as witnesses during a trial in the High Courts, but the characters have no memory of witnessing a crime.
- 3 A **cranium rat squeaker** (see *Morte's Planar Parade*) with an important secret needs help avoiding foes and finding its swarm elsewhere in Sigil.
- 4 Refugees entreat the characters to help them find a safe new home in Sigil.
- 5 The characters learn that a terrifying war machine is being transported through Sigil for use in conquering a Material Plane world.
- 6 A shop or tavern owner hires the characters to track down a deadbeat patron—a **solar**, a **pit fiend**, a **death knight**, or other powerful being.
- 7 A group tries to kidnap a character, as the character is the key to a portal the group plans to use.
- 8 A villain looks remarkably like one of the characters, enough so that a **kolyarut** or **cuprilach rilmani** (both detailed in *Morte's Planar Parade*) mistakes the character for the scoundrel.
- 9 An **archmage** new to the city offers to reward the characters with a magic item if they serve as their touts and sedan chair carriers for a day.
- 10 A **dabus** (see *Morte's Planar Parade*) requests the characters' aid in removing someone or someplace from Sigil before the Lady of Pain learns of it.

"Living in Sigil, we've probably seen everything ... but the beauty and terror of it is that the planes always make more."

—Erin Montgomery, factol of the Society of Sensation



## FACTION MISSIONS

Use the plots on the Faction Missions table to help deepen the characters' ties with any faction in Sigil.

### FACTION MISSIONS

#### d6 Mission

- 1 A factol hires the characters to dig up dirt on a rival faction leader.
- 2 The characters must infiltrate another faction's headquarters and steal a priceless item.
- 3 A faction leader hires the characters as bodyguards for an important city event at the Hall of Speakers.
- 4 Suspicious of their own ranks, a factol hires the characters to root out a spy.
- 5 A factotum secretly offers the characters a hefty reward to break someone out of the Prison.
- 6 After a public spat with another faction leader, a factol goes missing. Their second-in-command hires the characters to investigate.

## SIGIL CALAMITIES

All manner of multiversal threats might unfold in Sigil. The Sigil Calamities table suggests plots for grand adventures in the City of Doors.

### SIGIL CALAMITIES

#### d8 Calamity

- 1 Sigil begins to shudder daily at peak and antipeak, causing a citywide panic.
- 2 Waves of arcane blackouts sweep across Sigil. During these events, magic items have their effects suppressed, spells behave unpredictably, and portals cease to function. The Incanterium is to blame.
- 3 Without warning, the Lady of Pain sends two-thirds of Sigil's population to the Mazes. It's up to the characters to figure out why.
- 4 Reliable portals throughout Sigil begin to malfunction. Chaos ensues as citizens vanish to unknown planes in a mass.
- 5 A portal to the front lines of the Blood War opens in the Lower Ward, bringing the conflict to the city.
- 6 Dozens of dead factions unite in Undersigil. They mount an uprising on the surface and attempt to oust several factions.
- 7 The Lady of Pain locks the Cage without warning, barring anything and anyone from entering or exiting the City of Doors.
- 8 The Lady of Pain decrees that Sigil tolerates its factions no longer. They must disband or risk her wrath. Three factols come together and hire the characters to change the Lady's mind.



## ENCOUNTERS IN SIGIL

The following table present random encounters that might occur anywhere in Sigil. Creatures marked with an asterisk (\*) appear in *Morte's Planar Parade*, while the rest are described in the *Monster Manual*. Most creatures are initially indifferent to characters.

### ENCOUNTERS IN SIGIL

#### d100 Encounter

01–03	1 noble pedestrian distractedly talking to 1 <b>cranium rat squeaker</b> *
04–07	1d4 <b>dabus</b> *
08–10	1 <b>scout</b> tumbling through a portal from the Material Plane
11–14	1d4 <b>nightmares</b> recklessly pulling a sedan chair
15–17	1d10 <b>bariaur wanderers</b> *
18–22	1d6 <b>Harmonium peacekeepers</b> * on patrol
23–25	1d6 <b>dust mephit</b> messengers
26–28	1d4 <b>razorvine blights</b> *
29–32	1d4 <b>Society of Sensation muses</b> *
33–36	1d6 <b>quadrones</b>
37–39	1d4 <b>cranium rat squeaker swarms</b> *
40–43	1 <b>Herald of Dust remnant</b> * and 1d4 <b>zombies</b> collecting bodies
44–46	1 <b>young copper dragon</b> sightseer
47–49	1 <b>Mind's Eye matter smith</b> * carrying a rare gizmo
50–54	1 <b>night hag</b> street vendor
55–57	1d8 <b>Bleak Cabal void soothers</b> * assisting locals
58–60	1d4 <b>vrocks</b> on a shopping trip
61–63	1d6 <b>equinal guardinals</b> *
64–66	1d6 <b>Transcendent Order instincts</b> * parkouring through the crowd
67–69	1d4 <b>green slaad</b>
70–72	1d4 <b>Fated shakers</b> * collecting taxes
73–74	1 <b>bone devil</b> late for a meeting
75–76	1 <b>mage</b> who's overwhelmed, having just arrived from the Material Plane
77–79	1d4 <b>Mercykiller bloodhounds</b> * tracking a criminal
80–81	1d8 <b>githzerai travelers</b> *
82–83	1d4 <b>maelephant</b> * mercenaries
84–85	1d6 <b>Doomguard rot blade</b> * monster hunters
86–87	1 <b>planetar</b> looking for a shop
88–89	1 <b>cuprilach rilmani</b> * spying on a target
90–91	1 <b>Fraternity of Order law bender</b> *
92–93	1d4 <b>cloud giants</b> who've become lost
94–95	1 <b>aboleth</b> in an aquarium sedan chair
96–97	1 <b>kolyarut</b> *
98–99	A famous <b>archmage</b> , like Bigby, Evard, Mordenkainen, or Tasha
00	The Lady of Pain and 2d4 <b>dabus</b> *



NOT ALL PLANAR WANDERERS  
TRAVEL TO SIGIL INTENTIONALLY.





AN IMPOSSIBLY TALL PILLAR OF ROCK, THE SPIRE, TOWERS OVER THE VAST AND VARIED ENVIRONMENTS OF THE OUTLANDS.



# The Outlands

**T**HE OUTLANDS ARE A PLANE OF CONCORDANT opposition—a disk-shaped plane of perfect neutrality at the center of the Outer Planes.

Anything and everything can flourish on the impartial and balanced canvas of the Outlands: a broad region whose boundless terrain blends to match the extreme forces that shape it. Arid, flame-scarred plains give way to heroic mountain ranges sculpted in the likenesses of gods, moldy caverns ruled by sapient fungi, bottomless seas, and anything else that makes for great adventures.

This chapter provides information for the Dungeon Master about the extraplanar realms of the Outlands, their inhabitants, and life at the center of the Great Wheel.

## LIFE IN THE OUTLANDS

This section details facets of everyday life in the Outlands.

### COSMIC REALIGNMENT

Save for the domains of gods, realms in the Outlands are subject to a planar phenomenon known as cosmic realignment. When a location embodies the nature of one of the Outer Planes too closely, that plane absorbs the location and its inhabitants, restoring balance to the Outlands and expanding that plane. Some creatures combat cosmic realignment by acting in direct opposition to the linked plane's temperament, while others gladly welcome this fate or pursue it outright.

### CURRENCY AND TRADE

Bartering is common in the vast and varied realms of the Outlands. When money exchanges hands, it often takes the form of a lodestar—a weakly magnetic, cobalt coin stamped on both sides with a five-point star. Minted in the gate-town of Tradegate (detailed later in this chapter), a lodestar is valued at 1 gp elsewhere.

### LANGUAGE

Like Sigil, the Outlands are home to speakers of every language, but creatures generally speak Common. Still, certain locations attract those who favor a particular tongue. For example, residents of towns with high concentrations of devils tend to also speak Infernal, while those in locales frequented by angels prefer to trumpet their holy praise in Celestial.

### RELIGION AND THE GODS

Creatures in the Outlands revere gods as folk do anywhere else. At the center of the Great Wheel, faiths are as diverse as their worshipers, who hail from neighboring planes and distant Material Plane worlds. The Outlands contain the domains of several gods, such as the hidden tower of Annam the All-Father, creator of giants, and the gaseous realm of the beholder god Gzemnid. Devout worshipers, whether alive or dead, gravitate to their gods and carry out their will.

### TIME AND DIRECTIONS

Though the plane has no apparent suns, moons, or stars, the Outlands experience day and night cycles, sometimes referred to as peak and antipeak, respectively. In the morning, the sky gradually brightens, darkening to night 12 hours later. In the absence of clearly visible celestial bodies, travelers orient themselves based on the direction of the Spire, known as spireward. The opposite of spireward is brinkward.

### OUTLANDS POSTER MAP

The poster map included with this product depicts the Outlands and some of the locations found on the plane. Distances in the Outlands are impossible to gauge, fluctuating along with travel times as determined by the DM. The map displays pictorial impressions of locations that only hint at their arrangement and distances from one another, making no claims about the wondrous sites that might lie between them. A journey in the Outlands could take minutes or days, leading to a popular saying among locals: “It takes as long as it takes.”

## GATE-TOWNS

A ring of sixteen evenly spaced towns, equidistant to the Spire, lies at the edge of the Outlands. Each is constructed around a portal to one of the Outer Planes, and these gate-towns are dramatically influenced by the realms they border. The towns and their inhabitants vary wildly from each other, mirroring many of the extreme characteristics of their respective planes of influence. Details on the planes can be found in the *Dungeon Master's Guide*.

The following sections present each of the gate-towns in alphabetical order.



## AUTOMATA

**Gate Destination:** Clockwork Nirvana of Mechanus

**Primary Citizens:** Modrons

**Rulers:** Council of Order

Automata is a machine of law and order. The town's geography is as rigid as its bureaucracy, its buildings meticulously maintained and erected with mathematical precision. The gate-town's right-angled, nearly identical establishments flummox visitors, but the friendly modron residents that make up the bulk of its population navigate the "intuitive" grid of numbered streets with ease.

Automata obeys a strict hierarchy of law overseen by the Council of Order, a triumvirate of officials representing three fulcrums of society. Every major decision is subject to the council's scrutiny, but not before running a bureaucratic gauntlet of forms and minor approvals to earn its coveted final stamp. The Council of Order has the following members:

**Aristimus**, a lawful neutral **githzerai futurist** (see *Morte's Planar Parade*), captains the town guard.

**Juliett-314**, a cheery but unforgiving **octon modron** (see *Morte's Planar Parade*), oversees local commerce and acts as Automata's supreme auditor.

**Serafil**, a sanctimonious tiefling **priest** (lawful good), speaks on behalf of the gate-town's temples.

Beneath Automata's polished streets, citizens escape the rule of law. Criminals, fugitives, and disgruntled townsfolk conduct their business in the gate-town's vibrant underground, the Inverse, free from the gate-town's endless regulations but not from authority altogether. A fractious trio of lawful evil **decaton modrons** (see *Morte's Planar Parade*), the Council of Anarchy, presides over the Inverse and administers its own twisted brand of justice.

### GATE

An enormous, toothed gear rises out of the center of town, turning slowly. Creatures can enter and exit the portal from either side of the standing disc, which lies at the end of Modron Way—a wide, spireward-facing road paved with shimmering metal plates. Constructed around the opposite side of the gate is Concord Terminus, an interplanar train station. To use the portal, a creature must first be cleared for gate travel by an authorized modron.

"I've been trying to find a bakery for the past three hours. Every building looks the same, and the street numbers don't help—some of them have decimals! What a nightmare."

—Qven Tooday, planar courier



## GREAT MODRON MARCH

Every 289 years, thousands of modrons emerge from Automata's gate in an event known as the Great Modron March, a planar parade of epic proportions in which the modrons travel through each of the gate-towns and the Outer Planes. Although the modrons' motivation is unknown, planar cosmologists theorize the march is a massive form of data collection or a means of calibrating the multiverse. The Great Modron March coincides with every seventeenth Grand Cycle, the time it takes for the largest gear in Mechanus to complete a single rotation. However, on at least one occasion, the march came early, and legions of modrons wreaked widespread havoc as they trampled across the planes and their unsuspecting residents.

### REGIONAL EFFECTS

The region containing Automata's planar gate is influenced by the magic of Mechanus, creating one or more of the following effects in and around the gate-town:

**Mechanical Metronome.** The gate ticks as it turns in time with the gears of Mechanus. Repetitive sounds—a bird tweeting, a worker hammering a nail, or a guard marching down the street—are synchronized to the gate's beat.

**Ordered Environment.** Buildings, rock formations, and vegetation in Automata are perfectly symmetrical, and the town's climate is always temperate.

### NOTEWORTHY SITES

Automata is divided into regimented blocks arranged by category and function. Rather than scatter businesses throughout the town, council mandates require that related establishments be grouped within the same block. Rows of near-identical shops confound visitors.

### CONCORD TERMINUS

This resplendent train station belongs to the Concordant Express, an interplanar train dutifully operated by modrons. The clockwork behemoth chugs along the planes, leveraging a network of portals—to which the train functions as a key—to deliver its cargo and passengers across the multiverse on a tight schedule. The train originates in Regulus, the largest realm in Mechanus, and frequently pulls into Concord Terminus via Automata's gate.

Planar travelers, tickets in hand, hustle to and from the ever-bustling platforms as buzzing modron work crews unload freight cars. A **nonaton modron** (see *Morte's Planar Parade*) called the Timekeeper oversees all operations within Concord Terminus. Backed by a cadre of **pentadrone** enforcers, the Timekeeper ensures the train always departs on time and without interruption.



A PLANAR LOCOMOTIVE, THE CONCORDANT EXPRESS, PULLS INTO CONCORD TERMINUS VIA AUTOMATA'S GATE TO MECHANUS.



### DIVINE MACHINE

The Divine Machine is Automata's most popular tavern, owned by a shrewd and fussy businesswoman named Belda Beanfoot (lawful neutral, halfling **commoner**). The Machine's comfortable, basic rooms cater to visitors awaiting clearance for gate travel. In addition to lodging, tavern guests can fuel up at its first-floor coffee shop, the Congruent Café, where **monodrone** baristas prepare piping-hot beverages at exact temperatures. Much to the dismay of her employees, which can reliably perform just one task at a time, Belda expects a lot from her workers. The café has a high staff turnover.

### HALL OF ORDER

The Hall of Order is a three-story government building that features three twisting pillars of intricately arranged gears. Inside the maze of courts and administrative offices, members of the Council of Order authorize stacks of paperwork and rule on escalated matters.

Unbeknown to the council, a farcical court lurks below the seat of government: the Hall of Disorder. Denizens of the Inverse make their pleas in the ramshackle courthouse before the Council of Anarchy and a raucous jury that revels in each trial. The council judges the accused based on the absurdity of their defense—the more illogical the argument, the lighter the penalty.

## ADVENTURES IN AUTOMATA

The Automata Adventures table offers suggestions for encounters and stories involving the gate-town.

### AUTOMATA ADVENTURES

#### d4 Adventure Hook

- 1 Fleeing interplanar bounty hunters, a three-horned tiefling named Romerillo (chaotic good, tiefling **spy**) seeks refuge on one of the Upper Planes. Romerillo asks the characters to sneak them aboard the Concordant Express.
- 2 Disguised as Serafil, a **shator demodand** (see *Morte's Planar Parade*) assumes the council member's position and has the "impostor" arrested. Serafil's disheveled secretary beseeches the characters for aid.
- 3 A chaotic evil **quadrone** tampers with the street numbers at night, causing widespread gridlock as modrons leave for work each morning. The Council of Order asks the characters to investigate.
- 4 A **marid** fruit vendor is arrested in the Inverse for color-coordinating the produce in their stall. The genie petitions the characters to defend them in the nonsensical courts of the Hall of Discord.



# BEDLAM

**Gate Destination:** Windswept Depths of Pandemonium

**Primary Citizens:** Humanoids

**Ruler:** Gatekeeper Cirrus

Nestled in a yawning crater wracked by howling winds, Bedlam is a bowl of runaways and insufferable nobodies. Its windswept districts attract those who don't want to be bothered or found. Outlaws, recluses, and wastrels who squandered their fortunes elsewhere eke out a miserable existence in the decaying cavity. A typical Bedlam greeting involves spitting at another's feet—presuming the greeter is upwind—followed by a curt yet creative insult.

An obsidian tower protrudes from the bottom of the gloomy basin, its pinnacle an elongated hand extending skyward. Known as Sablreach, the tower is rumored to be the petrified arm of a forgotten, dead god. Inside its palm dwells the gatekeeper, Bedlam's distant ruler. Day and night, shrieking winds erupt from six arched pores at the tower's base—the blastgates—which render conversation impossible in the town's lowest district. Bedlam's spiteful residents plug their ears and communicate through shouts or irritated, nonverbal gestures.

The bitter winds of Pandemonium erode the gate-town inside and out. Repairs to wind-blasted buildings are constant, and anything not nailed or tethered down is as good as lost. The gusts gnaw at Bedlam's residents just as they do its structures. The citizens' patience, manners, and joy dwindle in the wake of the gate-town's ceaseless gales. Nowhere is safe from the winds. Even when the gusts are dampened, their whispers slip through the cracks and magically encourage townsfolk to commit dark deeds against their neighbors.

## GATE

Bedlam's blustering gate resides at the base of Sablreach. Six iron blastgates bore through the ebony arm, each spewing a constant jet of biting cold wind that wails as it exits. Those stalwart enough to reach a blastgate can eventually push their way to the gate chamber: a pressurized obsidian hall adorned with rattling iron hand rings. Entrants must grasp the rings or be sent tumbling backward by the squalls that spew from the gate. A massive chain, tethered to the floor and held stiff by a thick layer of muddy ice, extends up into the howling portal set within the chamber's vaulted ceiling.

"WHAT? WHAT DID YOU SAY?"

—Beck Bitterflute, resident of the Gatemouth district



## POWER VACUUM

Bedlam was nearly destroyed by its last gatekeeper, a foolish wizard named Tharick Bleakshadow. Driven by reckless curiosity, Tharick sought to plug the gate with a magical seal and stop its gales. To his surprise, the violent winds merely changed direction, engulfing the mage before resuming their normal outward flow.

When the winds reversed, they spat out Bedlam's current gatekeeper: Cirrus the Silent, a chaotic neutral **cloud giant** born in the unforgiving darkness of Pandemonium. None have heard Cirrus speak. The giant's words are carried on the winds as eerie voices that invade the minds of her subjects.

## REGIONAL EFFECTS

The region containing Bedlam's planar gate is influenced by the magic of Pandemonium, creating one or more of the following effects in and around the gate-town:

**Howling Winds.** Rank winds screech from Bedlam's gate at all hours. Creatures within 1,000 feet of the gate have the deafened condition.

**Mind-Controlling Murmurs.** Bedlam's winds infect townsfolk with a contagious spite. Occasionally, the planar gales dominate longstanding residents, compelling them to commit evil acts.

## NOTEWORTHY SITES

Bedlam is split into three layers. The noisy Gatemouth district rests at the basin's lowest point, while the Bleakheights loom over the basin's lip and cling to its steep edge. They are separated by Midtown, a sloped district partway up the crater.

## EYE AND DAGGER

Cranky residents of the Gatemouth district can take a much-needed rest at the Eye and Dagger, Bedlam's most popular hotel. Sheets of worn nickel coat the exterior of the narrow, triangular building, which cuts through Bedlam's winds with its knifelike edge. The Eye and Dagger is mostly windowless—many establishments in Bedlam's lower districts forgo windows altogether, lest they be shattered by hazardous debris hurled by the winds—and the hotel's roof comes to a sharp point. From outside, the joint looks like a giant, upturned blade.

A *silence* spell blankets the interior of the Eye and Dagger, shielding its patrons from the gate-town's belligerent gales. Weary guests occasionally weep on entering the establishment, awash in the catharsis of its muted comforts. But this silence is a double-edged sword. Thieves, cutthroats, and other malevolent opportunists skulk the hotel's hushed halls. Returning guests have learned to sleep with one eye open.





HOWLING WINDS ERUPT FROM SABLEREACH, AN OBSIDIAN TOWER THAT CLAWS ABOVE THE MISERABLE BOWL THAT IS BEDLAM.

### WAILING HOLLOWES

The Wailing Hollows are a network of wind-eroded tunnels that originate in the Gatemouth district and extend into Midtown. A haunting whistle pervades the pitch-black caverns, which mimic the ecosystem of Pandemonium. Although **darkweavers** (see *Morte's Planar Parade*) prowl the Hollows, ambitious miners flock to caves in search of Bedlamite, a highly coveted black ore that fumes with malice.

### WITHERBEAK OBSERVATORY

Scholars eager to study Bedlam's winds seek out Witherbeak Observatory, a clifftop outpost located in the Bleakheights. Founded by a rambunctious inventor named Professor Orbys Bumblewing (chaotic good, gnome **mage**), the facility is a hub of aeolian research and invention. Within the domed observatory, Bumblewing and her colleagues aim to harness Pandemonium's chaotic winds for good, but the plane's malicious gales corrupt her inventions, possessing them like evil spirits. Bumblewing is always looking for willing guinea pigs to test out her contraptions, which include dubious parachutes and precariously constructed gliders.

Bumblewing's wind-powered inventions have piqued the interest of the Nimbus Knives, a gang of air genasi (see *Monsters of the Multiverse*) who ride icy clouds spun from the town's unstable winds.

Their leader, Dust Devil (chaotic evil, air genasi **bandit captain**), derives sick satisfaction from tormenting citizens in the Bleakheights and using Bumblewing's machines for vandalism, robbery, and violence.

## ADVENTURES IN BEDLAM

The Bedlam Adventures table offers suggestions for encounters and stories in the gate-town.

### BEDLAM ADVENTURES

#### d4 Adventure Hook

- 1 The winds puppeteer the contents of an armory in the Bleakheights. A **goblin** shopkeep pays the characters to defend their shop's wind chimes from rampaging suits of **animated armor**.
- 2 Each night, a **darkweaver** (see *Morte's Planar Parade*) snatches a resident of Midtown and drags them into the Wailing Hollows. Gatekeeper Cirrus calls for the creature's capture or extermination.
- 3 Orbys Bumblewing asks the characters to test a dubious new flying machine. During their flight, Nimbus Knife **bandits** attempt to steal it.
- 4 A wave of murder sweeps through Midtown, caused by a malevolent breeze (use the **ghost** stat block) that possesses the townsfolk.



# CURST

**Gate Destination:** Tarterian Depths of Carceri

**Primary Citizens:** Exiled Humanoids

**Ruler:** Burgomaster Villigus Bazengar

Curst is a menagerie of exiles and outcasts. Fugitives, traitors, and runaways trade one punishment for another in the poisonous town, a dismal burg chained to the prison plane of Carceri. Betrayers and backstabbers ruminate on their pasts in captivity, agonizing over their mistakes or counting down the days until they can exact vengeance on those who wronged them. Cracked, dried-up soil pervades the town and its rusted structures, rising as clouds of dust with every step.

The **maelephants** (see *Morte's Planar Parade*) of the Wall Watch patrol Curst's perimeter: a high, corroded barrier lined with saw-toothed barbs and search towers. The elephantine warders turn their gaze inward, ensuring no one escapes. Curst receives traitors and felonious folk with open arms, but to leave the gate-town, residents must receive approval from the burgomaster, a capricious **shator demodand** (see *Morte's Planar Parade*) named Villigus Bazengar. Susceptible to cajolery, the ruthless demodand has been known to spare those who stroke his insufferable ego.

When authorities from other gate-towns come knocking on their doors, residents feign ignorance or offer up false clues to throw off the nose of justice. Residents remain smugly aloof, fending off bounty hunters like bad suitors. Beneath their placid veneer, however, some prisoners seek to cause ruin and strife, such as the conniving burgomaster, who shelters secrets of his own. Others just want to be left alone.

## GATE

The gate to Carceri stands in a ringed courtyard in the center of town. The ruddy, four-pillared metal arch swirls with carmine sand and tortured cries. Creatures that step into the reddish squall emerge in Orthys, the torrid first layer of Carceri. Locals believe the gate is a one-way portal because no one recalls ever witnessing anything crawl out of it. The gate has no guards, as the gate's reputation is enough of a deterrent.

"Mistakes are ghosts. I lost count of the days I've spent in this awful prison, but I've never been able to escape the faces of those I wronged to wind up here. I deserve this."

—Slab, prisoner of Curst



## SECOND EXILE

Crimes from a previous life are forgotten in Curst, and citizens rarely inquire about one another's pasts. Such information is either volunteered willingly or loudly proclaimed by officials scouring the town for renegades. However, those who commit crimes within Curst risk a fate called Second Exile, in which the offender is bound and thrown into the gate, never to return. Second Exile is typically reserved for gruesome or otherwise unforgivable acts, and the burgomaster alone decides which transgressions warrant the sentence.

## REGIONAL EFFECTS

The region containing Curst's planar gate is influenced by the magic of Carceri, creating one or more of the following effects in and around the gate-town:

**Ball and Chain.** Creatures in Curst feel as though they're dragging a ball and chain behind themselves and have their speed reduced by 5 feet.

**Extradimensional Prison.** Creatures can't leave Curst using teleportation or by extradimensional or interplanar means other than the town's gate to Carceri. Any attempt to do so is wasted.

As an action, the burgomaster can suppress either of these effects for any number of creatures of the burgomaster's choice for 1 hour.

## NOTEWORTHY SITES

Curst is separated into six districts by five circular roads. Like ripples in a pond, they radiate from the gate to Carceri, each ring confining the last. Buildings in Curst are makeshift structures cobbled together from tarnished metal and weathered stone. Light ekes through glass windows, clouded and spiderwebbed with cracks, illuminating charmless abodes honeycombed with glorified prison cells.

## BURGOMASTER'S ESTATE

The burgomaster's residence is a chamber of horrors dedicated to chastisement and correction. From the outside, the three-story manor looks like an elaborate, menacing cage. A reddish glow emanates from a pair of slanted windows above its spiked veranda, giving it the impression of a grimacing face. The estate's heavy doors screech on their hinges, and **farastu demodands** (see *Morte's Planar Parade*) creep along its iron-barred balusters.

Burgomaster Villigus Bazengar delights in spreading malaise and despair. The demodand and his moldy, overlapping hides slithered out of Carceri to usurp the town from its previous ruler, Tovus Gilaf (lawful evil **githzerai zerth**), who remains imprisoned somewhere within the fiendish manor. Villigus aims to divide and immiserate the populace with his cruelty, reeling Curst ever closer to the carceral pit from whence he came.





A MAELEPHANT IN THE WALL WATCH STANDS GUARD OUTSIDE CURST, ENSURING NO ONE ESCAPES THE PRISON TOWN.

## THE DUMP

Items lost across the multiverse sometimes find their way to Curst's dump, a sprawling junkyard managed by a crotchety **green hag** named Dolores who makes a living off the garbage and keeps it from spilling into the town. Dolores occasionally hires adventurers to clear her yard of dumpster divers and trespassers.

Roaming packs of **rust monsters** scavenge the mountains of scrap and refuse for metallic morsels. They've learned to avoid the metalwork sculptures that decorate the landfill—abstract, corroded statues created by Tudhog the Junk Wurm, an eccentric **adult copper dragon** who reeks of garbage. The dump's artistic guardian, Tudhog fashions three-dimensional pieces from once-magic blades, battle-damaged suits of shimmering armor, and melted-down manacles and chains.

A cranium rat genius broods within the junk piles. Called the Node, the hairless rat claims to have escaped the Lady of Pain's Mazes—a feat that bestowed it a brain three times the size of its body and cost the rat its fur. The Node hovers above the ground, held aloft by its own intellect. The rat swears vengeance against the Lady of Pain, promising untold secrets about Sigil's enigmatic ruler to those who aid it.

## TRAITOR'S GATE

Outcasts wet their tongues at the Traitor's Gate, a lamentable roadhouse inn that looks like a giant overturned bucket. It's run by a haggard, grim-faced man named Tainted Barse (chaotic neutral, human **bandit**). The tavern sees its share of lowlives, but rebels, visionaries, and heroic outlaws also dot the taproom, finding common ground with others seeking to clear their names or drown their sorrows.

## ADVENTURES IN CURST

The Curst Adventures table offers suggestions for encounters and stories in the gate-town.

### CURST ADVENTURES

#### d4 Adventure Hook

- 1 Dolores (**green hag**) pays the characters to remove a group of **bandits** from her junkyard.
- 2 A disgraced **githzerai uniter** (see *Morte's Planar Parade*) in the Traitor's Gate pays the characters to free Tovus Gilaf from the burgomaster's estate.
- 3 A **Mercykiller bloodhound** (see *Morte's Planar Parade*) arrives in town, searching for a fugitive who looks exactly like one of the characters.
- 4 The gate to Carceri briefly ruptures, releasing a host of destructive **fomorian**s on Curst.



## ECSTASY

**Gate Destination:** Blessed Fields of Elysium

**Primary Citizens:** Guardinals and Humanoids

**Rulers:** The Lightcaller and the Nightwhisperer

The rolling hills of Ecstasy, the City of Plinths, rise from a serene stretch of the Outlands. Blanketed in peace and contentment, Ecstasy is a pastoral gate-town of quiet contemplation and simple pleasures. Hundreds of monoliths, shaped from a variety of materials, dot the idyllic landscape. Their origins unknown, the plinths are works of art: marble columns adorned with breathtaking sculptures, intricately carved wooden poles, natural standing stones, and refractive crystal pedestals. Like ghosts drawn to a shrine, petitioners perch atop the towering plinths, inviting townsfolk to ponder the multiverse's greatest mysteries with them.

Ecstasy's citizens are friendly, munificent folk who espouse benevolence and growth. They are governed by a pair of monarchs, the Lightcaller and the Nightwhisperer. These supposedly mortal rulers wear masks that reflect their demeanors: a flamboyant, golden disc for the Lightcaller and a closed, silver helmet for the coolly distant Nightwhisperer. The circadian monarchs swap places at dusk and dawn, and they're never seen together. They enforce the town's cardinal rule: "Do no evil."

Evil, as it stands, isn't as plain as day and night. Though violence is rare, musing spirits inspire townsfolk to push the boundaries of mortal life, gleaned vicarious fulfillment from watching residents justify unsavory acts as the path to spiritual enlightenment. Moreover, the gate-town doesn't eliminate negativity—it merely suppresses it. Ecstasy's cheeriest citizens are walking powder kegs of bitterness, bottling their feelings until they erupt in unbridled incidents.

### GATE

A column of segmented ivory, the Bone Plinth, rises above the center of town. As one approaches the plinth, the fields and their flowers grow more vibrant, and all is awash with a sense of overwhelming tranquility. At the top of the spine is a fountain of quicksilver: Ecstasy's gate to Elysium. Creatures that submerge themselves in the reflective pool emerge in Amoria, the plane's innermost layer.

### AURA OF TRANQUILITY

The gate to Elysium dulls the blades of anger and hostility in its vicinity. At all hours, a pacifying aura radiates from the Bone Plinth in a 300-foot radius. Any creature that starts its turn in this area is targeted by a *calm emotions* spell (save DC 15). A creature that succeeds on its saving throw is immune to the aura for the next 24 hours.

### REGIONAL EFFECTS

The region containing Ecstasy's planar gate is influenced by the magic of Elysium, creating one or more of the following effects in and around the gate-town:

**Ambient Benevolence.** Residents in Ecstasy are friendly toward visitors that aren't hostile toward them.

**Pervasive Tranquility.** Creatures in Ecstasy have advantage on saving throws to avoid or end the frightened condition on themselves.

### NOTEWORTHY SITES

Ecstasy encompasses a scenic countryside of humble farms and rustic cottages scattered with plinths. Orchards blossom along the gate-town's roads, which branch from the Bone Plinth in the town center. The courts of the Lightcaller and Nightwhisperer face each other opposite the ivory fountain.

### MOONDARK TOWER

The gates of Moondark Tower open as darkness falls. A dull husk of speckled iron during the day, the tower greets the night with twinkling constellations on its glossy black frame. Out rides the Nightwhisperer, an **ancient silver dragon** who takes the form of a valorous hero in silvery plate armor, their mirrored helm glowing like a bright, full moon. Atop their argent **unicorn** steed, the Nightwhisperer defends Ecstasy from waking nightmares that seek to corrupt the town in its lightless hours. When danger isn't imminent, the Nightwhisperer hears matters from sleepless citizens in their nocturnal court.

The Nightwhisperer is never seen in daylight. Just before dawn, they return to Moondark Tower, which shuts down until the next evening.

### PHILOSOPHER'S COURT

Citizens vent their frustrations in the Philosopher's Court, an enclosed amphitheater covered in weathered rilmani symbols. Originally founded as a place of spirited debate, the court was hooded with an enchantment that prevented philosophers, petitioners, and priests from harming one another, ensuring only ideas clashed under its marble roof. However, the ward fell away when the court's last moderator—Kagorious, the so-called Philosopher King—vanished without crowning his replacement. Arguments frequently devolve into violent altercations.

"Was the sky above this realm always so empty, or did the sun and the moon simply tire of their endless cycle and abandon it for a more exciting existence?"

—A spirit musing atop a plinth in Ecstasy







## REVELHOME

Spireward from the Bone Plinth, Revelhome is Ecstasy's most popular tavern. Mortals and petitioners alike enjoy its rich comforts, particularly its warm, spiced ciders and fruity wines. Thanks to Elysium's influence, vineyards in Ecstasy yield luscious grapes year-round, and apples plucked from orchards are eternally sweet and crisp. The tavern's veiled proprietor, a lawful neutral **medusa** named Madame Millani, serves drinks with a smile, but she's not afraid to silence rowdy patrons, turning them into fine statues for her garden.

## SOLRISE TOWER

A glistening pillar flecked with amber mosaics, Solrise Tower shimmers with exaltation. The rooster's crow precedes the arrival of the Lightcaller, an **ancient gold dragon** who takes the form of an aureate monarch. The Lightcaller ushers in each new day with cheerful exuberance, spreading mirth from dawn to dusk. Since more citizens are awake during the day, the Lightcaller spends more time governing in their luminous court than their nightly counterpart. The Lightcaller typically delegates protection efforts to three **solars**, powerful angels who affirm the monarch's daily authority.

The Lightcaller is never seen at nighttime. At dusk, they return to Solrise Tower, which shuts down until the next morning.

## ADVENTURES IN ECSTASY

The Ecstasy Adventures table offers suggestions for encounters and stories in the gate-town.

### ECSTASY ADVENTURES

#### d4 Adventure Hook

- 1 A convincing petitioner (chaotic neutral **ghost**) pretends to be the long-lost relative of a character. The spirit aims to possess the character and live life to the fullest.
- 2 The Lightcaller holds a peace banquet in Solrise Tower, inviting powerful devils and demons in hopes of ending the Blood War. A **solar** requests the characters attend in case things turn ugly.
- 3 A **green hag** poisons Ecstasy's orchards daily at twilight, outside the jurisdiction of either monarch. After a string of illnesses at Revelhome, Madame Millani hires the characters to investigate.
- 4 Three evenings have passed since the gates of Moondark Tower last opened. An owl-like **avoral guardinal** (see *Morte's Planar Parade*) night merchant asks the party to solve the mystery.



# EXCELSIOR

**Gate Destination:** Seven Heavens of Mount Celestia

**Primary Citizens:** Celestials and Humanoids

**Ruler:** High Chancellor Forough

Celestials and mortals live in harmony in Excelsior, the gate-town at the foot of Mount Celestia. Flecks of gold and silver sparkle in its radiant streets and towers, which climb ever upward to new heights of good and law. Archons, devout worshipers, and paragons of justice convene in floating citadels atop billowing clouds, and crystal falls of holy water cascade over their wispy edge to blessed fountains below.

Excelsior's divinely appointed high chancellor, Forough (lawful good, human **archmage** who can cast cleric spells), looks after the gate-town. The venerable human chancellor is a kind-hearted and patient soul, but beneath her calm exterior pumps the heart of a lion with a thunderous roar. The favored cleric of a deity of light, the Sunweaver, Forough is the voice of a god and can bring its might to bear. Those who mistake her mercy for weakness don't do so twice. She stands resolute against evil invaders alongside the Cinderwings, a squadron of angelic defenders who heed her prayers.

There's a consequence to Excelsior's bliss. Once one has basked in the light of the Seven Heavens, everywhere else seems comparatively worse. Though archons regularly depart the gate-town on divine errands, Excelsior's privileged mortal residents hesitate to venture past its golden gates, where a dull existence awaits. However, the gate-town isn't a perfect paradise, and some scoundrels test the watchfulness of goodly gods and their servants, regardless of how close to them they dwell.

## GATE

Excelsior's gate rests in its tallest tower, the Godstrand. A lucent, alabaster pillar dwarfed only by the Spire, the tower is a beacon of virtue impervious to spell and sword. The Godstrand's pinnacle is obscured by soft, luminous clouds at all hours. Its peak isn't visible from any point in the Outlands, for the tower protrudes from the base of Mount Celestia.

Only one path ascends to the gate, and the tower's defenses harrow those who seek to corrupt it. Twisting staircases line the Godstrand's interior, branching and crossing endlessly, and its walls are adorned with intricate mosaics that shift to disorient trespassers. However, Celestials and those with pure hearts or intentions can hear the heavenly portal ringing out like a distant choir of angels. Seven gleaming steps precede the gate itself, hovering and flanked by a pair of unflinching **warden archons** (see *Morte's Planar Parade*).

"O Lightbringer, shine down on us  
so that we might see our flaws.  
Chase away the darkness,  
And free us from its jaws.

Guide our swords until that fateful day,  
When we can bask beneath your rays."

—Excerpt from a prayer recited in Excelsior



## REGIONAL EFFECTS

The region containing Excelsior's planar gate is influenced by the magic of Mount Celestia, creating one or more of the following effects in and around the gate-town:

**Beacon of Light.** Excelsior's auriferous streets and temples produce a warm, ambient glow, even at night. Evil creatures find the light repulsive.

**Euphoric Utopia.** Excelsior is perfection incarnate. Fruits are ripe and sweet, fragrant perfumes replace everyday odors, and gentle breezes carry melodious tunes.

**Floating Structures.** Clouds as solid as earth drift through the skies above Excelsior. They support various buildings, such as businesses, keeps, and gaudy mansions. The owners of such structures control the clouds through magical means.

## NOTEWORTHY SITES

Excelsior's flightless residents primarily operate on the surface, while Celestials and other winged folk prefer the cloud-topped comforts of the Chandelier, the gate-town's aerial district. Winged chariots act as taxis between the two realms, ferrying townsfolk up to sky-dwelling businesses and hanging gardens.

## CHANDELIER

Like motes of soft flame, gleaming structures orbit the Godstrand at varying heights, held aloft in the palms of feathery clouds by the faith of their devoted residents. Collectively referred to as the Chandelier, this district mainly consists of picket keeps—strongholds governed by pious champions of justice and mercy.

The Chandelier includes the following locations:

**Nimbron**, the castle of Thotastis (lawful good, human **gladiator**), a stiff-necked paladin of Tyr. He believes Excelsior requires a firmer hand than the current high chancellor offers.

**Thunder's Reach**, a rumbling storm cloud fortress that belongs to Tygrant, a reclusive **empyrean** banished from Mount Celestia for his pride.

**Zephyr Stables**, a floating pegasus ranch run by Cassandra Caeneus (lawful good, human **knight**). She lends her flying steeds to worthy riders.





EXCELSIOR'S TALLEST TOWER, THE GODSTRAND, EXTENDS INTO THE SKY, ORBITED BY FLOATING STRUCTURES ATOP DRIFTING CLOUDS.

## FORUM

The forum is a hub of good-faith argument. A row of gilded podiums lines the stage of this wide amphitheater, where creatures debate concepts such as altruism, agency, or the gods and their portfolios. The forum is deliberately located on the surface district rather than the Chandelier—a reminder that the venue is more for Excelsior's worldly townsfolk and visitors than for Celestials. A hush washes over the crowd whenever an angel descends on the stage.

## HEART'S FAITH

Once a quaint town at the base of Mount Celestia, Heart's Faith is now Excelsior's surface district. Among its unblemished structures, cheery citizens bid each other good tidings as they tend verdant orchards and perfect artistic pursuits. High Chancellor Forough conducts her business in the Godstrand, which rises from the center of the district.

The sheltered townsfolk of Heart's Faith seek to preserve their paradise. Nosy neighbors spy and tattle on visitors and each other, involving archons as mediators in insignificant squabbles. Some fanatical residents, like the Order of the Iron Lantern, take this protective behavior to extremes. This militant sect of righteous watchdogs seeks to uproot evil before it rears its ugly head, detaining innocent folk at the first whiff of suspicion.

## ADVENTURES IN EXCELSIOR

The Excelsior Adventures table offers suggestions for encounters and stories involving the gate-town.

### EXCELSIOR ADVENTURES

#### d4 Adventure Hook

- 1 An **androsphinx** arrives in Excelsior and declares itself the new high chancellor. Forough petitions the characters to help cement her authority.
- 2 The **empyrean** Tygrant receives a prophecy that he can return to Mount Celestia only if he is humbled through defeat. He challenges all of Excelsior, including the characters, to wrestling matches in his tower.
- 3 Allowed into the forum on an ancient contract, a silver-tongued **pit fiend** invites Excelsior's orators to debate the worth of a soul. An angel asks the characters to take the podium.
- 4 The faith of a divine champion (**gladiator**) begins to waver in the Chandelier, causing their cloud keep to shudder. A **lantern archon** (see *Morte's Planar Parade*) asks the characters to erase the warrior's doubt before their fortress falls from the sky.



## FAUNEL

**Gate Destination:** Wilderness of the Beastlands

**Primary Citizens:** Awakened Beasts

**Ruler:** None

The Faunel the Outlands once knew is gone, its roar so mighty that the gate-town was absorbed by the Beastlands. Now the town must start anew, reestablished by stragglers, newcomers, and sapient animals who were away when their home disappeared. Old Faunel's ancient ruins remain, rejected by the plane that claimed their wild inhabitants. Lush vegetation sprouts from the cracked foundations of a crumbling, forgotten city. Grasping vines tug at travelers who stop to admire their vibrant flowers, and toothed plants wait patiently near stagnant drinking pools for their next meal to arrive. The air in Faunel is rich and humid, and the broad, waxy leaves of foliage along the forest floor glisten with dew.

Beasts are returning to Faunel, but who among them will rise to the top of the food chain? Three factions of awakened Beasts vie for control of the animal kingdom. The following leaders, all of whom speak Common, guide the packs:

**Ebonclaw** (lawful neutral **saber-toothed tiger** with an Intelligence of 12 and a Charisma of 12), a silken-furred feline with a notch on his fangs for every kill he's made, commands a vicious streak of predators.

**Ophelia** (lawful good; use the **elephant** stat block with an Intelligence of 10, a Wisdom of 14, and a Charisma of 14), a sard-hided elephant matriarch, guides Faunel's herbivores.

**Parvaz** (neutral; use the **giant eagle** stat block with an Intelligence of 16 and a Charisma of 14), a brooding albatross with golden tail feathers and razor-sharp talons, steers a flight of birds in the gate-town's dense, heliotropic canopy.

Faunel attracts its share of non-Beast visitors who seek the fruits of nature. Travelers gather in Camp Greenbriar, a tented outpost where foragers, explorers, and merchants mingle with awakened wildlife. Meanwhile, a despicable group of hunters, the Vile Hunt, hacks through the jungle in search of rare animal hides. Led by a gold-toothed poacher, Mick Mangehide (**gnoll fang of Yeenoghu**), the Vile Hunt whittles away at Faunel's bickering factions as Mick prepares his trophy wall for their mounted heads.

"On average, it takes a sloth thirty days to digest a single leaf."

—A mimic spouting animal facts



## GATE

Deep in the vine-choked ruins rests Faunel's gate, a tranquil pool at the foot of a stone statue. The pool's waters replicate the effects of an *awaken* spell.

Beasts that lap from its crystalline waters find their tongues capable of speech, and saplings weaned on the reservoir eventually uproot as wooden guardians that defend the town. Creatures that submerge themselves in the pond emerge in the untamed wilds of the Beastlands.

### GUARDIAN OF NATURE

A stone colossus kneels before the pool at the town's center, its weathered visage and mossy limbs reflected in the pool's sparkling ripples. Called Wrath by the animal kingdoms that came before, the guardian questions all who seek to enter the portal, asking whether they hunt for sport or sustenance. The titan alone decides who may enter—and who must meet a gruesome end.

Wrath disdains sport hunters and their ilk, vowing never to let them pass. To others, Wrath is a gentle giant, a curious protector who delights in birdsong and babbling brooks. Not much is known about the guardian's past, but clues etched in the ruins of Faunel suggest that Wrath was once a mortal being of cloud and mist who wished to live among the Beasts below.

### REGIONAL EFFECTS

The region containing Faunel's planar gate is influenced by the magic of the Beastlands, creating one or more of the following effects in and around the gate-town:

**Awakened Beasts.** Beasts in Faunel are more intelligent than their worldly counterparts. At the DM's discretion, any given Beast has an Intelligence of 10 and can speak and understand Common.

**Tropical Paradise.** Frequent rainfall yields fruit and water in abundance. Wisdom (Survival) checks to forage in Faunel are made with advantage.

### NOTEWORTHY SITES

The unbound wilds of Faunel have no districts or roads, save for the worn footpaths that snake between its dilapidated ruins and tropical overgrowth. The town's bestial residents make their dens near natural landmarks: waterfalls, rock formations, and the gnarled branches of magical trees.

### CAMP GREENBRIAR

A spiked wooden palisade lines the perimeter of Camp Greenbriar, an assembly of tents, thatched-roofed huts, and mud-soaked caravans in the heart of the wilderness. Positioned in a balmy, spireward clearing, the encampment is a popular stop for





A GNOLL POACHER TAKES AIM AT A TAPIR NEAR FAUNEL'S PLANAR GATE, ANGERING THE STONE COLOSSUS WRATH.

explorers and hunters to gather supplies, trade, and sharpen their blades before trekking through the lightless thickets ahead.

A friendly three-toed sloth, Razak (neutral good; use the **black bear** stat block), likes to hang around the camp. A remnant of Old Faunel, Razak acts as a messenger for the gate-town's three splinter kingdoms in hopes of seeing the jungle united again.

#### EAGLES' AERIE

High in Faunel's golden canopies, a conference of birds convenes. Rickety tree houses and intricate nests, held together with rope and gluey spittle, make up Eagles' Aerie, a settlement for avian folk and awakened birds.

Hundreds of feet above the forest floor, Eagles' Aerie is removed from much of Faunel's conflict. But in recent months, egg poachers have grown bolder, scaling the jungle heights in the night. Worse yet, the gate-town of Rigus plunders Faunel for its natural resources, notably its lightweight timbers that are as strong as steel. As loggers topple sacred trees for their priceless lumber, the treetops' avian residents criticize their leader, the albatross Parvaz, who merely observes problems from a bird's eye view. The birds of Faunel can't afford to go to war by themselves. Until the jungle is one again, they must weather the storm.

#### RAZORTOOTH ROCK

Ebonclaw and his streak claim Razortooth Rock, a pointed stone overlook that resembles the mighty fangs of the awakened predators who call it home. Tall, leafy greenery surrounds the stony pillar and its vine-draped trees, making Razortooth Rock an ideal place for snakes and big cats to ambush their prey.

#### ADVENTURES IN FAUNEL

The Faunel Adventures table offers suggestions for encounters and stories in the gate-town.

##### FAUNEL ADVENTURES

###### d4 Adventure Hook

- 1 Mick Mangehide (**gnoll fang of Yeenoghu**) and his band of **gnolls** set out to claim the hides of Faunel's three pack leaders.
- 2 Commanded by a general in Rigus, a **hobgoblin warlord** attempts to capture Camp Greenbriar and convert it into a logging camp.
- 3 A **musteval guardinal** (see *Morte's Planar Parade*) explorer hires the characters to join an expedition to recover a lost treasure from Old Faunel.
- 4 An irate **roc** assails Eagles' Aerie, gobbling up its inhabitants and destroying their nests in search of its egg, which was stolen by the Vile Hunt.



## FORTITUDE

**Gate Destination:** Peaceable Kingdoms of Arcadia

**Primary Citizens:** Celestials and Humanoids

**Ruler:** The Spotless Seven

Fortitude is a place of ordered beauty. Identical trees line its polished boulevards in neat rows, and each uniformly trimmed blade of grass in its public parks glistens with a single drop of morning dew. Fastened to Arcadia, a plane of law and virtue, Fortitude combines the rigidity of Automata with the puritanical attitudes of Excelsior, creating a pressure chamber of homogeneous moral rectitude.

The gate-town's residents are charitable people who pursue purity to a fault. At first, locals appear perfectly benign—smiling, hospitable folk in immaculate attire who look after their fold—but their veils of compassion slowly betray their obsessive natures. Townsfolk fixate on flaws, in themselves and in their surroundings, believing that abnormality is the precursor to evil. They fret over their appearances, chasing impossible standards of beauty and grace. Wracked by contempt, they smother what makes them truly unique, like gardeners pruning unsightly branches from their own personalities.

Fortitude is governed by the Spotless Seven, a group of politicians elected once every 289 years, or whenever the Great Modron March passes through the town. Its members are enduring angels, long-lived dwarves, and immortal public servants who keep their house clean. Although their terms are long, incumbents typically campaign for reelection between marches, defending their seats from challengers advocating similar platforms of goodliness and law. Nevertheless, even exemplars of decency have sinister secrets, and the Spotless Seven aren't as clean as their title suggests.

### GATE

An unquenchable green flame burns atop a low, circular ziggurat in one of Fortitude's scenic groves. The step pyramid consists of seven stacked tiers quartered by staircases that ascend to the gate to Arcadia. Cradled by four curved beams at its summit, the blazing, green portal gently envelops entrants and ushers them to a plane of peace and order. Evil creatures tend to avoid the flame, suspicious that its warmth can harm the wicked.

### STORM LORDS

Four elemental servants of the demigods who control the skies of Arcadia stand vigilant at the bottom of the ziggurat's steps. Each sculpted from an element in its purest state, the lawful good guardians use stat blocks similar to those of genies: a diamond-skinned **dao**, a **djinni** of noble gas, a glacial **marid**, and an azure **efreeti** with a saber wreathed

"Would you look at that. It's time to cut the grass again."

—Vern Cliptoe, Fortitude gardener



in blue flames. Known as the Storm Lords, the beings refuse entrance to anyone they believe would spoil the lands beyond.

### REGIONAL EFFECTS

The region containing Fortitude's planar gate is influenced by the magic of Arcadia, creating one or more of the following effects in and around the gate-town:

**Living Congruence.** Creatures in Fortitude appear more beautiful and symmetrical than their typical counterparts.

**Perfect Vitality.** Creatures in Fortitude are immune to the poisoned condition and have resistance to poison damage. The effects of diseases are suppressed.

### NOTEWORTHY SITES

Nicknamed "the Egg" by some travelers for its white, oval-shaped town wall, Fortitude is a tirelessly maintained assortment of parks, orchards, and gardens balanced by pristine buildings and sparkling fountains. Honeycombed into hexagonal blocks, the town has not a hair out of place. The weather in Fortitude is always pleasant and predictable, pacified by the Storm Lords who defend the town's planar gate.

### BEEHIVE BOUTIQUE

Part salon and part fashion store, the Beehive Boutique pampers residents with magical makeovers and fine outfits cut from the same cloth. The boutique is a domed, two-story edifice of blond stone with curtained, amber windows. Inside, buzzing beauticians help each resident's appearance reflect their inner beauty. Creatures that stumble through the parlor's hexagonal black door a disheveled mess emerge exquisite and graceful.

For a premium rejuvenating experience, patrons can visit the second floor, where the Beehive's proprietor—a mind flayer arcanist (a variant **mind flayer**) that uses a *disguise self* spell to appear as a grinning human cosmetician named Doctor Goodcheer—conducts special cleansing sessions. With the aid of illithid technology, the good doctor siphons "impurities" from his patients—hatred, malice, and other loathsome emotions—for use in foul experiments in a hidden laboratory beneath the boutique.





FOUR ELEMENTAL PARAGONS, THE STORM LORDS, PROTECT FORTITUDE'S GATE TO ARCADIA.

### FILIGREE PARK

The fruity fragrances of blooming orchard trees waft through the clement air in Filigree Park, a public sanctuary teeming with metallic wildlife. Silver stags graze among buzzing brass-winged bees, while chittering copper squirrels sequester acorns for a winter that never comes. Adorable petitioners of goodly souls, the critters meticulously tend to the park's manicured garden trellises, ensuring every flower is exactly as it should be.

Aspiring members of the Spotless Seven hold forums within the park, inviting constituents to voice their concerns. Vain and corruptible, these politicians regularly cast doubt on their opponents and hire mercenaries to bring shame to other candidates.

### PAVILION OF PURITY

Opposite the town from Fortitude's gate stands a grand, milk-white arena: the Pavilion of Purity. Several times a week, locals admit their faults within the radiant stadium, confessing their wrongdoings on a stage for all to see. In addition to townsfolk, the audience always includes a least one member of the Spotless Seven.

Embedded in the stage are several thin grates. As citizens profess their guilt, darkness sloughs off them like melted shadow and into the drains at their feet. The crowd then passes judgment, with

punishments ranging from light reprimands to exile or worse. Meanwhile, the exuded darkness festers beneath their feet and escapes into Fortitude as hostile dretches, Oozes, and shadows.

## ADVENTURES IN FORTITUDE

The Fortitude Adventures table offers suggestions for encounters and stories in the gate-town.

### FORTITUDE ADVENTURES

#### d4 Adventure Hook

- 1 A local politician (dwarf **noble**) pays the characters to dig up dirt on an opponent.
- 2 After a series of guilty admissions, **black puddings** begin to slither from the Pavilion of Purity at night, slaying their confessors one by one. The Spotless Seven hires the party to scrub the black puddings from the town.
- 3 One of the Storm Lords falls ill with a supernatural cold, plunging Fortitude into a sudden brutal winter. The remaining three elemental beings ask the characters to enter the gate in search of a cure.
- 4 A popular candidate for the Spotless Seven convinces several citizens that to achieve inner harmony, they must indulge themselves in one night of unchecked mayhem.



# GLORIUM

**Gate Destination:** Heroic Domains of Ysgard

**Primary Citizens:** Giants and Humanoids

**Ruler:** Tyrza Bonebreaker

Blaring horns rally Glorium's residents to battle. Warriors are forged in the gate-town, a village of lodges, training fields, and farms arranged along the fertile slopes of an icy fjord. A colossal, serpentine statue towers over the gate-town, its coils arching along the peaks of a high mountain range. Glorium's rich, rugged shores are speckled with the blood of a thousand battles, shed by folk who revel in skirmishing and welcome death when it comes for them.

In Glorium, every resident owns a weapon and knows how to use it. A tight-knit fellowship of hardened warriors, locals revere gods of war and are distant toward visitors who have yet to prove themselves in combat or through feats of strength.

Glorium's leader is Tyrza Bonebreaker (chaotic good, human **gladiator** wearing a *belt of giant strength* [frost giant]), the daughter of the gate-town's previous ruler, Flatnose Grim. Loyal and tempestuous, she leaps into the fray with a thunderous cry. The one-armed warrior's face and body bear the scars of countless duels, and the gnarled haft of her trusty battleaxe is said to be a splinter from the World Tree. Off the field, she loves a strong drink and a good laugh with her comrades.

Invaders from far and wide seek to conquer Glorium. Surtur and Thrym—the mighty patron deities of fire and frost giants, respectively—regularly send hulking subjects to pillage the wintry camp, darkening its skies with ash and snow. Meanwhile, nomadic groups of mountain bariaurs hold back the alien armies of Gzemnid, a gaseous beholder god.

## GATE

Unlike other gate-towns, Glorium has two planar gates. The first and most obvious is a whirlpool at the mouth of the fjord that connects to Ysgard. Wide enough to accommodate a frost giant longship, the watery gate reverses its tide twice each day, allowing boats to voyage to the chaotic plane and back again. Though the swirling portal allows Glorium to trade with settlements on Ysgard, it also makes them vulnerable to that plane's invaders.

The second gate is a legend deep within the gate-town's snow-capped mountains: a secret entrance to Yggdrasil, the cosmic tree that connects the Outer Planes. It appears as a mass of knotted, intertwined roots surrounded by softly drifting motes of light. The tangled roots part to form an arched portal to Ysgard, but with the corresponding portal key, it can take entrants almost anywhere in the multiverse.

## WORLDROOT CIRCLE

Agents of an ancient druidic circle of giants, the Worldroot Circle, tend to Glorium's hidden gate. Believing the sacred plant to be a seedling of Yggdrasil, they nurture the sapling and use it to commune with members of the circle on other worlds. A **treant** born from its roots, Yggatha, defends the gate chamber at all hours. The Worldroot Circle is further detailed in *Bigby Presents: Glory of the Giants*.

## REGIONAL EFFECTS

The region containing Glorium's planar gate is influenced by the magic of Ysgard, creating one or more of the following effects in and around the gate-town:

**Destined for Glory.** Creatures in Glorium have advantage on death saving throws.

**Horns of Battle.** Whenever a conflict of any sort starts in Glorium, a horn can be heard within 300 feet of the conflict's origin.

## NOTEWORTHY SITES

Compared to its surroundings, Glorium is small and humble, nestled between glacial fjords, lofty mountains, and forested skerries. It boasts no inns or busy welcome centers, and when there are no battles, daily life is calm and mundane. Common pastimes in Glorium include blacksmithing, boat-building, farming, and training.

## HOUSE OF GLORY

The sounds of drums erupt within the House of Glory, a mammoth of a gymnasium where warriors boast, revel, and train. Weapons of past heroes line its wooden halls: frayed hand wraps, fencing sabers, flagged spears, folding iron fans, and colorful wicker shields mounted beside trophies of battle. Among them hangs a magic tapestry adorned with a scene of charging warriors. Its image changes after each battle, reflecting any newly fallen heroes.

A crackling firepit dominates a smoky chamber in another area of the lodge filled with the succulent scent of roasting meats. Magnificent feasts, given by gods of war to their followers, appear on long wooden tables throughout, imbuing warriors with the strength to fight again.

"Glory? Ha! What do any of us know of glory? We're still alive! You seek a reward that can be attained only in death."

—Tyrza Bonebreaker, mayor of Glorium







TYRZA BONEBREAKER ADDRESSES A YOUNG GOLIATH WARRIOR  
AT GLORIUM'S TRAINING GROUNDS.

### SACRED WELL

A prophetic hag coven lairs in the Sacred Well, a temple of fate at the edge of Glorium. Respected by the townsfolk, the hags greet visitors with twisted smiles, their eyes always obscured by ominous horned headdresses. For a price, the hags can interpret the grand tapestry of fate on another's behalf, glimpsing where the threads of destiny begin and end. Occasionally, the hags prophesize catastrophes yet to come, calling on heroes to rise and shape the future.

### SERPENT'S RISE

Named for the stone serpent that arches over its snowy peaks, the mountains of Serpent's Rise are home to several *bariaur* communities. Jek Thanol, a bearded **bariaur wanderer** (see *Morte's Planar Parade*) with a jeweled eye patch, leads the largest tribe, which enjoys a tenuous alliance with Glorium. The *bariaurs* are sentinels who treat the serpent's coils as bridges between summits and strike down Gzemnid's forces wherever they pop up.

An absinthine-eyed human child, the so-called Lemming Boy, appears to mountain travelers, offering to guide them through the bluffs. Those who accept his services are quickly ambushed by Aberrations or left to die in avalanches or pits lined with glassy shards of permafrost. Survivors of the snickering child claim he's a disguised trickster god.

## ADVENTURES IN GLORIUM

The Glorium Adventures table offers suggestions for encounters and stories in the gate-town.

### GLORIUM ADVENTURES

#### d4 Adventure Hook

- 1 The town's deceased warriors rise to fight again as **ghosts**, but their resurgence creates headaches when the spirit of Flatnose Grim expects to be re-instated as the town's ruler.
- 2 After an argument with Tyrza, Jek Thanol refuses to shield Glorium from the armies of Gzemnid. With their treaty shattered, a **death tyrant** attacks the gate-town.
- 3 A **frost giant** jarl learns of the entrance to the World Tree within Serpent's Rise. Rather than attack Glorium, he sets out to find the root and use it to conquer untold worlds.
- 4 A **sea hag** in the Sacred Well tells one of the characters they will die at the hand of Gzemnid in five days.



## HOPELESS

**Gate Destination:** Gray Wastes of Hades

**Primary Citizens:** Humanoids

**Ruler:** High Cardinal Thingol

Aptly named, Hopeless is a dreary town with but one entrance: the Screaming Gate, a garish archway of red stone carved in the shape of a howling face. Crimson streaks of chipping paint run from its wide, empty eyes like pained tears on either side of an elongated mouth. It's the only pop of color in the somber town, a spiral of weathered gray buildings in a pit under a perpetually overcast sky.

The residents of Hopeless are a gloomy lot—defeated folk with nowhere else to go and no energy to leave. They dress in drab, monotonous garments devoid of color or fashion, trudging listlessly down the gate-town's single, curling avenue like sewage to a drain. Too despondent to muster emotion, locals are neither friendly nor spiteful—they simply exist. Not surprisingly, they are easily conquered, as was the case when the town's current ruler, a mysterious Humanoid called High Cardinal Thingol, entered the Screaming Gate with a pack of beholders poised to enforce her will. Nicknamed the Maiden of Misery, Thingol floats through Hopeless adorned with an expressionless iron mask and a robe of rattling chains. The unfeeling tyrant's laws change by the day, but her disdain for color and emotion are constant. This joyless executioner compounds the sorrow of her subjects.

Some doubt the High Cardinal's claim that she was once a mage of a dying world, while others spurn the notion that she's mortal at all. Still, a glimmer of hope flickers among the townsfolk, who rebel against the high cardinal and her beholders in small ways while they gather the strength to put up a real fight.

### GATE

The gate-town's only road ends in the center of a pit in a circular courtyard where a bottomless well bubbles with thick, black gunk. Creatures who enter the squelching reservoir, known as the Wishless Well, arise in Hades covered in the sticky tar, which is said to be the same substance from which the ageless baernaloths sculpted the first demodands (both creatures are detailed in *Morte's Planar Parade*).

The gate is prone to overflowing. Oozes, yugoloths, and liquefied demodands gurgle to the surface and pour over its gray stone edge. Notices around the Wishless Well warn townsfolk against tossing coins into the well, which causes it to spurt a jet of inky sludge.

"Let me guess. You're going to dance? Splendid. Be careful not to slip on the ashes. I've never cared for slapstick comedy."

—High Cardinal Thingol



### REGIONAL EFFECTS

The region containing Hopeless's planar gate is influenced by the magic of Hades, creating one or more of the following effects in and around the gate-town:

**Lingering Apathy.** The residents of Hopeless are cheerless and indifferent. Charisma (Performance and Persuasion) checks to influence them are made with disadvantage.

**Wasting Pigments.** Hopeless leeches the color from its inhabitants. Creatures' skin, scales, and fur fade to gray, and nonmagical clothing and equipment exhibit ashen tones.

### NOTEWORTHY SITES

Arranged in a dizzying spiral around a lonely cobblestone avenue, Hopeless is composed of worn, leaden buildings and crooked towers. Visitors who plod down the main road from the Screaming Gate eventually come to the Wishless Well, passing a host of dull establishments selling even duller sundries.

### CASTLE OF BONE

Said to be the quietest—or least depressing—inn in Hopeless, the Castle of Bone is run by Roric With-erblade (neutral good **wight**) and his modest staff of neutral **skeletons**. A Sensate in life, Roric perished in Hopeless while touring the planes, killed by a beholder's death ray for delighting townsfolk with his showy outfit and song. In undeath, he continues to rebel, hoping to overthrow the High Cardinal and her entourage of eleven-eyed tyrants.

On the first floor, Roric's skeleton crew serves unappetizing platters of bland food and chalky mugs of watered-down booze. But beneath the bar lies a Sensate speakeasy: a vibrant, elegant chamber filled with a cornucopia of pleasures banned in Hopeless. Far from the prying eyes of the cardinal's beholders, the townsfolk plot their rebellion and partake in rich food and drink. They are careful not to overindulge, however. Strong emotion causes splotches of color to return to their faces, making them prime targets for the high cardinal's watchful servants.





A BEHOLDER INTERROGATES A TRAVELER AT THE SCREAMING GATE, THE ENTRANCE TO HOPELESS.

## GALLOWS

When townsfolk suspected of crimes aren't disintegrated on the spot, High Cardinal Thingol allows the accused a chance at salvation on an infamous stage called the Gallows. Before their executions, the Maiden of Misery grants criminals the chance to put on the performance of a lifetime. If their display makes her feel an ounce of emotion, the high cardinal vows to set them free. Thus far, she's never had to honor her word. The stage is littered with the ashen remains of disintegrated entertainers.

## TOMDON MANOR

The dead dance in Tomdon Manor, a haunted mansion at the edge of town. The once-elegant three-story villa is in a state of disrepair. Dusty planks cover its broken windows, and shingles dangle from its slumping roof. The estate once belonged to the Tomdon twins, a pair of failed entrepreneurs who risked everything to save their dying business, even their souls. When a sudden and grisly accident claimed both of their lives in one fell swoop, the twins awoke as **wraiths**. They quickly preyed on their household staff, condemning them to serve the manor beyond death as **specters**.

Some nights, the manor comes to life, and music can be heard within. Free from their glum tethers, spirits gather for a supernatural soiree hosted by

the phantom brothers. **Will-o'-wisps** appear on the balconies, tempting curious townsfolk to venture inside, where the Tomdon twins and their staff prepare to feed on the misery of their living guests.

## ADVENTURES IN HOPELESS

The Hopeless Adventures table offers suggestions for encounters and stories in the gate-town.

### HOPELESS ADVENTURES

#### d4 Adventure Hook

- 1 The party is caught red-handed after a mean-spirited **goblin** makeup artist ambushes them with a splash of magic paint. Two **beholders** demand the characters perform at the Gallows or be disintegrated where they stand.
- 2 Commanded by its superiors in Hades, a **nycaloth** bubbles up through the Wishless Well and begins hunting members of the resistance in Hopeless.
- 3 High Cardinal Thingol hires the characters to catch the Jester, a costumed vigilante (**mage**) in possession of a wand that spreads joy.
- 4 A **baernaloth** (see *Morte's Planar Parade*) whispers to the characters through the Wishless Well, offering to trade ancient secrets for the Maiden of Misery's true identity.



# PLAGUE-MORT

**Gate Destination:** Infinite Layers of the Abyss

**Primary Citizens:** Demons and Humanoids

**Ruler:** Archlector Bex

Might and treachery rule in Plague-Mort, an autocratic cesspool teetering on the unhallowed brink of the Abyss. Rotting shacks, crumbling stone edifices, and derelict streets lie in the shadow of a silvery keep atop a gray hill. An imposing fortress of demonic construction, Blightsteel Keep, towers over the broken town that encircles it, separated by a bubbling moat of black ichor. From within its walls, an iron-hoofed tyrant, Archlector Bex (lawful evil **bariaur wanderer**; see *Morte's Planar Parade*), lords over Plague-Mort and its despicable townsfolk, even as they plot against him.

Trust has no place here. The citizens of Plague-Mort are a sinister lot, traitors eagerly awaiting the chance to plunge their daggers into each other's backs. They vie against each other to supplant the archlector, a position prized for its access to demon lords and their dark gifts. The throne's despotic inheritor is doomed to defend the seat from an unending torrent of assassins and usurpers. Their pattern of betrayal has one exception. Periodically, the townsfolk band together to combat the demonic hordes birthed from Plague-Mort's festering gate.

Demon ichor—a malodorous reduction of blood, bodily fluids, and viscera left by slain demons—oozes from Plague-Mort's sewers and chokes local wildlife, transforming fauna into grotesque Fiends that prey on a wretched populace. Disease runs rampant, but those who succumb to illness or infection don't stay dead for long. Undead are a common nuisance, as pox-ridden corpses regularly return to confront their oppressors.

## GATE

Plague-Mort's gate is the Pit, an inky sinkhole that churns within a locked chamber in the archlector's keep. A mangled steel platform extends directly over the Pit, and walls of thick briars surround its swirling edge. A garrison of armored demons, the Hounds, defends the gate and its keep. Once human vassals who lived outside the keep, the Fiends swear tenuous fealty to Archlector Bex so long as he furthers the interests of the Abyss.

"The knife of betrayal is best twisted twice—once in the back and again in the grave. Trust no one, not even the dead."

—Alorio Nightriddle, archlector's adviser



The whims of demon lords creep from the dark well to the ears of the archlector, an unwitting puppet who pines for their power. He does their bidding, and in turn, the Pit whispers the names of mutinous townsfolk and other rising threats. Known dissenters are marched up the platform and cast into the noxious void. Moments later, the Pit belches up a demon to serve in the ranks of the Hounds.

## DEMONIC INCURSIONS

At any moment, a horde of demons could spill from the Pit and stain Plague-Mort's streets with chaos and bloodshed. Though these recurring events are largely unpredictable, many believe the demonic incursions are punishment for holiness within the town. Kindness and piety are met with hostility and horror, and townsfolk overwhelmingly view missionaries of good-aligned deities as ill omens that must be wrangled and pitched into the Pit.

## REGIONAL EFFECTS

The region containing Plague-Mort's planar gate is influenced by the magic of the Abyss, creating one or more of the following effects in and around the gate-town:

**Demon Ichor.** Demon ichor pollutes nearby water sources. Local wildlife that come into direct contact with the unholy gunk acquire demonic attributes, such as multiple heads, leathery wings, or writhing tentacles.

**Persistent Pestilence.** Residents of Plague-Mort display various symptoms of supernatural illness. Townsfolk have sickly complexions and commonly cough up flies or wipe ichor from their dribbling noses.

**Undead Townsfolk.** Dead townsfolk periodically return as skeletons, zombies, and revenants.

## NOTEWORTHY SITES

Plague-Mort is a bleak town of cobblestone streets and simple buildings clustered around a colorless hill. Cursed farmlands lie beyond the town.

## BLIGHTSTEEL KEEP

The archlector rules from an unyielding steel fortress on a barren hilltop. A moat of demon ichor surrounds the ash-gray hill, polluted by countless demons who gleefully bathe in the foul sludge. Living gargoyles adorn Blightsteel Keep's metallic eaves, and bloodthirsty demons roam its luxurious halls in service to Archlector Bex.

Bex's second-in-command is the sniveling Alorio Nightriddle (chaotic evil, human **mage**). Alorio acts as Bex's distrusted adviser and maintains the keep and its staff. It's an open secret that Alorio covets the throne, but he isn't above groveling to support his illusion of loyalty.



A GRIM FORTRESS, BLIGHTSTEEL KEEP, LOOMS OVER THE DEMON-INFESTED TOWN OF PLAGUE-MORT.



Plague-Mort isn't the first town founded on the gaping maw of the Abyss, and it won't be the last. In years past, the Pit has expanded suddenly and without warning, swallowing the town and its inhabitants into one of the plane's infinite layers. Each time, however, Blightsteel Keep remains, stubborn and eternal.

### OUTLYING FARMS

The gate-town's desecrated farmlands lie at the edge of town. Given the gate-town's steady supply of corpses, some macabre farmers fertilize their crops with the dead. Bountiful harvests sprout from crooked stalks in forlorn farmlands, their red fruits plump, juicy, and delicious. However, some crops are marked by wrinkled, blood-hued pustules that burst and spoil adjacent harvests if not pruned in time. If allowed to seep into the soil, the pustules' liquid causes buried corpses to rise as hostile Undead. The cursed blight goads farmers to wade into the stalks and reap what they sow.

### RAZED ALTAR

Believed to have once been a temple to a god of learning, Plague-Mort's abandoned cathedral has become a monument to malice: the Razed Altar. Vindictive townsfolk gather in its shattered stained-glass halls to plot against the archlector and trade cursed items.

## ADVENTURES IN PLAGUE-MORT

The Plague-Mort Adventures table offers suggestions for encounters and stories involving the gate-town.

### PLAGUE-MORT ADVENTURES

#### d4 Adventure Hook

- 1 Disguised as a cleric of a sun god, a **deva** from Excelsior begins proselytizing among hopeful townsfolk in secret. Archlector Bex commands the characters to capture the missionary and deliver them to the Pit.
- 2 A farmer pays the characters to prune a patch of pustules from a field before the harvest is spoiled. Dozens of **zombies** lurk within the maze of stalks.
- 3 Armed with a forked spear, the vindictive Martari Mayhem (lawful evil, tiefling **gladiator**) plans to storm Blightsteel Keep. At the Razed Altar, she hires the characters to infiltrate the stronghold and report on its defenses.
- 4 Alorio Nightriddle (chaotic evil, human **mage**) invites the characters to a clandestine meeting at A Pinch of Salt, a rundown tavern with a **glabrezu** proprietor. Alorio wants their help to oust the archlector.



## RIBCAGE

**Gate Destination:** Nine Hells of Baator

**Primary Citizens:** Devils and Humanoids

**Ruler:** Duchess Zelza Zurkbane

Ribcage is the blackened heart of the Vale of the Spine, a jagged range of barren mountains whose peaks curve inward around a smoldering valley. Iron walls encircle the fortified town, and two rows of cracked, dry spires of rock curl over its arid sky—the earthen ribs from which the gate-town derives its name. Ribcage's menacing, arched gates, festooned with wings like those of a bat and forged from infernal steel, allude to the power of the Lords of the Nine Hells.

Bound to the Nine Hells and its rigid hierarchy of backstabbing Fiends, Ribcage obeys a strict but mobile caste system. Stratified by morality, residents climb the rungs of society through guile, treachery, and devilish deals to obtain power at any cost. As a result, the town's lowliest paupers exhibit redeemable qualities, while the nobility are all but soulless—vile individuals who spend their days in decadence until their infernal pacts come due.

To prevent the gate-town from becoming so evil that it experiences a cosmic realignment, Duchess Zelza Zurkbane (lawful evil **succubus**) and her senators have enacted a policy limiting the number of devils in Ribcage. A succubus in a suit and tie, Duchess Zurkbane masquerades as a tiefling arbiter. Severed unicorn horns support the soles of her clacking obsidian heels, and her briefcase—a subservient **mimic**—snaps open to reveal a drooling maw of jagged teeth. Her Excellency rarely shows her true form and keeps her abilities secret, preferring to drain her victims through legal proceedings and blackmail. Duchess Zurkbane wants nothing more than to plunge Ribcage into the Nine Hells and expects the Lords of the Nine will reward her for the accomplishment.

### GATE

A column of roaring red flame swirls within the Citadel of Cinders, a walled structure in the center of town. Surrounded by silvery ash—said to be all that remains of those who challenged archdevils and lost—the fiery pillar transports entrants to the desolate wastelands of Avernus, the war-torn first layer of the Nine Hells. Clever Fiends and mages can change the gate's destination, warping the pillar into an icy mirror that leads to the glacial layer of Cania or a noxious cloud leading to the rotting bog of Minauros. Only Asmodeus, Archduke of Nessus, can link the pillar to the lowest layer of the Nine Hells.

In addition to the obsidian walls that surround the citadel, a garrison of devils defends Ribcage's gate. In times of invasion or other wide-scale conflicts, the duchess can beseech Avernus to deploy infernal armies and weapons of war through the portal.

### REGIONAL EFFECTS

The region containing Ribcage's planar gate is influenced by the magic of the Nine Hells, creating one or more of the following effects in and around the gate-town:

**Diabolical Surveillance.** Fiendish, yellow eyes peer through windows, pools, and other reflective surfaces to judge citizens of Ribcage. Meanwhile, the duchess and her senators can listen in on any *message* and *sending* spells cast within Ribcage, occasionally intercepting them.

**Insatiable Greed.** Creatures in or near the gate-town crave power in all its forms, but their accomplishments are never enough. Thirsts for dominance are never quenched in the desiccated valley, where each victory feels hollower than the last.

### NOTEWORTHY SITES

Ribcage consists of five districts clustered around the Citadel of Cinders. Buildings are constructed from iron or hewn from sharp stones, with size and ornamentation varying by wealth and social status. The town's five senators preside over one district each.

#### BLEEDING HORN

Like molten blood, red-hot lava pours from a stony rib into the taproom of the Bleeding Horn, a devil-owned tavern located in one of Ribcage's wealthier districts. The duchess and her senators tolerate its proprietor, an **ice devil** named Sparax who helps dry-tongued locals quench their thirst with chilled cocktails. The heat from the glowing lava fall behind the bar keeps drink orders coming. Loose-lipped nobles regularly spill secrets and rumors to Sparax, who always keeps one antenna to the ground.

#### CITADEL OF CINDERS

A walled, ebony fortress rests on a dusty crag in the center of town. Considered Ribcage's exclusive sixth district, the Citadel of Cinders is the gate-town's seat of law and corruption. Here, Duchess Zurkbane's senators—an easily manipulated quintet of bloated, self-important sycophants—help her maintain the illusion of a just government.

"Who needs an iron fist when you have a contract?"

—Duchess Zelza Zurkbane







DEVILS RULE THE BRIMSTONE SKIES ABOVE RIBCAGE, A TREACHEROUS TOWN CHAINED TO THE NINE HELLS OF BAATOR.

An iron statue of Duchess Zurkbane stands in the citadel's courtyard, holding aloft a pair of burning scales. Behind it lies the Court of Cinders, an ornate house of law where devil magistrates administer justice on behalf of the diabolical courts of the Nine Hells. Their jurisdiction is loosely defined, however, and creatures that break laws elsewhere in the Outlands sometimes wind up in the Court of Cinders due to fine print in devil-authored legal codes.

#### GYMNASIUM OF STEAM

Located just outside the town walls, the Gymnasium of Steam provides respite to weary travelers who have business in Ribcage but want to avoid the duchess and her oligarchs. The resort leverages a network of scalding geysers and terraced volcanic springs to create a paradise of steam rooms, saunas, and luxurious baths. Nobles schmooze with mercenaries and sellswords in the gymnasium's humid, ruby-tiled chambers, plotting the demise or demotion of their neighbors. Meanwhile, invisible **imps** spy on the resort's patrons on behalf of high-ranking devils, gleaning the visitors' deepest secrets when their guards are lowered.

## ADVENTURES IN RIBCAGE

The Ribcage Adventures table offers suggestions for encounters and stories in the gate-town.

### RIBCAGE ADVENTURES

#### d4 Adventure Hook

- 1 One of the character's loved ones pledges their soul in an infernal contract. To win it back, the party must argue their case before a **pit fiend** judge in the Court of Cinders.
- 2 Commanded by a fallen angel (lawful evil **planetar**) who runs a rival tavern, a gaggle of **imps** begins vandalizing the Bleeding Horn. The **ice devil** Sparax pays characters to deal with the situation.
- 3 Thalamra Vanthampur, a deceased duke of Baldur's Gate, claws her way out of the depths of Avernus and emerges in Ribcage as a **death knight**. A vengeful conqueror, she calls on the characters to help topple Duchess Zurkbane and her cronies.
- 4 Duchess Zurkbane hires the characters to capture a supposedly dangerous criminal, who turns out to be an innocent **commoner** who saw Zurkbane's true form.



# RIGUS

**Gate Destination:** Infinite Battlefield of Acheron

**Primary Citizens:** Humanoids

**Rulers:** The Crown Generals

Generals stoke the fires of war in Rigus, a permanent military encampment linked to a plane of battle and bloodshed. Constructed in tiers on a fortified hill, Rigus is a monument to military strength. Eight octagonal iron walls, menacing and impenetrable, divide the town into seven stacked rings festooned with banners of war. Advanced siege weapons are anchored to their angular battlements. Soldiers rise at the crack of dawn to the punctual call of brass horns, filling the gate-town's tented circuits with the drum of marching boots and cadence calls sung by warriors honing their bodies for an unending war.

Rigus follows a strict military hierarchy in which everyone has a rank. Commoners and green recruits come in as privates, the lowest designation in the gate-town save for prisoners of war. Their arms tire from saluting their superiors and thankless, menial work. Citizens are expected to comply with orders from commanding officers, who don't tolerate disobedience lightly. With time and dedication, ambitious cadets can graduate to respected positions. Accomplished adventurers quickly ascend the ladder, but unproven visitors—called “slates” after the blank, chalk-white badges they wear within the town—are paid little attention.

The six Crown Generals are the top brass in Rigus. Seasoned tacticians with centuries of battlefield experience between them, they command the armies of nations. Among them is General Braahg (lawful neutral **hobgoblin warlord**), a broad-shouldered, gray-haired commander from the world of Toril. Clad in crimson plate, the general pays homage to the Red Knight, a god of strategy whom he reveres. Deep down, Braahg hates war and all its destruction. Stern and contemplative, he moves the pawns in his war tent with deliberation, knowing each toppled piece represents thousands of casualties. The pensive general harbors many secrets, the darkest of which can end entire worlds. Braahg's disdain for the conflict he oversees is counter to the gate-town's warlike nature and tempers Rigus just enough to keep it in the Outlands.

“Congratulations, slate! You've been enlisted in regiment 231. Take this mop and report to the second ring for latrine duty. Then, you're headed to the front lines. Casualties are high, but so are the opportunities for promotion.”

—Koldrel, gate greeter



## GATE

The gate to Acheron rests in a spacious hangar deep beneath the tiered hill. In addition to natural underground tunnels, the chamber has two main entrances. One is a mile-long, wrought-iron staircase located in the gate-town's highest district: the Crown. The other lies in plain sight—a massive, octagonal elevator that comprises Rigus's penultimate ring. The platform responds only to the Crown Generals, who can lower the district—along with armies and weapons of war—to the gate chamber.

Nicknamed the Lion's Gate, the portal looks like an enormous feline eye within an arch of bones, a gaseous curtain bisected by a roaring black stripe.

## REGIONAL EFFECTS

The region containing Rigus's planar gate is influenced by the magic of Acheron, creating one or more of the following effects in and around the gate-town:

**Pulling Rank.** Creatures in Rigus have advantage on Charisma (Intimidation) checks made to influence a creature of a lower rank. These creatures have disadvantage on Charisma (Intimidation) checks made to influence a creature of a higher rank.

**Regimented Populace.** Creatures in Rigus are marked with a magical symbol denoting their rank and station. At the DM's discretion, nonsapient creatures, such as certain Beasts or Plants, might not have a rank.

## NOTEWORTHY SITES

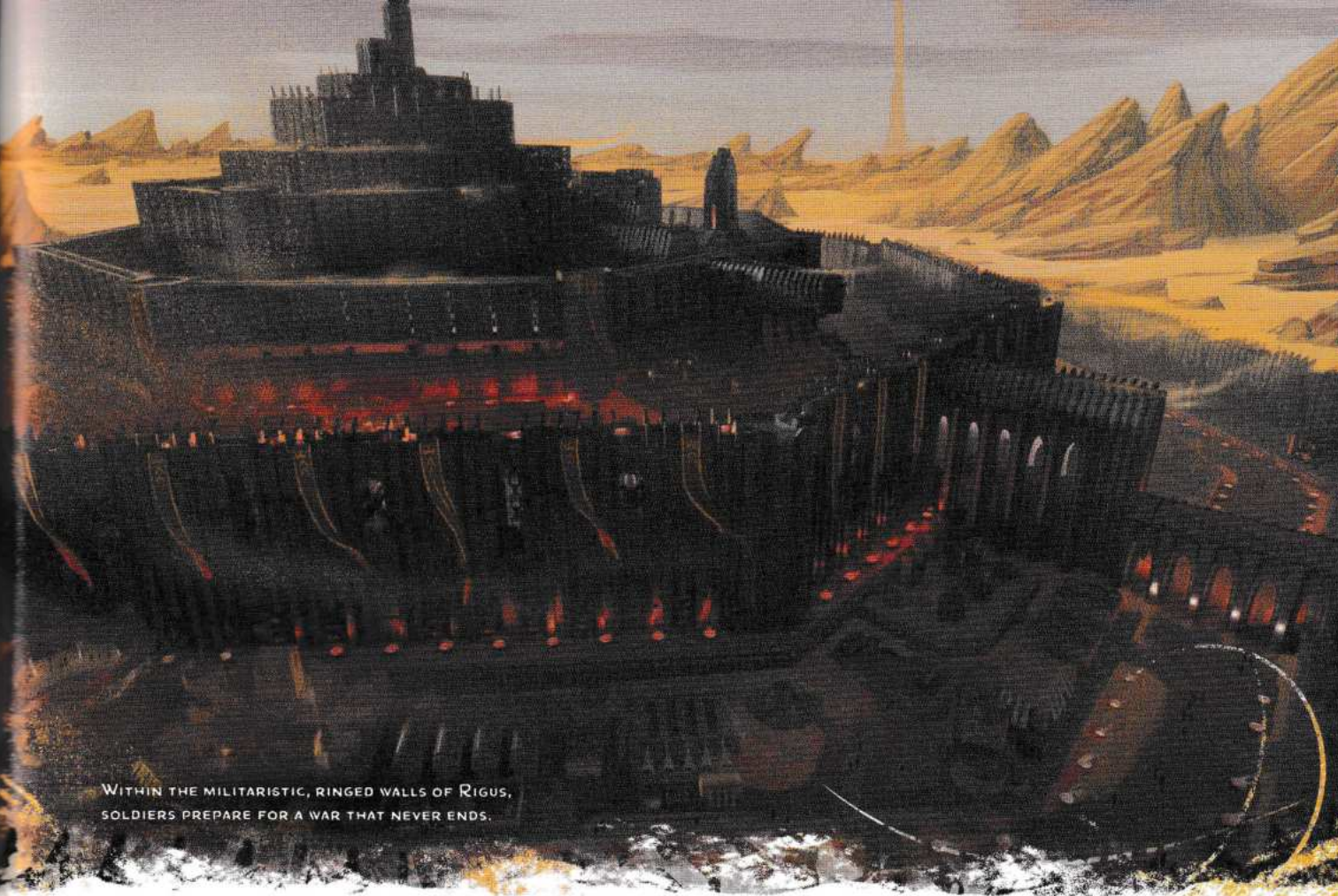
Rigus is a fortified hill divided into seven districts, separated by thick iron walls and stratified by height. Tents, military buildings, and training camps line its ringed districts, overseen by guard towers equipped with siege weapons.

## BUNKERS

Rigus largely forgoes inns and taverns in favor of its bunkers, an underground complex of barracks and mess halls connected to all but the gate-town's topmost ring. While there's plenty of room to quarter soldiers above ground, generals find the cramped tunnel conditions foster more aggressive warriors. Life in the bunkers is mandatory for the gate-town's rank and file, but visitors typically prefer to stay at the Broken Slate, an enduring surface tavern.

In addition to housing, the bunkers contain the gate-town's armory and vehicle-storage facilities, as well as secluded administrative chambers where officials negotiate and strategize. Fetchtatter—a contemptible **arcaneloth** loyal to Bel, a former arch-devil—frequents the bunkers. He acts as an infernal arms broker, selling war machines to the Crown Generals of Rigus.





WITHIN THE MILITARISTIC, RINGED WALLS OF RIGUS, SOLDIERS PREPARE FOR A WAR THAT NEVER ENDS.

## CROWN

While everyday soldiers are buried and honored in the Final Procession (detailed below), the generals of Acheron are entombed in the mausoleums of the Crown, Rigus's dignified topmost ring. While some Crown Generals are content to enjoy the early retirement that death brings, others refuse to rest, joining a shadowy cabal of Undead warriors. Reborn as ghosts, liches, and mummy lords, they guide the Crown Generals from beyond the grave. The most feared and respected among them is the **death knight** Nagaro, a former paladin from the world of Krynn who severed her oath in her pursuit of conquest. While the strategies of other Undead generals in her company have grown stale with their desiccation, General Nagaro remains as sharp and ruthless as ever.

## FINAL PROCESSION

A monument of reflection amid a hungry machine of death, the Final Procession is dedicated to the countless lives sacrificed in conflicts across the multiverse. The memorial consists of upright sepulchres and tall, granite steles engraved with the names of fallen heroes. History is written by the victors, however, who don't always respect their enemies, no matter how brave or honorable those foes might have been.

The Final Procession is also a place of ceremony. Generals frequently award medals of bravery to valiant souls, whether living or dead, before an audience of their comrades at the memorial.

## ADVENTURES IN RIGUS

The Rigus Adventures table offers suggestions for encounters and stories in the gate-town.

### RIGUS ADVENTURES

#### d4 Adventure Hook

- 1 The **arcanaloth** Fetchtatter pays the characters to steal an infernal war machine from Ribcage so it can be sold to a general in Rigus.
- 2 The avatar of an evil deity of war (use the **planar incarnate** [Fiend form] stat block from *Morte's Planar Parade*) emerges from the Lion's Gate to destroy Rigus.
- 3 A **mummy lord** in the Crown commands General Braahg to implement an outdated strategy. Risking treason, the hobgoblin hires the characters to lay his superior to rest.
- 4 The **ghost** of a fallen warrior asks the party to investigate why their name isn't on the Final Procession. The culprit is a petty Crown General who took credit for the warrior's heroism.



## SYLVANIA

**Gate Destination:** Olympian Glades of Arborea

**Primary Citizens:** Fey and Humanoids

**Ruler:** The Seven Spiritors

Sylvania is a nonstop party, a boisterous glade that thrums with revelry at all hours. Elves and hobgoblins dance together in glittering patches of magical light, serenaded by singing harpies and the drum of satyr hooves on hollow stumps. Locals treat every visitor like the celebration is just for them, adorning each guest's head with a flower crown and fashioning them garments in theme with the current festival, which changes by the day.

The gate-town's buildings are enchanting structures intertwined with the forest around them. Toadstools sprout from the mossy roofs of squat hill homes, and tiered, open-air ballrooms soar into the sky on the alabaster branches of wise, old sycamores.

The Seven Spiritors, eidolons of revelry from the plane of Arborea, govern the gate-town. Neither living nor dead, these eternal beings act as Sylvania's party planners, peacekeepers, and gracious hosts. Virtues of celebration, the Spiritors are manifestations of nostalgia, passion, and relaxation, among other things. They have no known physical forms, instead preferring to roister along in commandeered vessels, such as willing party guests, animated statues, or meticulously trimmed topiary hedges.

Mystified by a panoply of delights, partygoers sometimes become prime targets for malevolent forces. Hags and other Fey lure gullible celebrants to eerie cottages. Other guests become so lost in the celebrations they never leave, stupefied in an unshakable trance of numb ecstasy.

### GATE

The gate to Arborea rests in the dense forest that encircles Sylvania. The woods nearest the town are jovial and bright, but farther out, they fill with darkness, mystery, and even violence. Unlike the portals in most other gate-towns, Sylvania's portal moves through the forest on a whim, opening in an aged tree hollow one day and a circle of stones the next. The Seven Spiritors always know the gate's current location, but the portal never stays there for long.

"Hey, everybody, watch this!"

—Dewie Doubledare (may he rest in peace)



### REGIONAL EFFECTS

The region containing Sylvania's planar gate is influenced by the magic of Arborea, creating one or more of the following effects in and around the gate-town:

**Guest of Honor.** Everyone in Sylvania knows each other's preferred name. Creatures that have never met recall small tidbits about each other like old acquaintances. This effect doesn't pierce magical disguises or false identities.

**Life of the Party.** Music and merriment pervade the town. Flowers and trees bob to the beat, and small birds and sentient teakettles whistle jaunty tunes.

**Natural Remedy.** Sylvania wards its guests from the negative effects of overindulgence. Creatures have advantage on saving throws against the poisoned condition.

### NOTEWORTHY SITES

Scent and sound are handy guides in Sylvania, a rustic hodgepodge of architectural styles joined by winding footpaths and noisy parades. Establishments are caricatures of the splendors within, from the bubbling chimneys of kettle-shaped teahouses to macabre ballrooms in the boughs of decaying pines.

#### GOODBERRY GROVE

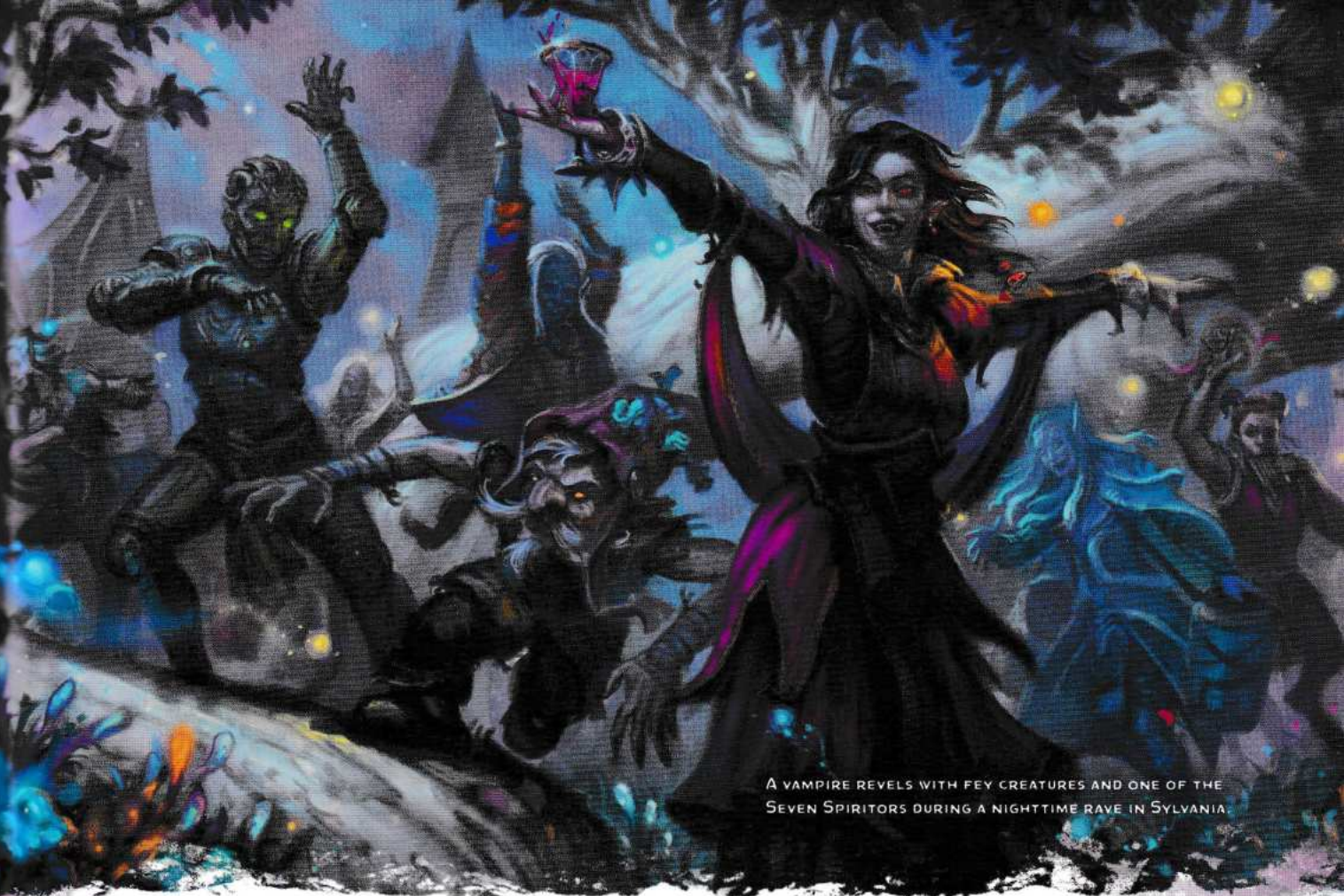
Celebrations start small in Goodberry Grove. The idyllic thicket of charming shrubs abounds with nourishing berries produced by primal magic each dawn. Nestled amid the speckled shrubberies and vivid toadstools is Ewrendar, a pixie kingdom ruled by King Ewren III (chaotic neutral **pixie**), the Party Pixie. A miniature monarchy, Ewrendar crowns its leader based on how hard they can party in a tournament of unhinged jubilation.

#### WIDOW'S HENGE

Deep in Sylvania's woods, a secluded arrangement of eight ancient menhirs looms over a silent clearing. Worn by time, the standing stones' inscriptions are inscrutable to wandering partygoers. Some believe the monument was once a cage for the Seven Spiritors or a prison for the ruler who preceded them. Others claim the monoliths denote a site for druidic rituals to an unknown nature god.

Not long ago, one of the stones collapsed inward, causing the entire forest to shudder. For a moment, the party stopped, its music briefly replaced by an ominous whisper heard by all. Locals quickly shrugged off the event and resumed the festivities, but since then, strange, sumptuous feasts have appeared on the toppled stone, covered end to end like a table of pale, calcified rock. Birds and woodland creatures avoid the lifeless site. Wayward travelers who partake of its temptations are never seen again.





A VAMPIRE REVELS WITH FEY CREATURES AND ONE OF THE SEVEN SPIRITORS DURING A NIGHTTIME RAVE IN SYLVANIA.

## YEARNING TIMBERS

The Yearning Timbers are the perfect party venue, a gaudy event hall carved from an enormous banyan tree that was once an elven temple. The hall's branches are graceful and pearl white, interlacing into bridges and pointed, symmetrical archways. Magic blankets the tree, allowing the Seven Spiritors to rearrange it to suit a variety of themes, right down to the weather: springtime garden parties lush with gossip and savory hors d'oeuvres, romantic balls beneath cascading autumn leaves, and psychedelic raves illuminated by glowing fungi.

To keep each celebration fresh, the Seven Spiritors maintain a constantly evolving list of special guests, renowned and infamous entities from across the multiverse. Many gods are invited to the Yearning Timbers, but few attend. Particularly polite deities, such as the drow god Eilistraee, send proxies to express their regrets. Only gods who love a good shindig—like Alobal Lorfiril, elven god of revelry and mirth—regularly accept. Clout-chasing empyreans routinely appear, eager to gain new followers or quench their foul moods. Party crashers are a common nuisance.

A nocturnal club nicknamed the Afterparty resides beneath the tree's roots. It's a who's who of Undead—liches, vampire lords, and skeletal folk of

all shapes and sizes. Jergal, the apathetic former Lord of the End of Everything, regularly challenges visitors to a game of skull bocce. Legend has it he's been defeated only once.

## ADVENTURES IN SYLVANIA

The Sylvania Adventures table offers suggestions for encounters and stories in the gate-town.

### SYLVANIA ADVENTURES

#### d4 Adventure Hook

- 1 A **vampire** bachelorette invites the characters to a costumed ball at the Yearning Timbers, hoping to enlist their help in choosing her next partner.
- 2 A jolly halfling invites the characters to a tea party at their woodland cottage. The halfling is actually a **green hag** intent on eating her guests.
- 3 A **blink dog** gobbles up King Ewren III. As the kingdom descends into chaos, a **pixie** messenger asks the characters to help determine the next monarch.
- 4 One of the Seven Spiritors (use the **ghost** stat block) possesses a **satyr** and involves the characters in a scandal that must be remedied.



# TORCH

**Gate Destination:** Bleak Eternity of Gehenna

**Primary Citizens:** Humanoids and yugoloths

**Ruler:** The Family

Torch is a den of thieves built on the slopes of three volcanic spires that rise from a blood-red marsh. Formed from hardened molten rock, the pillars alternate in spewing blazing streams of pyrophoric gas, providing light and heat to the town.

Clustered buildings retreat from the pestilent swamp, climbing each spire to its steep, walled-off heights. Notorious kingpins, brazen embezzlers, and brooding criminal masterminds look down on petty larcenists from their towering hideouts, but danger still looms even for those at the top. Without warning, the hollow peaks erupt with sporadic jets of lava and flaming rockslides, or as the locals say, "trouble above, trouble below."

The people of Torch are crooked, greedy, and cruel. Townsfolk eye each other with suspicion as they pass through the sloped alleys, clutching their purses in one hand and brandishing cautionary blades in the other. Grifters, bullies, and bandits serve as minions for Torch's numerous criminal syndicates, seedy organizations preoccupied with robbing each other and destroying rival guilds.

The gate-town is controlled by the Family, a tenebrous inner circle of crime bosses who enforce some semblance of honor among the thieves of Torch. Admission into the Family is by invite only. The full roster of members is shrouded in secrecy, as are the venues for their conclaves. Even so, some names in Torch carry more weight than others, and locals can't help but speculate about such folk's involvement in the town's hidden oligarchy.

## GATE

Like a bloodshot eye gazing over the Outlands or a scarlet gemstone begging to be plucked from the sky, the gate to Gehenna floats a hundred feet above the walled upper slopes of Torch's middle spire, Maygel. The portal is difficult to reach without flight, but some ambitious creatures attempt the perilous climb to Maygel's highest point, a caustic precipice wracked by acrid fumes that ignite on exposure to the atmosphere. From there, it's a leap of faith.

## OLD GOLDBELLY

A decrepit **ancient red dragon**, Old Goldbelly, slumbers in the fires of Maygel, his rumbling snores heard within the lambent pillar. An ill-tempered miser, the cranky wyrm wakes only to add to his hoard. Those who offer payment at his shrine, a

"There's nothing more valuable than identity. Riches, once stolen, can be recouped, but reputations can be ruined beyond repair. Steal a name, and you steal everything it owns."

—The Mirrored Man, Leader of the Lookalikes



gilded bowl near the spire's peak, can petition Old Goldbelly to ferry them to the gate. However, those who disturb him with paltry sums risk his ire.

## REGIONAL EFFECTS

The region containing Torch's planar gate is influenced by the magic of Gehenna, creating one or more of the following effects in and around the gate-town:

**Bottomless Greed.** Equipment and lifestyle expenses in Torch are twice their normal cost.

**Lure of Avarice.** Visible coinage, jewelry, and magic items in Torch entice nearby creatures with faint, unintelligible whispers. The more valuable the item, the louder the whispers become.

## NOTEWORTHY SITES

Torch is divided among its three volcanic pillars—Dohin, Karal, and Maygel—after which its districts are named. High walls along the top of each spire separate the rich from the riffraff, and two huge iron bridges connect Maygel to Dohin and Karal. Each district is divided into an upper and lower subdistrict. The gaudy buildings along the upper slopes are typically constructed from stone or metal, while the moldy piers of Torch's lowest districts feature glassless windows and rotten, waterlogged planks.

## BANK OF ABBATHOR

Headquartered in the city of Sigil, the Bank of Abbathor (detailed in chapter 2) services customers across the planes. Account holders can visit a branch of the respected financial institution in the Outlands, just spireward of the bridge in Upper Dohin, but they might not like what they see.

The Bank of Abbathor in Torch is a cesspool of white-collar crime. Fraud, money laundering, and forgery run rampant within the once-shining branch, whose crumbling roof collapsed long ago. Pummeled and melted by fiery rockslides, the statue of Abbathor in the lobby is hardly recognizable. The bank's original tellers are gone, replaced by profiteers who skim a few coins off every transaction. They don't keep their ill-gotten gains for long, however. The branch gets robbed at least once a week.





DAY AND NIGHT, TORCH'S THREE VOLCANIC SPIRES BELCH FIRE AND SMOKE, GIVING THE GATE-TOWN ITS NAME.

### BLOODIED MARSH

A sanguine marsh festers at Torch's lowest point. Sickly yugoloths row along its malodorous waters, reveling in the death and disease they bring. Like a seeping wound, the marsh engulfs the lower city in crimson murk, transforming it into a temporary playground for a slaad colony that dwells elsewhere in the bog. Residents exposed to the floods often fall ill, stricken with curses and supernatural plague if they aren't dragged away by croaking Aberrations.

### GANG HIDEOUTS

Criminal organizations are plentiful in Torch. Their skeezy hideouts—ruled by monstrous ring-leaders and their lieutenants—occupy the town's three spires.

The following gangs, among others, are headquartered in Torch:

**The Lookalikes** are a group of shapeshifting identity thieves led by an elusive **doppelganger** called the Mirrored Man. The group holes up in a wax museum in Lower Maygel.

**The Severed Hands** are a procession of grave robbers who collect hands from the corpses they plunder. Tricksters and charlatans, they masquerade as humble priests, swapping their robes for shovels come nightfall. The group gathers its spoils in a run-down temple in Lower Dohin.

**The Stolen Glance** is a society of fences and curators overseen by a callous, chain-smoking **medusa** named Zephesta. The group deals in precious art objects from an illegal gallery in Lower Karal.

## ADVENTURES IN TORCH

The Torch Adventures table offers suggestions for encounters and stories in the gate-town.

### TORCH ADVENTURES

#### d4 Adventure Hook

- 1 When a buyer stiffes the Stolen Glance, Zephesta hires the characters to collect the debt and "rough him up a little bit." She fails to mention the buyer is a **cloud giant**.
- 2 A **death tyrant** claiming to be the deceased founder of the Xanathar's Guild on Toril hires the party to obtain an invitation to the Family on its behalf—or be destroyed.
- 3 The Bank of Abbathor hires the characters as security. The very same day, two **maelephants** (see *Morte's Planar Parade*) attempt to rob the bank.
- 4 **Doppelgangers** in the Lookalikes gang take on the characters' appearances and go on a crime spree, creating problems for the party at multiple locations.



# TRADEGATE

**Gate Destination:** Twin Paradises of Bytopia

**Primary Citizens:** Humanoids

**Ruler:** The Five Star Guild

A hub of ethical trade, the gate-town to Bytopia brings a slice of Sigil's sprawling markets to the Outer Planes without the breakneck pace or cutthroat competition of that multiversal hub. Tradegate is a town of industrious laborers and gentle traders, buzzy plazas and quaint boutiques, and quiet crafts and wild inventions.

Tradegate's citizens are upright, productive, and optimistic. Dwarves and gnomes abound in the star-shaped town, acting as builders, merchants, and tinkers who aren't strangers to the daily grind. Under the guidance of the Five Star Guild—a council of entrepreneurs, innovators, and representatives from the town mint—Tradegate has risen to a mercantile powerhouse at the center of the Great Wheel.

Coinage from across the multiverse flows through Tradegate. The gate-town simplifies market exchanges by minting its own currency, a magnetic cobalt coin known as a lodestar. The lodestar has become a standard currency accepted in transactions throughout the Outlands. However, the currency isn't as stable as its prevalence suggests.

Due to its reputation for economic prosperity, Tradegate has become the target of raids, the worst of which is a recurring group of treasure-hungry xorn. Periodically, the voracious Elementals surface in the town, destroying buildings and devouring the town's plentiful reserves. Nevertheless, Tradegate's stout-hearted folk remain undeterred, hastily rebuilding demolished businesses.

## GATE

Visitors struggle to locate the gate to Bytopia, a living portal that appears as a bearded bariaur called the Trade Master. His long, recurved horns are easy to spot, gilded appendages embellished with dangling coins from across the multiverse. Rumored to be an incarnation of a deity of commerce or a planar manifestation of trade itself, the Trade Master appears as a **bariaur wanderer** (see *Morte's Planar Parade*) who can cast the *gate* spell at will, requiring no material components.

"Come on down to Forbi's Fixers, located across from Doze Choose in the Everything Emporium! Apply just one coat of our award-winning fixin' Polish, and your armor will be shinier than a modron's backside."

—Forbi Figglemendle, Tradegate entrepreneur



Entrants must barter with the Trade Master to enter Bytopia. The many-horned bariaur knows everything an interested traveler owns down to the last coin, including abstract holdings and objects of sentimental value—memories, keepsakes, and songs. The Trade Master's price is high but fair, tailored to the individual's wealth. Those who attempt to swindle the Trade Master or threaten their way into Bytopia might be banished to some remote plane with a stamp of the bariaur's hoof.

## REGIONAL EFFECTS

The region containing Tradegate's planar gate is influenced by the magic of Bytopia, creating one or more of the following effects in and around the gate-town:

**Crafty Town.** The time and cost required to craft nonmagical objects, such as adventuring equipment, are halved in Tradegate.

**Resilient Production.** Damaged buildings, roads, and structures in Tradegate are repaired by its populace within 1d10 days.

## NOTEWORTHY SITES

Shaped like a star, Tradegate has five triangular districts, separated by industry and arranged around a pentagonal plaza of shops called the Everything Emporium. Creativity shines in the open-air marketplace, a break from the unfussy designs and gray-stone warehouses that make up much of the town.

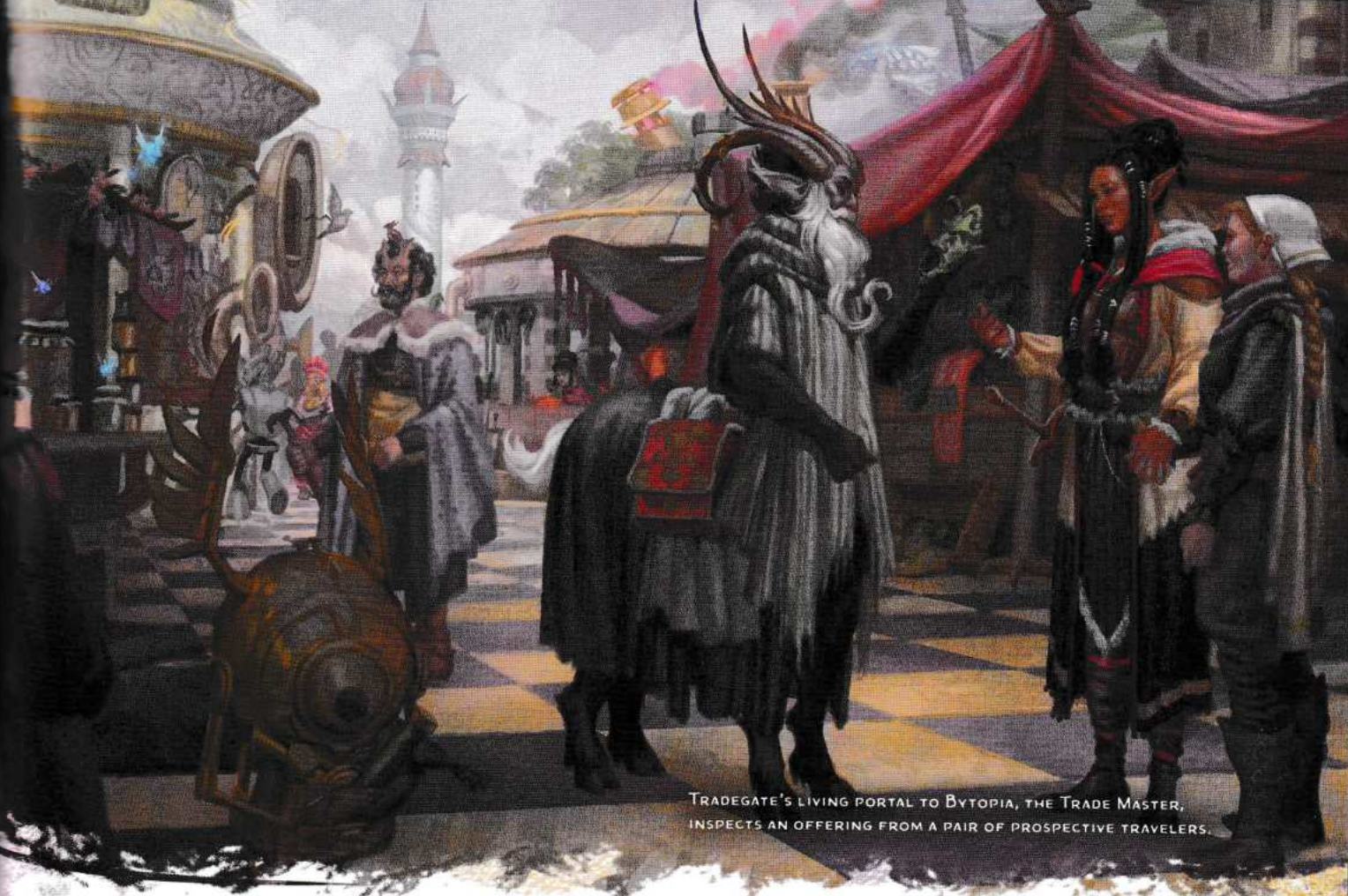
## EVERYTHING EMPORIUM

Built on a checkered pattern of glittering gold-and-violet tiles, the Everything Emporium is Tradegate's main attraction. The emporium features extraordinary wares from every corner of the planes, but despite the ever-present crowds, shoppers remain unusually polite. Buyers form orderly lines around businesses, which range from quaint curiosity shops with niche gnomish appliances to squat dwarven forges with their bellowing furnaces. No one shoves their way to the front of a queue, and no illegal market awaits contrabandists after sundown. Theft is rare, though guards are still present in the form of awakened Bytopian trees and lawful Celestials who know a lie when they hear one.

## MANYROADS'S MAPS

The Outlands' most renowned cartographer is Melvin Manyroads, an energetic conjurer (chaotic good, gnome **mage**) who dwells in a turquoise tower with a marigold roof. Peppy and loquacious, he roams the planes for weeks at a time, intent on charting every square inch of the multiverse. He funds his explorations by selling maps to fellow wanderers and adventurers, as well as the occasional tourist.





TRADEGATE'S LIVING PORTAL TO BYTOPIA, THE TRADE MASTER, INSPECTS AN OFFERING FROM A PAIR OF PROSPECTIVE TRAVELERS.

Melvin's maps aren't always cheap—or accurate, for that matter—but his atlas is brimming at the seams. The hospitable gnome claims to have mapped hundreds of locations throughout the planes, including many of the gate-towns. Melvin offers discounts on older maps, but some of his earliest depictions are little more than interesting shapes with crude annotations.

Throughout his travels, Melvin has earned many enemies, having trespassed in the lairs of demon lords and hoodwinked gods to survey their domains. When he needs to skip town, the slippery cartographer collapses his tower into a magical map tube, slings it on his back, and sets up shop elsewhere.

### TRADEMILL MINT

Unless they plan to barter with locals, visitors should stop at the Trademill Mint, a high-security building where Tradegate produces its currency. Run by a board of trustees consisting mainly of financially inclined dwarves, the mint is a cobalt fortress where traders can exchange virtually anything for its worth in lodestars.

The Trademill Mint's most senior board member—a nervous, monocled economist named Erasmus Astralbeard (neutral, dwarf **noble**)—is the source of the town's recent troubles. Not long ago, when Tradegate was overflowing with coin,

Erasmus secretly opened a portal to the Elemental Plane of Earth, introducing an aggressive group of xorn to the Outlands in hopes of counterbalancing Tradegate's then-abundant wealth. However, the xorn's greed proved insatiable, and the Elementals continue to sack the town for all it's worth.

## ADVENTURES IN TRADEGATE

The Tradegate Adventures table offers suggestions for encounters and stories in the gate-town.

### TRADEGATE ADVENTURES

#### d4 Adventure Hook

- 1 While the characters are shopping, several hostile **xorn** attack the Trademill Mint.
- 2 During a demonstration for the characters, a gnome inventor's latest creation (use the **iron golem** stat block) runs amok, wreaking havoc.
- 3 Melvin Manyroads (chaotic good, gnome **mage**) asks the characters to help map one of the many sites in the Outlands (see the "Other Realms" section later in this chapter).
- 4 A local beekeeper wants to sell a special planar honey in the Everything Emporium. To help her get started, the beekeeper asks the characters to capture 1d10 live **sunflies** (see *Morte's Planar Parade*).



# XAOS

**Gate Destination:** Ever-Changing Chaos of Limbo

**Primary Citizens:** Githzerai

**Ruler:** Varies

Chaos reigns supreme in Xaos, a gate-town tethered to the ever-turbulent plane of Limbo, where reality is only as stable as the thoughts that bind it. Xaos lies in a region of extreme climates and varied terrain—rugged mountains, muddy swamps, balmy coasts, and barren dunes. The town's fragile structures are hewn from obscure materials anchored to semi-stable foundations, and its roads are tumbling waves of cobblestone that upend and rearrange themselves without warning. Locals can't even agree on how to pronounce the town's name.

Xaos has no consistent ruler. The town's sovereign fluctuates, chosen at random by a diadem of shifting crystals that appears atop the current ruler's head. The crystal crown remains throughout a ruler's reign, which can last for months or fizzle before their coronation is done. The laws a ruler makes are similarly temporary and futile, and criminals rarely serve their full sentences. Because of this, residents tend to live by their own creeds, carving out some semblance of order from a settlement in eternal flux. Either way, locals humor their leader—be they a beloved monarch or a despised tyrant—by addressing them as “Your Majesty.”

In recent years, Xaos has become a haven for the Sha'sal Khou, a group of githyanki and githzerai who fervently believe in the reunification of the gith. Considered radicals and outlaws by their fractured people, members of the Sha'sal Khou work secretly in their respective societies, subtly discouraging violence toward their gith kin while carefully recruiting like-minded individuals. As part of the organization's goals, the Sha'sal Khou has founded a fortified enclave in Xaos masquerading as a githzerai embassy.

## GATE

The gate to Limbo shifts with the town, changing shape and location at indeterminate intervals. In the morning, it might be the glaring eye of a cyclopean statue. By night, it could be a freestanding door, humming softly in the middle of a river of sluggish lava. Other times, the gate takes bizarre forms, such as a dull liquid in an antique chalice that must be sipped to transport creatures, or a sassy, sapient mouth that admits only those who reveal a titillating secret to it. Regardless of its form, the gate isn't hard to identify; chaos swells around the portal—the eye of a maelstrom of change.

“Chaos, much like order, begins in the mind. Refuse its entry into your thoughts, and Xaos is yours to mold.”

—Bruth, Sha'sal Khou diplomat



## REGIONAL EFFECTS

The region containing Xaos's planar gate is influenced by the magic of Limbo, creating one or more of the following effects in and around the gate-town:

**Chaotic Combustion.** When a creature in Xaos casts a spell that deals acid, cold, fire, or lightning damage, the gate-town attempts to substitute that damage type for another. Roll a d4 for the new damage type, if any: (1) acid, (2) cold, (3) fire, or (4) lightning. This effect can change only one damage type per casting of a spell.

**Spontaneous Deconstruction.** Structures in Xaos dissolve and re-form at random. Glass gymnasiums melt into metallic puddles that give way to brick taverns with belching smokestacks of poison gas, and so on. These transformations don't harm Xaos's inhabitants.

## NOTEWORTHY SITES

Xaos has no defined districts and few steady landmarks. Aside from a handful of local anchors—structures built on stable, neutral-aligned areas that resist the town's volatile nature—nothing remains for long. Most homes and businesses are owned by githzerai, sculpted from currents of instability into ordered redoubts: towers of latticed diamond, domed obsidian taverns, and magnesium enclosures that shelter inhabitants from roiling storms of matter and energy.

## THE CUBE

Recently, a unit of modrons from the far end of the Outlands set out to establish a degree of order in Xaos. The modrons' solution was a lawful outpost: a polished brass polygon called the Cube. However, the gate-town gradually corrupted the outpost, which collapsed in on its occupants. Now, the Cube exists in a constant state of flux, an undulating, four-dimensional mass of repeating fractals and micrified contours. Those who enter the Cube are rarely seen again, and the few creatures that claim to have been inside the structure describe it as a hostile realm of mathematical impossibilities, a clockwork house of horrors.

Some residents speculate the Cube is alive—a hovering, sapient Construct that feeds on Xaos's disorderly residents. Periodically, Automata deploys





THREE MODRONS PREPARE TO ENTER THE CUBE, A MECHANICAL OUTPOST CORRUPTED BY THE DISORDER OF XAOS.

modrons to recover the lost unit, but they are swallowed just the same, absorbed into the belly of a massive, mechanical beast.

#### GITHZERAI EMBASSY

The githzerai embassy is an island of order amid a sea of chaos. The adamantine citadel floats above Xaos, held aloft by collective thought and focused meditation. A powerful sage named Almera (**githzerai futurist**; see *Morte's Planar Parade*) defends, sustains, and reshapes the embassy with her psionic prowess.

Though it sees its share of legitimate ambassadors, the citadel is a front for the Sha'sal Khou. Normally mortal enemies, githyanki and githzerai live in harmony within its walls, raising children who are simply called gith. Almera keeps in touch with the organization's covert leader, a powerful githyanki warlord named Zetch'r'r who has yet to visit the enclave.

The dread Lich-Queen Vlaakith, ruler of the githyanki, has issued a reward for the skulls of githyanki traitors, and she prizes those of the Sha'sal Khou above all others. As rumors drift through the Astral Sea of an enclave in the Outlands, some githyanki knights have begun poking their silver swords around Xaos in search of so-called radicals.

#### SLAADI NEST

The slaadi of Xaos drag their prey to a gooey nest on the edge of town. Cocooned within the bores of a mysterious geometric pillar, their victims become unwilling incubators for hideous slaad tadpoles that erupt from their hosts at birth.

#### ADVENTURES IN XAOS

The Xaos Adventures table offers suggestions for encounters and stories in the gate-town.

#### XAOS ADVENTURES

##### d4 Adventure Hook

- 1 A team of four **quadrones** recruits the party on a rescue mission into the Cube.
- 2 Lazethon, a **githzerai uniter** (see *Morte's Planar Parade*), recruits the characters to defend the embassy from an approaching githyanki warship.
- 3 A merciless **githyanki knight** arrives in Xaos on the back of a **young red dragon**. He asks the characters to help him sniff out members of the Sha'sal Khou on behalf of Vlaakith the Lich-Queen.
- 4 Slaadi flock to their nest in Xaos for a ritual that occurs once every century. Afraid of becoming hosts for **slaad tadpoles**, townsfolk beseech the characters for aid.



## OTHER REALMS

Outside the gate-towns lie walking castles, the lairs of timeless evils, and godly realms ruled by deities who dwell among their worshipers. The following realms exist in the Outlands.

### CAVERNS OF THOUGHT

The spies of Ilsensine report to the Caverns of Thought, a hostile realm of alien tunnels deep beneath the Outlands. Cold and calculating, Ilsensine is a divine entity revered among illithids. Ilsensine's infinite tentacles pervade the otherworldly caverns, worming their way into untold worlds. **Eaters of knowledge** (see *Morte's Planar Parade*), along with **mind flayers** and their thralls, protect the hive mind, which intersects with Gzemnid's Realm (detailed below).

The Great Brain rarely entertains visitors. However, creatures who aspire to slay or supplant gods sometimes find themselves in Ilsensine's service, hoping to learn a fraction of the coveted secrets the deity has pried from the minds of the multiverse.

### COURT OF LIGHT

The Court of Light is home to Shekinester, the Three-Faced Queen of the Nagas. Ramps and serpentine architecture pervade her deceptively small realm, a palatial stone nest where Shekinester purifies entrants through magical tests. Coiled around the court is the Loom, a dense tangle of poisonous brambles with thorns dripping like fangs. Nagas slither to the Court of Light not only to worship the Three-Faced Queen, but also to share stories around the Arching Flame—a cleansing, eternal fire that remembers the oldest tales in the multiverse.

### DENDRADIS

One of several rilmani (see *Morte's Planar Parade*) communities, Dendradis is a vertical city of towers and bridges that knits across a fissure in the Spire. Rilmani number among the few who settle near the Spire, as most avoid the strange ambiance the impossibly tall mountain emanates. For the rilmani, the Spire is a sacred site—a manifestation of the multiverse in balance. Their metallic structures seal damage to the Spire and usually last for only a few hundred years before vanishing and leaving behind only smooth stone.

Dendradis is notable not only for its size but also because the slowly growing, lattice-like city works to cover a massive body entombed within the Spire. The rilmani who settle here know the massive corpse's identity but keep this knowledge secret, leaving outsiders to speculate whether the corpse is a dead god, a visitor from beyond the multiverse, or something else entirely.

## FLOWERING HILL

Just spireward of Ecstasy lies the Flowering Hill, a kaleidoscopic orchard and the divine realm of Sheela Peryroyl, the halfling god of agriculture. Vibrant wildflowers sprout behind every step taken in this agrarian community of sturdy fences and mossy hill homes. Halfling farmers live carefree lives in the Flowering Hill, tending to quaint but fertile plots, far from the hustle and bustle of busier locales and their dangers. Harvests are plenty, so feasts are a regular occurrence, hosted by the god and open to any nature lover with an empty belly and a tale to tell.

### THE GREAT PASS

Creatures who wish to travel from Ribcage to Rigus on foot must traverse the Great Pass, a bulwark of rugged mountains that mirror the unforgiving gate-towns they border. Choked by dust and volcanic ash, the jagged peaks conceal the lairs of demoted devils and remote camps of soldiers who deserted the infinite conflict on Acheron. Their names besmirched, the renegades prey on travelers seeking the pitiless homes the soldiers abandoned.

### GZEMNID'S REALM

Tall, spindly mountains rise and curl above the noxious realm of Gzemnid the Gas Giant, the beholder god of deception, fumes, and fog. The offspring of the Great Mother—the eldritch matriarch from which all beholders descend—Gzemnid lurks within a deadly network of smooth tunnels, obscured by toxic clouds and laced with traps and illusions.

**Beholders** prowl the gaseous labyrinth, furthering their god's duplicitous schemes.

Gzemnid's Realm is connected to the Caverns of Thought. The beholder god enjoys a tenuous alliance with Ilsensine, whose servants and aberrant thoughts haunt the depths of the subterranean maze.

### HIDDEN REALM

After the decline of giants, Annam the All-Father disowned his children and left Ysgard, swearing never to answer the prayers of giants again until they restored their ancient kingdom and reclaimed their rightful place as mighty rulers. The All-Father now dwells in the Outlands, his realm hidden from divination magic and invisible to the naked eye. Though the Hidden Realm's location is unknown, divine oracles believe the Father of Giants sits in a crystal tower atop an enormous mountain, silently watching over the multiverse and waiting for his children to rouse from their complacency. Some claim a portal to Annam's fortress lies spireward of the Great Pass.





FROM THE SECRECY OF HIS HIDDEN TOWER, THE FATHER OF GIANTS OBSERVES HIS CHILDREN SCATTERED THROUGHOUT THE MULTIVERSE

## LABYRINTH OF LIFE

Ubtao, Father of Dinosaurs, maintains a divine realm in the Outlands. The Labyrinth of Life is a tangled, meandering jungle where dinosaurs run rampant, including Ubtao himself, who roams his forest maze as a **tyrannosaurus rex**.

## MAUSOLEUM OF CHRONEPSIS

The sands of time trickle in the Mausoleum of Chronopsis, a once-great city from the age of dragons that has long fallen to ruin. Here, surrounded by hundreds of hourglasses in a vast cavern beneath the dilapidated city resides Chronopsis, the dragon deity of time and fate. Chronopsis typically manifests as an **ancient time dragon** (see *Morte's Planar Parade*), though he sometimes takes the form of a black dragon with iridescent scales. Each hourglass within the dragon god's realm is said to represent the life of a dragon somewhere in the multiverse.

Chronopsis prefers to be left alone, and he seldom leaves his sanctum. In times of great need, he relies on seasoned adventurers to recover stolen hourglasses, speed the sands of a troublesome wyrm, or travel back in time to mend a past wrongdoing.

## MORADIN'S ANVIL

Hammers ring out in Moradin's Anvil, a dwarven mining city tucked under the icy mountains spireward of Glorium. The realm is divided among three dwarven deities: Dugmaren Brightmantle, god of invention and discovery; Dumathoin, god of exploration and buried secrets; and Vergadain, god of luck and wealth.

Impeccable smiths, the dwarves of Moradin's Anvil produce some of the best armor and weapons in the Outlands. They regularly trade with the people of Ironridge, a small surface settlement nestled in less perilous peaks near Glorium.

## REALM OF THE NORNS

Fates are spun and severed in the Realm of the Norns, a community of seers who divine meaning from mystical signs across the planes. On the horizon looms the sunset-like arch of a phenomenally huge spinning wheel that turns endlessly and can never be reached. Locals gather in a few village-sized hubs, but most keep to themselves in private hermitages, observatories, or other structures from which they ponder fate's particularities. Many people bearing magical curses also live in the area. While some hunt for ways to end the magic affecting them, most have accepted their conditions and live peacefully.



The region's best known inhabitants are a trio of fantastically old, fate-weaving witches who go by many names—the Norns, the Graeae, and the Fates among others. These seers are said to be able to see any creature's past, future, and true purpose with perfect clarity. However, since many of the realm's residents are aged, reclusive fortune tellers, none know who among them are the actual Norns, if indeed they exist.

## RIVER MA'AT

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The River Ma'at is a snaking waterway that flows spireward of the gate-towns from Torch to Excelsior. Boathouses float atop its gentle waters, and gnome-operated paddle steamers chug along the river's length, ferrying travelers between realms for a few lodestars. Stilt houses rise from the river's flooded banks, marshy expanses widened by countless tributaries and surges from other planes.

The River Ma'at is a delicate aquatic ecosystem molded by the wondrous creatures that inhabit it. Wild unicorns drink from sparkling streams, sea hags plot in dank river caves, and the river splits into branching sections of rapids near the dens of sleeping hydras.

## SEMUANYA'S BOG

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The domain of the lizardfolk deity Semuanya is a challenging paradise for hunters and others who embrace the god's philosophies of athleticism, survival, and self-improvement. Semuanya's followers believe in pushing their limits in the face of the most hostile conditions. Semuanya's realm reflects this: a vast, densely canopied swamp that is colorful, sweet smelling, and full of lethal natural hazards. Along with the servants of Semuanya—who eagerly encourage visitors and one another to strive toward ever-greater goals—all manner of giant Beasts and swamp monsters inhabit the bog. Dangerous plants are also common in the deepest parts of the mire, but among them grow fruits and herbs that can be used to brew some of the rarest elixirs in the Outlands.

## THE SPIRE

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The spoke at the center of the Great Wheel, the Spire is an infinitely tall pinnacle of rock that towers above the Outlands. Above its highest point hovers the city of Sigil, its streets lining the inside of a floating torus.

Pockets of antimagic radiate from the Spire. Though the gate-towns and most realms in the Outlands are beyond its reach, the Spire's intermittent magic-dampening effect is enough to bring

archmages to their knees and reduce gods to mortals. Still, some creatures eke out an existence near the Spire, and others, such as rilmani, thrive in its shadow, seemingly immune to its nullifying properties.

## THEBESTYS

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Outside the gate-towns, Thebestys is one of the largest settlements in the Outlands. Deserts and marshes compete for dominance around the walled city, situated near the banks of the River Ma'at. Founded by a god of learning, Thebestys draws sages and scholars with the promise of knowledge, for its library is said to hold the answer to any question one could ask. However, finding answers within the endless repository can prove futile—some creatures die of old age in between its bookshelves only to continue their hunt as petitioners. More often, planar powers of knowledge come to Thebestys to throw down with one another in academic debates, hoping to assert a single truth for all of history.

## VALE OF THE SPINE

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The bony pillars from which the gate-town of Ribcage derives its name stem from the Vale of the Spine, a narrow valley of towering, curved mountains rumored to be the corpse of some ancient titan. Dried-up bones and rusted infernal scrap, eroded by acid rain and hellish temperatures, litter the barren vale. As one moves spireward, the landscape gradually gives way to dusty plains.

## WALKING CASTLES

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Outlanders are always on the move, and some like to take their strongholds with them. Whether powered by gnomish invention, bestowed on worshipers as godly boons, or animated with powerful magic, walking castles cause wildlife and other travelers to scatter as they tromp across the plane. The mobile fortresses range in size and construction, from sprawling palaces haunted by royal spirits to impregnable aquatic keeps on the shells of grumpy dragon turtles. Coveted by planar raiders, walking castles are capable of defending themselves from would-be conquerors.

## WONDERHOME

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The gears of innovation turn steadily in Wonderhome, a divine workshop belonging to Gond, a god of craft, smithing, and invention. Populated almost entirely by sapient Constructs, Wonderhome is a magnet for inventors seeking sparks of creativity, magical contraptions, or solutions to nagging problems.



# INFINITE DOORS, INFINITE ADVENTURES

Any portal could open into Sigil, the crossroads of the multiverse. Immortals, spirits, and planar philosophers vie for dominance in this mind-bending metropolis, but no authority is greater in the City of Doors than its ruler—the enigmatic Lady of Pain. Beyond the city's myriad doors lie the divine realms of gods, wild environments warped by the Outer Planes, and infinite opportunities for adventure!

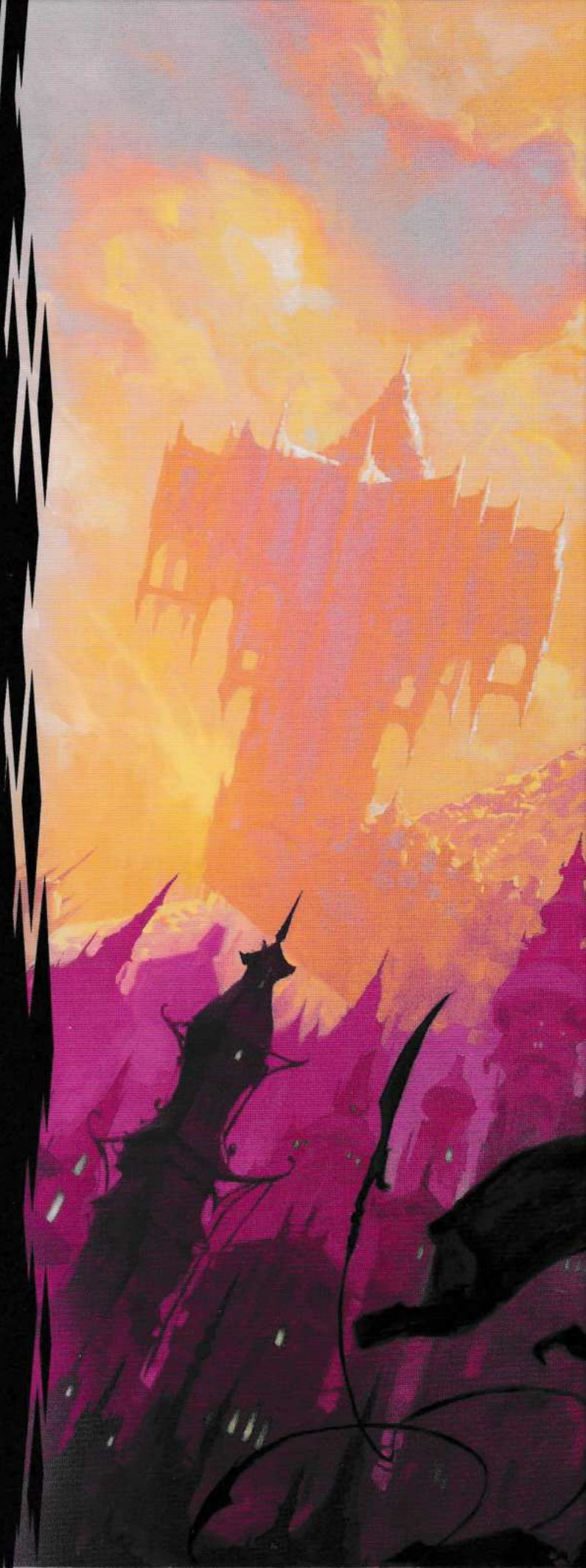
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### ON THE COVER

Illustrator Magali Villeneuve shares glimpses of the Outlands under the knowing gazes of the arcanaloth Shemeshka and a *mimir* full of reality-warping secrets.

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### ON THE ALT-COVER

On this cover by Tony DiTerlizzi, a group of planar adventurers prepare for whatever wonders and wildness the multiverse has in store.

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# CONTENTS

<b>Beginning of the End</b> .....	4	Ch. 6: <b>Curst: Invisible Bonds</b> .....	40	Ch. 12: <b>Outlands Explorations</b> .....	64
Adventure Summary .....	4	Exploring Curst .....	40	Planar Glitch .....	64
Running the Adventure .....	5	Innocent Prisoner .....	41	Angels in the Outlands .....	64
Glitch Characters .....	6	Curst Escape .....	42	Mausoleum of Chronepsis .....	66
<b>Part 1: Schemes in Sigil</b> .....	8	Conclusion .....	43	Semuanya's Bog .....	68
Ch. 1: <b>Grave Escape</b> .....	9	Ch. 7: <b>Excelsior: Lost Souls</b> .....	44	Ch. 13: <b>Secrets of the Spire</b> .....	70
Hey, Chief! .....	9	Exploring Excelsior .....	44	Dendradis .....	70
Mortuary Basement .....	10	Viper in the Garden .....	45	Inside the Spire .....	72
Surfacing in Sigil .....	13	Conclusion .....	47	<b>Part 3: Secret Realities</b> .....	76
Ch. 2: <b>Philosophers with Clubs</b> .....	14	Ch. 8: <b>Faunel: Vicious Alliances</b> .....	48	Ch. 14: <b>Behind the Wheel</b> .....	77
A Tout to Help You Out .....	14	Exploring Faunel .....	48	Return to Sigil .....	77
Sigil Encounters .....	15	Ravenous .....	49	The Platinum Rooms .....	77
Undersigil .....	18	The Three Packs .....	49	Fate of the Multiverse .....	85
To Fortune's Wheel .....	19	Conclusion .....	51	Ch. 15: <b>Echoes of Delusion</b> .....	86
Ch. 3: <b>Fortune Favors the Bold</b> .....	20	Ch. 9: <b>Glorium: Heroes of the Day</b> .....	52	Missing Modrons .....	86
Warm Welcome .....	20	Exploring Glorium .....	52	Tyrant's Spiral .....	87
Fortune's Wheel .....	20	Whirlwurm Attack .....	52	Conclusion .....	94
Timed Events .....	26	Saga of the Whirlwurm .....	53	<b>Maps</b>	
<b>Part 2: The Mosaic Mimir</b> .....	28	Conclusion .....	55	Map 1.1: Mortuary Basement .....	11
Ch. 4: <b>Into the Outlands</b> .....	29	Ch. 10: <b>Rigus: Eternity's Rampart</b> .....	56	Map 2.1: Caker Tea Party .....	18
Arrival in the Outlands .....	29	Approaching Rigus .....	56	Map 3.1: Fortune's Wheel .....	22
The Walking Castle .....	29	The Sealed Gate .....	57	Map 4.1: Walking Castle .....	31
Around the Outlands .....	35	Acheron Incursion .....	58	Map 5.1: Inverse Hideout .....	39
Mimir Restoration Tracker .....	35	Conclusion .....	59	Map 6.1: Curst Escape .....	43
Ch. 5: <b>Automata: Recalibration</b> .....	36	Ch. 11: <b>Sylvania: Titan on the Town</b> .....	60	Map 8.1: Vile Hunt Camp .....	51
Exploring Automata .....	36	Exploring Sylvania .....	60	Map 9.1: Courier .....	55
The Inverse .....	38	A Titanic Problem .....	60	Map 10.1: Gate to Acheron .....	59
Conclusion .....	39	Celebrations in Sylvania .....	62	Map 14.1: Platinum Rooms .....	79
		Closing Time .....	63	Map 15.1: Tyrant's Spiral .....	89
		Conclusion .....	63		



SURREAL WILDERNESSES COVER THE OUTLANDS, THE REALM AT THE HUB OF THE OUTER PLANES.



# Beginning of the End

**R**ANGING FROM THE PLANAR METROPOLIS OF Sigil to the fringes of the Outlands, this DUNGEONS & DRAGONS adventure takes characters on a tour of remarkable realms, where they'll brush shoulders with immortals and discover a plot to forever change the multiverse.

The information in this book is for the Dungeon Master's eyes only. If you're planning to play the adventure with someone else as your DM, stop reading now. Before running this adventure, review *Sigil and the Outlands*, which provides overviews of this adventure's settings. This adventure assumes characters aren't familiar with Sigil or traveling the planes. Use the details herein and in *Sigil and the Outlands* to help characters tour the City of Doors, the Outlands, and beyond.

## ADVENTURE SUMMARY

This story focuses on the characters correcting a multiversal glitch affecting them and the whole of the Outlands. The adventure begins with the characters awaking in Sigil, untethered from their lives and memories due to this unprecedented error in reality.

During the adventure, the characters discover the city of Sigil and meet the arcanaloth information broker Shemeshka. In return for Shemeshka's aid in recovering their memories, the characters must track down a missing modron carrying dangerous information. This leads characters on a tour of the Outlands, with the additional goal of recording their impressions of the plane using a *mimir*—a magical, skull-shaped recording device (detailed in *Sigil and the Outlands*). During their travels, the characters reveal Shemeshka's role in their plight, recover their memories, and have the chance to stop a plot undermining the stability of the multiverse.

## A MULTIVERSAL GLITCH

Sometimes the multiverse doesn't work as it should. In this adventure, characters find themselves victims of an unprecedented multiversal mistake. They each led a remarkable life, died by suspicious means, and were reborn untethered from their true pasts. This makes each character a singularity of existential uncertainty—a being that the laws of the multiverse contort around as planar forces fail to identify their logical place in reality. This has the following effects on the characters:

**Causal Uncertainty.** Characters have confusing memories of multiple possible or previous lives. These impressions are vague and conflicting.

**Physical Fluctuations.** The multiverse isn't certain who the characters are or where they're supposed to be. Whenever a character dies, a probable incarnation of that character manifests nearby. Players will have the opportunity to customize and play these incarnations of their characters.

In part 3 of this adventure, characters learn about themselves, their true memories return, and their place in the multiverse solidifies, unlocking lost abilities and revealing the characters' actual nature. The "Glitch Characters" section provides details on creating and running characters affected by this multiversal glitch.

## ADVENTURE STRUCTURE

This adventure has three parts, as follows:

**Part 1: Schemes in Sigil** introduces characters to the city of Sigil and the multiversal glitch that has severed them from their previous lives. In their explorations of the City of Doors, they'll meet Shemeshka, Sigil's foremost information broker, who can surely discover details of their past lives.

**Part 2: Into the Outlands** sees the characters journeying to the Outlands at Shemeshka's request to recover a modron fugitive called R04M. As the characters explore the Outlands, they'll visit surreal locations, lay claim to a walking castle, learn how to find R04M using a damaged magic item called a *mimir*, and witness unnatural events plaguing the plane.

**Part 3: Unity of Rings** reveals Shemeshka's role in a planes-warping plot and sees the characters recover their memories and lost abilities. From there, the characters must save a group of lost modrons carrying information dangerous to the stability of the planes and ultimately decide whether to maintain the status quo of the multiverse or reshape it to their design.





## RUNNING THE ADVENTURE

To run the adventure, you need the fifth edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). In addition, you need the other two books included in this product: *Sigil and the Outlands* and *Morte's Planar Parade*.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, DM, you better get this creature's stat block ready. You're going to need it." Usually, you can find the stat block in the *Monster Manual*; if the stat block is in *Morte's Planar Parade*, the adventure's text tells you so.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*, while magic items are described in the *Dungeon Master's Guide*, unless the adventure's text directs you to *Sigil and the Outlands*.

## DIRECTIONS ON THE PLANES

Surreal locations like Sigil and the Outlands don't exist on planets with clearly defined cardinal directions. Nevertheless, maps and descriptions throughout this adventure refer to north, south, east, and west for ease of use. See *Sigil and the Outlands* for details on navigating these settings.

## USING THE POSTER MAP

*Sigil and the Outlands* contains a fold-out, double-sided poster map intended to be shared with the players at certain points in the adventure. One side of the poster map depicts the city of Sigil, while the reverse side shows the Outlands. These maps and the landmarks they depict aren't to scale, as both Sigil and the Outlands are vast and ever-changing, making them beyond the scope of traditional cartographic methods. Nevertheless, the location of places relative to one another prove useful as characters navigate these surreal locales. The adventure tells you when to show these maps to your players.

## STARTING CHARACTERS

Characters start this adventure at 3rd level. Players can create new 3rd-level characters, as described in the next section. If the players wonder why characters start at this level and don't recall what came before, ascribe it to the multiversal glitch the characters are experiencing.

"I am a mimir, a magical device designed to provide information. If you have stolen me, please be aware that, even now, bounty hunters are coming to claim me for justice."

—Standard mimir introduction

## CHARACTER CREATION

Characters of any origin are suited for this adventure. As the DM, you decide what character options are available to your players. Consider allowing players to choose from the character options in *Mordenkainen Presents: Monsters of the Multiverse* when creating their characters. If you want to include characters who hail from Sigil, a gate-town, or other places where planar travel is common, consider using the character options in *Sigil and the Outlands*.

To create 3rd-level characters for this adventure, players should use the character-creation steps outlined in the *Player's Handbook*. In addition to more hit points, class features, and spells, each character has normal starting equipment plus 250 gp to spend on additional nonmagical gear. Each character also gains one uncommon magic item of the player's choice, subject to your approval.

## CHARACTER ADVANCEMENT

At the end of many of the adventure's chapters, each character receives enough experience points to advance 1 level, putting them at the level they should be for the next chapter. Much of part 2 can transpire in any order, with the characters advancing 3 levels, as detailed in chapter 4. At the conclusion of chapter 14, characters gain multiple levels at once. The Character Advancement table notes what level characters should be at the start of each chapter of the adventure. Characters who finish the adventure advance to 18th level.

### CHARACTER ADVANCEMENT

Part	Chapter	Character Level
Part 1	Chapter 1	3rd
Part 1	Chapter 2	4th
Part 1	Chapter 3	5th
Part 2	Chapter 4	6th
Part 2	Chapters 5–12	6th–9th
Part 2	Chapter 13	9th
Part 3	Chapter 14	10th
Part 3	Chapter 15	17th



## GLITCH CHARACTERS

Once players have created their characters, ask each player the following questions and have them record their answers:

**What was the greatest decision or turning point in your character's life?** If your character made a different decision, how might their life be different? How would they be different if they made choices based on others' expectations?

**What is something your character wishes they could change about themselves?** How would the best version of themselves be different?

**What is your character's signature possession or physical trait?** What makes you certain that your character would retain this no matter what could have happened in their life?

## CHARACTER INCARNATIONS

In this adventure, each character has not just a single form, but three incarnations. These incarnations share the same level and advance at the same time, but they can otherwise be as different or similar as the player wishes. Incarnations might use completely different character options, they might have different physical forms, or they might simply have cosmetic differences. A player plays only one incarnation at a time, switching incarnations only when one dies.

It's up to you when players create their character's other incarnations. Consider the following options:

**Surprise Incarnations.** If you want players to discover their characters' incarnations at the same time their characters do, have them create one character at the start of the adventure. During the adventure, the first time a character dies, invite all the players to create two variant versions of their character using the guidance in this section, then continue the adventure.

**Prepared Incarnations.** If you want to create characters only once, have players create their first character and two variations before the adventure begins.

When creating different character incarnations, players should review their answers to the questions from the previous section and consider how different choices might have led their character down different paths.

"Sometimes infinity gets it wrong."

—Chronopsis, draconic guardian of time



## NEXUS FEATURE

Nexus features are distinguishing objects or traits shared among a character's incarnations. They are icons of a character's personality or signature tokens. Nexus features help others recognize a character no matter which incarnation is being played. Have players determine a nexus feature by creating their own or rolling on the Nexus Features table.

## NEXUS FEATURES

### d4 Nexus Feature

- |   |   |
|---|---|
| 1 | A notable scar or birthmark               |
| 2 | A distinctive symbol or piece of clothing |
| 3 | A signature weapon or piece of armor      |
| 4 | A particular type of makeup or hairstyle  |

## WHEN INCARNATIONS DIE

When a character dies, the multiversal glitch restores one of that character's incarnations of the player's choice to life soon after. This incarnation must be different from the one who just died, but each incarnation doesn't need to be played before a particular incarnation reappears.

Work the incarnation's return into the adventure, following the guidance in the "Running Glitch Characters" section. Let players discover that dead characters return in new incarnations during play rather than revealing this outright. When an incarnation appears, they are attuned to any magic items the dead character was attuned to when they died.

A dead character's body doesn't vanish when another incarnation manifests. Glitch characters can be affected by spells such as *raise dead* and *resurrection* until their next incarnation appears. Spells that permanently alter characters, such as *reincarnate*, continue to affect an incarnation even after they die and return.

## RUNNING GLITCH CHARACTERS

Use the guidance in this section when portraying the glitch that affects characters in this adventure.

## INCARNATIONS RETURNING

After dying, glitch characters return as one of their other incarnations—even if those incarnations have died before. Once a player chooses which incarnation to play, have that incarnation reappear several minutes after the character's death as is convenient. Planar forces cause incarnations to appear in unlikely places, like in empty rooms, around bends in the road, or inside wardrobes. Let other characters happen across the incarnation rather than having incarnations rejoin the party on their own. Incarnations have no memory of how they came to be wherever they're found. If a character dies during combat, their next incarnation shouldn't appear until after the combat encounter ends.



## THREATENING THE UNKILLABLE

When a glitch character dies, they return as another incarnation. Let characters enjoy their unique situation. If a character wants to sabotage a massive machine by throwing their body into its gears or embrace similarly wild schemes, let them do so.

Combat encounters remain challenging, as incarnations don't return until after an encounter ends. If all characters die during an encounter, it's up to you how to proceed. Incarnations of all the characters might reappear far from where they were defeated—perhaps in the last settlement they visited. This might occur minutes, days, or even years after the characters' defeat. They're then free to reattempt challenges, though the threats have likely recovered.

## RETURNED BUT NOT REINVIGORATED

Use your discretion to determine whether incarnations return with all their expendable character features—like spells or uses of traits. If having an incarnation return with their full suite of options would make the adventure less exciting, don't have the incarnation reappear until after the group finishes a long rest, or have the incarnation reappear with their class features expended. It's fine for death to be an annoyance, even for those who defy it.

## NEW CHARACTERS

If a player wants to play a new character, you can have glitch characters leave the party or die permanently for mysterious reasons—a glitch is, by definition, unreliable. New characters introduced experience the same multiversal glitch.

## DON'T RUSH ETERNITY

The multiverse might be falling apart, but there's no need to rush. Let characters explore Sigil and the Outlands at their leisure. Particularly when exploring the Outlands, days, months, or even years might pass as the party travels. There are no deadlines on this adventure's plots, and the threats the characters face will take ages to unfold. Use the time to feature locations from *Sigil and the Outlands* as you please, then get back to the adventure when it suits you.

Alternatively, events during the adventure might reveal unexpected insights about a character's past. At your discretion, a character might change their incarnations, effectively becoming a new character. Work to tie such changes into meaningful character developments or adventure milestones. Characters shouldn't be able to manifest new incarnations customized to overcome specific challenges.

## ENDING THE GLITCH

In chapter 14, the glitch ends, and each player chooses which incarnation is their character's true self. From this point forward, party members function as normal characters—albeit powerful ones.

## STARTING THE ADVENTURE

The adventure begins when the characters awake in the Mortuary in Sigil, a morbid fortress that disposes of the city's dead. The characters have their equipment, but they aren't familiar with their surroundings, how they got there, or Sigil itself. Moreover, the characters' memories of their pasts are unreliable. They know the gist of their traits, but other details about them—including their names—are vague. Learning how the characters lost their memories is revealed in the course of the adventure.



WIZARD, PALADIN, AND DRUID INCARNATIONS OF THE SAME GLITCH CHARACTER SHARE A DISTINCTIVE SUNBURST NEXUS FEATURE.





# PART 1

## Schemes in Sigil

THE FLOATING SKULL MORTE WELCOMES  
SOME LESS-THAN-DEAD ADVENTURERS TO  
THE MORTUARY.



# Grave Escape

**T**HE CHARACTERS HAVE DIED, BUT THEIR adventures are far from over. Victims of a multiversal mishap, they awaken with hazy memories in the basement of the Mortuary, a foreboding monument to death located in the Hive Ward of Sigil (detailed in chapter 2 of *Sigil and the Outlands*). Headquarters of the Heralds of Dust, a faction of undertakers and Undead, the Mortuary is a living tomb where the dead are interred, cremated, or raised to serve the Heralds of Dust. Surely, someone in the City of Doors can help the characters learn about their pasts, but the characters must first escape their gloomy prison before its wardens lay them to rest.

## HEY, CHIEF!

When you're ready to begin play, read the following text:

You awaken on a metal examination table in a dim, windowless stone chamber. The air is cold and stale, tinged with the acrid sting of formaldehyde emanating from a nearby shelf of clouded flasks and antiseptic jars. Dried blood stains the drab, mosaicked floor and the edges of your table, and pained moans haunt the halls beyond the stuffy room.

A human skull floats nearby. It bobs impatiently, watching you with slate-gray eyes that remain in its lidless sockets.

The skull notices you're awake and greets you with a nasal voice. "Hey, Chief!"

The talking skull is **Morte** (see his stat block in area M1), a curmudgeonly interplanar traveler plucked from his eternal punishment in the Nine Hells. Tormented by the lies he told in life, Morte masks his pain with a morbid sense of humor and an insufferable dose of sarcasm.

## TALKING WITH MORTE

Morte is friendly toward the characters and does his best to answer their questions. In conversation, the skull addresses each character as "Chief" or some other inoffensive but still unflattering nickname.

As a result of the multiversal glitch affecting the characters (see this book's introduction), they don't

remember much about themselves and don't know why they're in the Mortuary. Morte can answer the following questions or otherwise provide this information:

**Who Are You?** Morte describes himself as a debonair planes traveler who died too young. If asked about the whereabouts of his body, Morte quips he never really had a good head on his shoulders or claims to be the skull of the archlich Vecna.

**Where Are We?** The characters are in the Mortuary in Sigil, an interplanar hub at the center of the Outer Planes. If they ever see the light of day again, they're in for a real treat.

**How Did We Get Here?** To have wound up in the Mortuary, Morte reckons the characters must've died and been wheeled in, just like everyone else.

**How Do We Leave?** Morte doesn't know the way out, but he does know the Heralds of Dust, who run the Mortuary, don't take kindly to "fleshies" poking around. He tells the characters to "shake a leg" and make their escape while they still can.

If the characters ask Morte to accompany them, the skull declines, mentioning that he's waiting for someone else. He doesn't elaborate further.

The characters will have other questions. Seeking answers should drive them on.

## MORTUARY BASEMENT

The basement of the Mortuary is a collection of musty chambers where the Heralds of Dust, also known as the Dusters, process Sigil's dead. Cheerless faction agents prowl its halls, wheeling corpses to embalming chambers or to the crematorium. The Heralds of Dust treat the dead with reverence and dignity, granting them last rites in accordance with the beliefs of the deceased whenever possible. Heralds of Dust abhor resurrection magic, decrying it as anathema to their work.

The Mortuary has other floors besides the one presented in this chapter. See chapter 2 of *Sigil and the Outlands* for details on the Mortuary.

## MULTIVERSAL GLITCH

The Mortuary is a dangerous place for 3rd-level characters. If a character dies, refer to the "Running Glitch Characters" section in this book's introduction. If all the characters die at once, they reappear back in the morgue. Morte heckles them on their return.



## MORTUARY BASEMENT FEATURES

Unless otherwise stated, the basement of the Mortuary has the following features:

**Ceilings.** Ceilings are 8 feet high in corridors and 12 feet high in rooms. They are held aloft by walls of smooth stone.

**Doors.** Doors are iron gates that squeak as they swing on their hinges.

**Lighting.** The basement is dimly lit by sputtering *continual flame* spells cast on wall sconces grasped by iron skeletal hands.

## MORTUARY BASEMENT LOCATIONS

The following locations are keyed to map 1.1.

### M1: MORGUE

The characters begin their adventure in the morgue, a sterile room where Heralds of Dust identify the dead. It is described in the “Hey, Chief!” section and contains no creatures other than the talking skull **Morte** (see the accompanying stat block).

Bolted into the floor are eight examination tables, and rusty furnishings—step stools, garbage cans, and metal gurneys—are scattered between them. Humanoid bodies, draped in dingy sheets flecked with blood, lie on any tables not occupied by the characters when they wake. Deceased commoners collected from Sigil, the corpses carry nothing of value.

**Treasure.** The shelf along the far wall contains a healer’s kit with three uses remaining, several flasks of embalming chemicals, a polished scalpel that functions as a dagger, and any equipment the characters begin play with.

### MORTE

*Tiny Undead, Chaotic Good*

Armor Class 13

Hit Points 22 (4d4 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	12 (+1)

Skills Arcana +3, Stealth +5

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Proficiency Bonus +2

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 5 (1d4 + 3) piercing damage.



## M2: AUTOPSY ROOM

This sterile chamber reeks of embalming fluids. A mortician in a bloodstained apron hunches over a humanoid amalgam of patchwork flesh. Elbow deep in its flayed-open chest with a pair of surgical instruments, this grim doctor causes the corpse-like creature to twitch and writhe with her movements.

Jex, a wispy-haired **Heralds of Dust remnant** (see *Morte’s Planar Parade*), dissects a **flesh golem** in the autopsy room. The cold-hearted mortician is trying to locate a key she accidentally dropped inside the golem during a routine grafting procedure.

Becoming one of the faction’s undertakers after a failed attempt at lichdom, Jex drank from a magical goblet that burned away her jaw. Her features have since been reconstructed with translucent wax.

If either creature becomes aware of the characters, the golem sits up—its exposed chest cavity on display—and the horrified mortician tells the characters they’re supposed to be dead. Both creatures attack.

**Treasure.** The golem’s chest contains the key to the locked drawer in area M4.

### M3: POSSESSIONS ROOM

This storage room houses objects confiscated from the dead. Two poltergeists (variant **specters**) put on a macabre puppet show for an audience of three slack-jawed **skeletons**. The spirits hover behind a makeshift curtain, using their unintelligible wails to give a pair of eerie dolls the impression of speech.

The poltergeists are indifferent toward the characters, but if the characters disturb their performance, the poltergeists attack and the skeletons join in. If a character dies in this room and later returns, the poltergeists substitute the dolls for a dance routine featuring the character’s limp corpse as its star.

A character can make a DC 14 Charisma (Performance) check to act alongside the puppets. On a successful check, the skeletons applaud, and the poltergeists reward the character with a *potion of resistance* (poison) from a music box on a high shelf.

**Treasure.** In addition to the *potion of resistance* (poison), this room holds three faction uniforms (your choice), a purse containing 30 gp, and three trinkets (determined randomly by rolling on the Trinkets table in the *Player’s Handbook*).





MAP 11: MORTUARY BASEMENT

#### M4: COLD LOCKER

Six mortuary stretchers, chilled drawers sized for Medium creatures, line the walls of this frigid chamber. The Heralds of Dust store members of their Undead workforce here.

The drawers and their contents are as follows:

**Drawer 1.** This drawer is jammed shut. A human **commoner**—a pasty-faced Herald of Dust named Fruth who fell asleep on the job and was mistakenly pronounced dead—bangs on the door from the inside, begging to be freed. The door can be opened with a successful DC 15 Strength check. If released, the shivering Herald of Dust is friendly toward the characters. However, it's his first day, and he doesn't know the way out of the Mortuary other than the way corpses come in: the chute in area M6.

**Drawers 2–4.** Each of these drawers contains a **zombie** worker that groans and shields its eyes if exposed to the light. If a character disturbs an occupant further, all three of the drawers swing open, and the zombies attack.

**Drawer 5.** This drawer is empty.

**Drawer 6.** This drawer is locked. Opening it requires a successful DC 18 Dexterity check using thieves' tools or the key located in the autopsy room (area M2). Inside are a jeweled goblet worth 100 gp, a manifesto of the Heralds of Dust's philosophies, and a *spell scroll* of *animate dead*.

#### M5: CREMATORIUM

An ashy broom and dustpan lean against the wall outside a narrow corridor with an iron, windowed door. Two levers—a blue lever in the upward position and a red lever turned downward—are set into the walls adjacent to the door. An identical door stands closed at the end of the passageway.

Centrally located, this crematorium is a 30-foot-long, 5-foot-wide chamber accessible by Undead workers on both ends. Miniature blowtorches are located in the mouths of stone faces that dot the walls of the chamber.

**Safety Lever (Blue).** To prevent flames from escaping into the hallway, a safety lever ensures the crematorium's two entrances—iron doors with reinforced windows of heat-resistant glass—are shut while its flame spouts are active.

When triggered, the safety lever causes both doors to slam shut and lock for 1 minute, during which time the bright-red furnace lever flips upward and can be triggered (see below). The doors can't be opened from either side for the duration, and both levers flip to their original orientations when the doors unlock. The furnace lever won't budge unless the safety mechanism is active.





THE ZOMBIE MAURICE DUTIFULLY ATTENDS ONE OF THE MORTUARY'S DELUXE-SIZED CREMATORIUMS.

**Furnace Lever (Red).** When pulled, the furnace lever causes the torches set into the walls to erupt with gouts of flame. Creatures inside the fire-filled crematorium must make a DC 18 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

**Zombie Worker.** After the characters enter the crematorium for the first time, a human **zombie** wearing a name tag that reads "Maurice" appears in the window of the opposite door and triggers the safety mechanism, trapping any characters inside the crematorium for 1 minute.

Maurice then places its moldering hand on the red lever, preparing to trigger the furnace. The characters can try to distract the zombie from its task with magic or theatrics and by making DC 14 Charisma (Performance) check. On a successful check, the zombie gurgles contently and loses interest in the lever. It shuffles along when the doors unlock. On a failed check, the zombie pulls the furnace lever.

#### MORTAL LESSONS

A character could easily die in area M5. If this happens, reveal that the characters have multiple incarnations. Consult the "Glitch Characters" section in this book's introduction for details. If a character isn't slain here, seek other opportunities for reckless actions to result in temporarily mortal consequences.

#### M6: CORPSE RETRIEVAL

A metal chute is set into the wall of this foul chamber. Grisly puddles spatter the floor, and corpses topple from an overturned cart. The stench is gag worthy.

Corpse collectors deliver bodies to the Mortuary in exchange for paltry sums, dumping them into 10-foot-square chutes overseen by Herald of Dust guards. The bodies slide down the steep chutes to retrieval rooms, occasionally colliding with unsuspecting occupants.

Shortly after the characters arrive, a corpse tumbles down the chute and lands with a splat, disgorging a hostile **black pudding**. As the ooze accosts the party, bodies continue to spill from the chute.

**Falling Corpses.** On initiative count 20, creatures within 10 feet of the chute must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) bludgeoning damage and have the prone condition. The chute stops ejecting corpses after 3 rounds.

**Escape.** After dealing with the ooze, the characters can climb up a corpse chute to the surface. Doing so requires a successful DC 15 Strength (Athletics) check. The chute opens into Ragpicker's Square (see the "Surfacing in Sigil" section later in this chapter).



## M7: DINING HALL

An ornate chandelier hangs over this lavish dining hall. Empty, high-backed chairs with decorative cushions sit before several covered platters.

A ghostly butler rises from the floor before you, a decanter of ruby-red wine in its hand. The spirit speaks in a hollow voice, "Dinner is served."

Heralds of Dust enjoy their last meals in this lavish hall before undergoing necromantic rituals. The table is set for the number of characters in the party.

Kingsley, a lawful evil **ghost** butler, has prepared a meal, tailoring dishes to each character's tastes. If a character removes a platter's lid, it reveals their favorite food, masterfully prepared. Let each player describe what meal awaits their character.

The dinner is laced with poison. A creature that partakes in any food or drink in this room must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

**Treasure.** The silverware on the table is collectively worth 200 gp.

## M8: BURIAL GROVE

Snow blankets this quiet, indoor grove of icy brambles. Carcasses worn by time lie partially buried in the sleet and ice. A skeletal, black-barked tree looms over the gloomy orchard. Its branches bear a single fruit.

Bodies undergo a slow, natural decay in this funereal thicket. Three spindly **dryads** oversee the decomposition, ensuring no one disturbs the process. The dryads allow the characters into the grove, mentioning that though the characters walk as the living do, they stink of death.

A Gulthias tree (see the "Blights" entry in the *Monster Manual*), surrounded by brambles, rises above the thicket. It bears a single, bone-white fruit resembling an apple. A creature that eats half or more of the fruit takes 70 necrotic damage. The dryads don't stop characters from picking the fruit.

## M9: RECORDS ROOM

A floating feline skull with gemstone eyes hovers above an aged desk strewn with elegant stationery. Deep in thought, the skull chews a black fountain pen in its ink-stained, bony fangs. A sea of crumpled papers is strewn throughout the chamber, and dusty scrolls line pigeonholes along the walls.

The records room is the lair of Thaeziagnuz, a **demilich** poet tasked with eulogizing Sigil's dead. Thaeziagnuz can speak, read, and write Common. Once a tabaxi bard of great renown, Thaeziagnuz has a case of writer's block. Piles of crinkled obituaries surround the skull's desk.

The cranky demilich is initially indifferent toward the characters. When the characters enter, the Undead poet laments its situation and asks them to help it complete a brief epitaph for a member of the Doomguard who drowned in a bathhouse yesterday. A character can try to improve Thaeziagnuz's epitaph by making a DC 16 Charisma (Persuasion or Performance) check. On a successful check, the demilich becomes friendly toward the characters; on a failed check, it howls in frustration. If the character fails this check a second time, the demilich attacks until the characters retreat from the room.

**Pigeonholes.** Death certificates fill a network of cubbyholes around Thaeziagnuz's desk. A character can locate their own death certificate by searching for it and succeeding on a DC 18 Intelligence (Investigation) check. Curiously, one field remains blank on each of the characters' death certificates: their cause of death.

## M10: HALLWAY

The stairway in this musty hallway ascends to a cellar door at the edge of the Mortuary's grounds near the Hive Ward (see the following section). An iron gate at the south end of the corridor leads to other areas in the Mortuary, but they are beyond the scope of this adventure.

## SURFACING IN SIGIL

When the characters exit the Mortuary, read or paraphrase the following description:

You emerge from the Mortuary into a dilapidated city square. Stacks of jumbled tenements—grimy hodgepodes of lopsided architecture joined by rickety bridges—loom over the persistent, low-hanging fog.

An impossible city unfolds around you. Bladed buildings rise on all sides, the urban sprawl spreading along the inside of a gigantic torus. The metropolitan ring curves upward into passing clouds, disappearing behind the haze.

Here ends chapter 1. Each character should gain a level before starting the next chapter.



# Philosophers with Clubs

**T**HE CHARACTERS EMERGE FROM THE Mortuary and find all of Sigil before them. Before running this part of the adventure, review *Sigil and the Outlands*. Use this chapter to familiarize characters with Sigil and get a taste for what it has to offer. After meeting the tout Parisa, the characters can explore as they please. When you're ready for the adventure to proceed, run the "Harmonium Officers" encounter.

## A TOUT TO HELP YOU OUT

After leaving the Mortuary, the characters emerge in Ragpicker's Square in the Hive Ward. There they meet their first local, an irritable tiefling **commoner** with devilish hooves who bumps into them in the street. Flustered and clearly in the wrong, the tiefling spins around and berates the characters:

"Take a short stick and pike it, you leather-headed berk, or I'll put your name in the dead-book! I swear, more and more of you clueless wind up in the Cage every day. Quit flapping your bone boxes, and go back to your own burgs."

The tetchy pedestrian might be either a planar wanderer spouting nonsense or a Sigil resident embellishing their speech with local slang. Before the exchange can escalate, a spunky **bariaur wanderer** (see *Morte's Planar Parade*) named Parisa intervenes and tells the tiefling to scram; the commoner continues along their way with a sneer.

Parisa scrapes a living in Sigil as a tout, a guide to the City of Doors. Brazen, street savvy, and a little mischievous, the bariaur knows all the local hot spots and the portals that lead to them. She offers her services to the party for just 3 gp per day. If they refuse, the characters can explore the city on their own or find another guide. Alternatively, you can have Parisa reappear later in this chapter.

"It's daunting, isn't it? The sudden feeling that everything and everywhere are now at your fingertips. Don't worry; I won't lead you astray. Where do you want to go first?"

—Parisa, Sigil tout



## EXPLORING SIGIL

Chapter 2 of *Sigil and the Outlands* describes life in Sigil and the locations on the poster map. Use this information, along with the random encounter table in each ward's section, to bring the multiversal hub to life. Sigil is a metropolis with manifold attractions; feel free to add in adventuring sites of your own creation.

How long the characters spend in the City of Doors is up to you, but they should have enough time to take a long rest before the Harmonium spoils the fun (see the "Sigil Encounters" section).

## MAP OF SIGIL

If the characters accept Parisa's services, show your players the poster map of Sigil to guide their characters' exploration. The map simulates the tout's extensive knowledge of the city's layout, wards, and noteworthy sites.

If the characters decline the guide, they can purchase a map of the city (use the poster map) for 10 gp in any shop that caters to visitors. However, without a guide, the characters might be unfamiliar with some, if not all, of the locations denoted on the map.

## SIGHTS AND WONDERS

Parisa or any other unofficial guide can recommend the following activities to the characters:

**Eat Planar Grub.** From the eclectic street foods of the Grease Pit to the posh cuisine of the Gastronomer, Sigil offers a taste of the multiverse.

**Get Ink at Fell's Tattoos.** A **dabus** (see *Morte's Planar Parade*) named Fell runs a tattoo parlor in the Hive Ward. For 10 gp, Fell can give a character a magic tattoo that functions as a nexus feature (see "Glitch Characters" in the introduction). He can later remove it for the same amount.

**Rest at the Ubiquitous Wayfarer.** Accessible via dozens of planar portals, the Ubiquitous Wayfarer is a friendly, three-story tavern in the Lower Ward. Its proprietor, Riaen Blackhome, rents rooms for 2 gp per night.

**Say a Planar Prayer.** No power is too obscure to worship in the Lady's Ward, where demonic cultists and goodly priests erect temples side by side.

**Send a Squeak.** A guide introduces the characters to the pervasive rodents called **cranium rat squeakers** (see *Morte's Planar Parade*) and explains how to communicate using them.





PARISA THE BARIAUR TOUT GUIDES VISITORS  
WHEREVER THEY WANT TO GO IN SIGIL.

**Shop at the Great Bazaar.** Anything and everything is sold in the bustling avenues of the Great Bazaar: equipment, food and drink, even magic items.

**Visit a Faction's Headquarters.** Sigil is home to twelve ascendant factions, which perform important city functions. Some are friendlier than others, but characters who have the Planar Philosopher background and their comrades enjoy easy access to their factions' headquarters and amenities.

### WHO AM I?

The core mystery of this adventure surrounds the characters' identities and the nature of their deaths. While the characters retain vague, surface-level details about themselves, they're likely to seek more information in places such as the Hall of Records in the Clerks' Ward or the Institute for Intellectual Excellence in the Market Ward. Ultimately, the answers they find are either unsatisfying or nonexistent, and no one knows how the characters died.

Despite their predicament, the characters can learn minor details about themselves through experiences in Sigil. They might discover they have a fear of needles after visiting Fell's Tattoos or realize they have more refined tastes after partaking in cheap food or drink. Consider awarding inspiration (see the *Player's Handbook*) whenever such observations happen.

## SIGIL ENCOUNTERS

The following encounters can be introduced anywhere in Sigil. While the first two are optional, the "Harmonium Officers" encounter marks the end of the exploration portion of this chapter and moves the adventure's plot forward.

### SENSORY EXPERIENCE

A **Society of Sensation muse** (see *Morte's Planar Parade*) in a flowery gown approaches the characters, eager to record a new sensation in their *sensory stone* (see *Sigil and the Outlands*). Roll on the Sensory Stone Sensations table and consult the entries below to determine the muse's desired sensation and how the characters can help them elicit it.

### SENSORY STONE SENSATIONS

#### d6 Experience

1–2 Fear

3–4 Joy

5–6 Serenity

**Fear.** A character can cause fear in a passing **commoner** with a successful DC 15 Charisma (Intimidation) check accompanied by a threatening gesture or ominous interaction. On a failed check, the characters record the citizen's contempt instead.



**Joy.** The Sensate points the characters to a sobbing child (noncombatant) holding a broken toy. A character can brighten the child's spirits with a successful DC 15 Charisma (Performance) check or by repairing their toy. On a failed check, the characters record despair instead.

**Serenity.** To record serenity, the Sensate directs the characters to a **satyr** musician nervously preparing for a street-side performance. A character can calm the satyr's nerves with a successful DC 15 Charisma (Persuasion) check or the *calm emotions* spell. On a failed check, the characters record anxiety instead.

If the characters record the Sensate's desired sensation, the muse rewards them with a *sensory stone* of their own. Otherwise, the Sensate recommends the characters get better in touch with their emotions and departs.

## PLANAR PHILOSOPHERS

Intellectuals from three factions—the Athar, the Bleak Cabal, and the Mind's Eye—are locked in debate in a public forum, such as the Trianym outside the Hall of Speakers. The quarrelers consist of a strident **Athar null**, an apathetic **Bleak Cabal void soother**, and an uplifting **Mind's Eye matter smith** (see *Morte's Planar Parade* for these stat blocks). Their dispute concerns the legitimacy of gods in the grand scheme of the multiverse. Their bombastic arguments have drawn a small crowd of spectators.

### THREE ARGUMENTS

The crux of their arguments are as follows:

**The Athar** vigorously asserts that the gods are false powers, pointing to their dead husks in the Astral Sea as evidence that they're unworthy of worship.

**The Bleak Cabal** agrees with the Athar but goes on to say that nothing has meaning, not even this debate—the multiverse is a cruel existence.

**The Mind's Eye** disagrees with both of the others, claiming that the gods are legitimate and that every individual can become one. True potential lies within; it's an ingot waiting to be forged.

### WHAT DO YOU THINK?

Having reached an impasse, the philosophers turn their attention to the characters, asking them to weigh in. The debate resolves in one of three ways:

**One of You Is Right.** If the characters side with one of the three philosophers, that debater rejoices. Afterward, the agent invites them to tour their faction's headquarters: the Shattered Temple (Athar), the Gatehouse (Bleak Cabal), or the Great Foundry (Mind's Eye).

**Another Faction Is Right.** If the characters disagree and instead support another faction in Sigil, the philosophers dismiss the characters. Shortly afterward, a spectator in the crowd approaches the characters as a representative of that faction and invites them to the faction's headquarters.

**None of You Are Right.** If the characters conclude that no faction is right, or support two or more arguments, the philosophers groan and disperse. A few stragglers hang around afterward to voice support for the characters' new philosophy.

If the characters visit a faction headquarters, they're provided details on the faction's philosophies and welcomed to join, if they so choose. See *Sigil and the Outlands* for details on the factions.

## HARMONIUM OFFICERS

Sigil's tripartite of justice—the Fraternity of Order, the Harmonium, and the Mercykillers—has learned of the character's multiversal glitch, whether from the Heralds of Dust or a creature that witnessed the characters' spontaneous resurrection. The Guvners deploy a cadre of Harmonium officers to place the characters under arrest.

When you're ready to end the exploration, read or paraphrase the following text:

A hush washes over the area, eclipsed by the march of heavy boots. Three officers of the Harmonium—burly guards in spotless, red plate armor—brandish menacing, clawed polearms in your direction.

"Halt, criminal!" demands one of the peacekeepers, a squinting human with a gold front tooth. "You're under arrest for violating the laws of the multiverse. We can do this the easy way." The menacing jaws on the Harmonium officers' polearms snap open with a clink. "Or the hard way."

The three **Harmonium peacekeepers** (see *Morte's Planar Parade*) command the characters to drop their weapons and come quietly. The officers have been ordered to bring the characters before the High Courts of Sigil, where the characters must stand trial for supposed crimes against reality.

Parisa distances herself from the characters on seeing the Harmonium officers. She apologizes to the characters, briefly mentioning she "can't go back to the Prison" before fleeing the scene.

The Harmonium officers attempt to detain the characters with their pincered polearms and walk them to the city courts. Failing that, they try to knock the characters unconscious and place them in shackles.



## DEVELOPMENT

Whether they evade the Harmonium pursuers or get caught, the characters eventually meet Farrow, detailed below. The circumstance of this introduction depends on whether the characters escape or are captured, as detailed below:

**Escape.** If the characters defeat or evade their pursuers, they quickly run into Farrow, who helps them lie low in a nearby establishment as Harmonium backup arrives on the scene.

**Capture.** If the characters are bested, Harmonium officers detain them with manacles that function as *dimensional shackles*. The manacles' magic fades if they are opened or destroyed. As the characters are taken to the city courts, Farrow arrives disguised as a Harmonium officer named Josbert Plum. After unlocking their manacles, "Josbert" helps the characters flee the guards to a safe place nearby.

### FARROW, SHADAR-KAI SPY

Farrow was once a member of a covert network of shadar-kai—elves shaped by the magic of the Shadowfell—on a Material Plane world known as Mystara. Hurlled into the Cage after a failed mission on their home world, Farrow has since acclimated to the City of Doors and put their talents to use. They have curly white hair, ashen skin, and a purplish birthmark on the right side of their face.

The shadar-kai serves the arcanaloth Shemeshka as one of her most reliable agents, using a magic ring that functions as a *hat of disguise* to infiltrate the many factions of Sigil. Farrow has a disguise for each ascendant faction, along with a few others. When Farrow dons a disguise, they become a new person entirely, losing themselves in the role until the spell wears off. Each alter ego pledges fealty to Shemeshka, but only she knows Farrow's many faces are one and the same. Farrow's signature birthmark persists across their disguises.

**Faces of Farrow.** In addition to their true form (a neutral, elf **spy**), Farrow regularly dons the following disguises, replacing their game statistics with those of a Sigil faction agent (detailed in *Morte's Planar Parade*):

**Aza Dowling**, a self-indulgent tiefling **Society of Sensation muse**.

**Josbert Plum**, a belligerent human **Harmonium peacekeeper** with a blonde buzz cut.

**Kal the Crisp**, a freckled gnome **Hands of Havoc fire starter** with a penchant for destruction.

If reduced to 0 hit points while disguised as an alter ego, Farrow reverts to their true form. Any excess damage carries over to that form.

**Mysterious Patron.** Farrow has been observing the characters from afar. The shadar-kai understands the characters' identity crisis and believes Shemeshka can help, but the spy doesn't disclose their employer's name due to Shemeshka's dire reputation; Farrow hopes they've done enough to earn the characters' trust in the meantime.

Farrow offers to guide the characters through Undersigil, a maze of tunnels beneath the city, to their patron's safe house. It's too risky to travel the streets—before the characters know it, every Harmonium officer in Sigil will be looking for them.

If the characters accept Farrow's guidance, Farrow leads them to the closest entrance to Undersigil, a boarded-up archway in the basement of a nearby building. If the characters decline, Farrow tells them it's their funeral; the Harmonium will continue to return in greater numbers until the enforcers succeed, and next time, Farrow might not be there to bail out the characters.



FARROW AND THEIR ALTER EGO JOSBERT PLUM



## UNDERSIGIL

Farrow knows a path through Undersigil to Fortune's Wheel, a casino owned by Shemeshka. Though the shortcut avoids the Harmonium officers, the tunneled realms beneath Sigil bring their own dangers, as detailed by the encounters in this section. For more information about Undersigil, see chapter 2 of *Sigil and the Outlands*.

On entering Undersigil, Farrow cautions the characters to keep their wits about them.

### STUFFED RAT

Soon after the characters begin their travels in Undersigil, read the following description:

A tunnel leads through a half-collapsed basement. At the center of the chamber, a rat with an exposed brain and a bloated stomach lies belly-up on a porcelain plate scattered with pink crumbs. As the rodent meets your gaze, you hear a low voice in your mind. "Do what you must," it says. "We have already won."

The speaker is a **cranium rat squeaker** (see *Morte's Planar Parade*), a scout for a cranium rat collective known as the Us, which is scouting new territory. The rat uses the pronouns "we" and "us" when referring to itself. Overwhelmed by the sweet scent of dessert, the rat abandoned its mission and gorged itself on cake here moments ago. Its belly full, the rat has the incapacitated and prone conditions and is indifferent to the party.

If the characters leave the defenseless rat in peace, it gives them a cryptic warning about the tunnels beyond: "Beware the scent of strawberry." If the characters harm it, the rat lets out a telepathic shriek, and a hostile **cranium rat squeaker swarm** (see *Morte's Planar Parade*) pours out from nearby cracks to avenge it.

### TWISTED TEA PARTY

Farrow's shortcut takes the characters through the territory of the Coterie of Cakes, a dwindling faction of bullies and bakers who believe the multiverse is a giant, multilayered cake. Forced into Undersigil when their faction didn't quite take, the Cakers aggressively knead nonbelievers into members of their cake-based contingent.

Eventually, the characters happen on a Caker tea party in a flooded chamber, emerging from the tunnel to the north. Map 2.1 depicts the area. When the characters arrive, read the following text:



MAP 2.1: CAKER TEA PARTY

A strawberry cake decorated with leathery wings rests on a festive table in this damp, dimly lit chamber. Wet sediment collects around floor drains, and gaping sewer pipes protrude from the stone walls. The other end of the tunnel is barred shut.

Four rosy-cheeked humans in grimy baker's attire sit at the table, sipping tea with pinkies extended.

Four Cakers—chaotic evil, human **thugs** whose maces are rolling pins—prattle on about the "misguided" surface factions of Sigil over cake and tea. The Cakers are initially indifferent toward the characters. Normally, the Cakers don't take kindly to interruptions, but the struggling coterie is eager to recruit new members.

When the characters make themselves known, the troop's ringleader—a pink-haired Caker named Gertrube—invites them to take a seat and join the absurd celebration. If the characters can endure 10 minutes of teatime without offending their hosts, the Cakers allow them to proceed unimpeded. However, if the characters decline their offer or otherwise insult the Cakers during the meal—to refuse a slice of cake is an unforgivable blunder—the Cakers politely ask to be excused, push in their chairs, and attack.



## CURSED CAKE

Unable to secure fresh ingredients in Undersigil, the Cakers prepped this pastry with the blood of a *vargouille*. A successful DC 16 Intelligence (Arcana) check reveals the wings have black blood; they don't belong to a bat or any other Beast.

Creatures other than Constructs, Fiends, or Undead that partake of the cake are cursed. Over 1d4 hours, a cursed creature's head takes on fiendish aspects. At the end of this time, the creature dies, and its head tears from its body as a hostile **vargouille reflection** (see *Morte's Planar Parade*). Casting *greater restoration*, *remove curse*, or a similar spell on the target before this transformation completes ends the curse and undoes its effects.

## CURSED CAKERS

The Cakers have eaten the cursed cake. Makeup masks their languid complexions, but a character who succeeds on a DC 14 Wisdom (Insight or Medicine) check determines the Cakers aren't well. If a Caker is reduced to 0 hit points, a hostile **vargouille reflection** sprouts from their corpse.

## PORTALS

Each of the lettered sewer pipes on map 2.1 contains a portal to one of the others in this room. The pipes are large enough for a Medium or smaller creature to pass through without squeezing. A creature that enters a pipe emerges on the other side of the pipe with the matching letter on map 2.1. The Cakers know the destinations of each pipe and use them to their advantage in combat.

## TREASURE

Among the Cakers are two stale baguettes, three mincemeat pies, and a lemon tart. Additionally, Gertrube carries a *portal compass* (see *Sigil and the Outlands*).

## TO FORTUNE'S WHEEL

After the characters deal with the Cakers, the remainder of the journey through Undersigil is uneventful. They emerge from Undersigil in the Lady's Ward, about a block from Fortune's Wheel.

When the characters arrive, read the following:

You stand before the giant marquee of a casino that reads "Fortune's Wheel" in a dazzling font. Fashionably dressed locals laugh, arm in arm, as they push through the casino's polished gold revolving door to the gambling hall within.

Farrow lets out a satisfied sigh. "This is the place."

Here ends chapter 2. Each character should gain a level before starting the next chapter.



GERTRUBE INVITES VISITORS TO A  
CAKER CELEBRATION IN UNDERSIGIL



# Fortune Favors the Bold

**T**HE CHARACTERS ARRIVE AT FORTUNE'S Wheel, a planar casino in the Lady's Ward owned by the Shemeshka the Marauder. As they wait for the arcanaloth to arrive, the characters experience the gambling hall, its games, and its colorful clientele. At the end of the evening, Shemeshka promises to investigate the characters' pasts if they agree to do her a favor.

## WARM WELCOME

The door of Fortune's Wheel opens into the Dragon Bar. When the party enters, a polite, snappily dressed tiefling bellhop (**commoner**) named Valek delivers a letter to them that reads as follows:

Honored guests,

Welcome! I've been expecting you. Don't fret; you're safe here. Our city's so-called "peacekeepers" hold no sway in my establishment.

I've prepared accommodations for each of you upstairs. Valek will show you to your rooms. Rest, relax, and enjoy room service on me. When you're ready for entertainment, a gift awaits you at the casino cage.

I'll be down a bit later. See you soon.

Your benignant host,  
Shemeshka

Valek shows the characters to their rooms: luxurious suites fit for royalty on the second floor. A clean set of fine clothes awaits each character.

Valek caters to their basic needs, offering to shine equipment, answer questions about the casino, or provide a short tour. Valek expects a tip of at least 1 sp for each service. If the characters fail to tip Valek, he remains courteous but becomes faintly aloof.

With the characters in Valek's capable hands, Farrow wishes the characters good luck and departs the casino.

"Come on, mama needs a new octet of shoes!"

—Alta Addercop, drider gambler



## PLANAR PROPRIETOR

Shemeshka's reputation precedes her. Characters who question Farrow, Valek, or other locals about her might learn the following details:

**Arcanaloth.** Shemeshka is an influential arcanaloth who takes pride in her appearance. She owns Fortune's Wheel and appears in the casino regularly.

**Influencer.** She's fantastically wealthy and an information broker par excellence.

**Spy Master.** Powerful in her own right, Shemeshka also commands a loyal web of spies that could bring the city's factions to their knees overnight.

## FORTUNE'S WHEEL

Fortune's Wheel is a casino where risk-takers from across the multiverse place bets.

## TRACKING TIME

The characters have enough time to finish a long rest. After this, they have 3 hours before Shemeshka arrives on the casino floor. They can use this time to explore Fortune's Wheel, play games, and interact with fellow gamblers. Use the games detailed in the following sections and the encounters in the "Timed Events" section to fill the time. Don't worry about managing things to the minute. If the players are having fun, give them time to enjoy the casino.

## CASINO GAMES

Games of chance are scattered throughout the casino. Most involve the elements here.

### RAZORLEAVES

Due to the infinite currencies in Sigil, the games in Fortune's Wheel use razorleaves: gambling chips unique to the casino. A razorleaf—or simply a "razor"—looks like a gold-hued token inscribed with stylized razorvines. Each razorleaf is worth 10 gp.

Most games cost 1 razorleaf to play. Characters can exchange their earnings for gold or purchase additional razorleaves at a casino cage (detailed later in this chapter).

### GAMBLERS

The Fortune's Wheel Gamblers table details NPCs the characters might encounter in the casino. Use these individuals to bring Fortune's Wheel to life through social interactions or by including them as quirky rivals for characters playing casino games.





WEALTHY AND DARING GAMBLERS FROM ACROSS THE PLANES MINGLE AT THE FORTUNE'S WHEEL CASINO.

## FORTUNE'S WHEEL GAMBLERS

### d4 Gambler

- 1 Anisa (chaotic good, human **noble**) raises money for the poor. A member of the Ring-Givers, a philanthropic Sigil faction, she gives the characters a free casino chip in a charitable yet patronizing gesture.
- 2 "Lu," a kindly tiefling **archmage** and secret Incantifer (detailed in *Sigil and the Outlands*), is celebrating her birthday. She never discloses her age.
- 3 Rule-of-Three, a cryptic **cambion** disguised as a githzerai, always wagers three chips.
- 4 Ignatius Inkblot (lawful neutral **mind flayer**), an undercover detective, investigates the casino for fraud.

## FORTUNE'S WHEEL FEATURES

The casino has the following features:

**Casino Ambiance.** The casino floor drums with the sounds of shuffling cards, loudmouthed patrons, ratcheting clockwork slot machines, and live performances emanating from its grand stage.

**Lighting.** Gaudy chandeliers with magic orbs keep the entire casino brightly lit.

**Security.** Six well-dressed **mezzoloth** bouncers patrol the casino. The bouncers investigate suspicious activity and respond to aggressive guests. At your discretion, they also investigate if the characters win too often at any one game.

## FORTUNE'S WHEEL LOCATIONS

The following locations are keyed to map 3.1. The compass and cardinal directions on the map are provided for ease of use.

### F1: DRAGON BAR

The Dragon Bar is an extravagant reception area where gamblers gather before hitting the casino proper.

When the characters enter, the **ghost** of a washed-up stage magician known as the Great Stephen Amber is performing sleight-of-hand tricks for an audience of a few dozen low-stakes **noble** gamblers and three **gnoll** hecklers.

At the southeast corner of the bar is a simple door minded by an **oni** bouncer named Vez. The oni ensures that only those who meet Shemeshka's thresholds for wealth and interest are admitted to area F3. He has orders to welcome the characters.

**F1a: Bar.** A sculpture of a red dragon head protrudes from the wall above this mirrored bar, which is tended by a dead-eyed, lawful neutral **equinal guardinal** (see *Morte's Planar Parade*) named Brayson. He is taciturn but friendly.

**F1b: Hotel Access.** A staircase near the main entrance ascends to a carpeted hallway of numbered, five-star suites. These accommodations exist in demiplanes accessible by guests and casino staff, or anyone else in possession of a room's portal key.



**F1c: Kitchen.** Five **steam mephit** chefs prepare meals for guests in this hectic kitchen.

**F1d: Stage.** Opening acts take place on a small, curtained stage. Between shows, performers can be found in a dressing room adjacent to the stage.

**F1e: Wheel.** This room, reminiscent of a museum exhibit, houses the original fortune's wheel: an eye-catching, vertical iron cartwheel. Gilded payouts decorate its weathered surface, including one coveted gold square that once paid out ludicrous sums. This roulette has since been decommissioned, replaced by the one in area F7.

## F2: CASINO CAGES

Here gamblers can cash out their winnings or purchase razorleaves for 10 gp apiece. An attentive **imp** cashier sits behind each barred window, retrieving chips and funds from secure portals only they can access. There are two cages in Fortune's Wheel: one in the Dragon Bar with two cashiers and a slightly larger office in the casino proper with three.

**Welcome Gifts.** When the characters first visit one of the casino cages, a teller gives them each a black satin bag containing 10 razorleaves. If the characters aren't already aware of the casino beyond the Dragon Bar, an **imp** encourages them to speak with Vez the oni.

## F3: ILLUSORY FOUNTAIN

Heavy doors swing inward, revealing a jingling fountain of gold coins rising from the floor of an extravagant gambling hall. The glittering spout originates from the open palm of a statue depicting a confident arcanaloth cast in solid gold. The fountain's inscription reads, "Fortune Favors the Bold."

Hundreds of people from across the planes congregate around all manner of games, refreshments, and performances in this lavish, magical casino.

This golden statue depicts the casino's owner, Shemeshka. The coins are an illusion. Physical inspection of the fountain, a *detect magic* spell, or a successful DC 12 Intelligence (Investigation) check reveals them as such.

**Scrying Statue.** Creatures in the security room (area F10) can see and hear through the statue as if they were standing in its place. A *detect magic* spell reveals an aura of divination magic around the statue.

**Treasure.** The statue is worth 5,000 gp, but damaging any part of it draws the immediate ire of two **mezzoloth** bouncers in the crowd nearby.



MAP 3.1: FORTUNE'S WHEEL



#### F4: SLOT MACHINES

The first time a character approaches a slot machine, read or paraphrase the following text:

A wiry-haired night hag jumps for joy before a boxy clockwork machine fitted with a hand lever. The machine's three, faintly glowing reels display the images of two gray worms and a golden ring. "Come to mama," giggles the hag as three writhing grubs wiggle from the dispensary slot and into a brass bucket at her feet.

Putrice, a friendly **night hag**, just hit it big on the slots, a maze of gambling machines. Most of the slot machines are clockwork cabinets of gnomish construction, but four are stationary, indifferent **duodrones** that work for the casino. As she pockets the worms for use in dark rituals, Putrice is happy to explain how the luck-based machines work.

A game of slots costs 1 razorleaf to play. When a participant inserts a chip into the machine, roll three d6s. Each number on the die corresponds to a symbol displayed on the slot machine's reels and its prizes, as shown on the Slot Machine Results table. Prizes are dispensed from a slot at the base of the machines.

There are four possible outcomes when playing slots:

**One of a Kind.** If the reels display three different symbols, the participant doesn't win a prize. The slot machine produces a sad trumpet noise.

**Two of a Kind.** If the reels display two identical symbols, the participant wins the two-of-a-kind prize listed on the Slot Machine Results table for that symbol.

**Jackpot.** If all three symbols match, the participant wins the jackpot prize listed on the Slot Machine Results table for that symbol. Each jackpot can be won only once. Subsequent jackpots for a given symbol result in a two-of-a-kind prize.

**Modron Time!** If the reels display a tooth (2), a gear (4), and a pitchfork (6) in any order, the four duodrone slot machines do a coordinated jig, and the participant gains the ability to reroll one or more of the d6s on their next pull of a slot machine lever, as fortune tilts in their favor.

#### SLOT MACHINE RESULTS

d6	Symbol	Prize (Two of a Kind)	Jackpot
1	Worm	1d3 wriggling, indifferent, Tiny larvae (see the <i>Dungeon Master's Guide</i> )	<i>Dimensional shackles</i>
2	Tooth	1d4 + 1 teeth from various animals and strangers	<i>Spell scroll of polymorph</i>



DUODRONE SLOT MACHINE

d6	Symbol	Prize (Two of a Kind)	Jackpot
3	Ring	Gold ring worth 15 gp	<i>Ring of protection</i>
4	Gear	Toothed copper gear worth 25 gp	<i>Mace of smiting</i>
5	Heart	1d10 temporary hit points given to the participant	<i>Potion of healing (supreme)</i>
6	Pitchfork	1d6 fire damage dealt to the participant	<i>Necklace of fireballs</i>

#### F5: TABLE GAMES

Various games take place at velvet-lined tables in this open area. Three games are detailed below; at your discretion, Fortune's Wheel might contain other table games of your own creation. The buy-in for a table game is 1 razorleaf per game unless anyone is feeling lucky and wants to up the ante.

The dealers at each table game are indifferent toward the characters. Dealers abstain from combat but defend themselves if threatened. A **mezzoloth** pit boss watches over each group of tables, keeping an eye out for cheaters and troublemakers.

**Dead Hand's Dice.** A **vampire** croupier coalesces from a cloud of mist to conduct dead hand's dice, a dice game popular among spacefaring pirates in the Astral Sea. The rules are as follows:



- Each participant's player chooses any number of d6s (known as "bones") and shakes them in a cup.
- You choose any number of d6s as well, and roll for the dealer and participating NPCs.
- Everyone rolls and reveals their dice at once.
- The participant with the highest total wins, but anyone who rolls a 1 automatically loses.

**Olidammara's Bounty.** Named after a god of revelry, this game is played on a long table embroidered with a flat pattern of an unfolded, twenty-sided die. The game's dealer is also its deciding piece: a **spectator** shaped like an icosahedron that rolls itself on the table once all bets have been placed to determine the outcome. The rules are as follows:

**Participant Bets.** Participants bet on one or more numbers between 1 and 20. To place a bet, a participant places at least 1 razorleaf on that number's triangular space on the game table. There's no limit to how many numbers a participant bets on, but they must wager at least one chip for each number.

**Dealer's Roll.** After all bets are placed, the dealer rolls itself. Roll a d20; if the number on the die matches a number on which the participant bet, the participant collects five times the amount of chips they wagered. Chips wagered on any other numbers are lost.

## F6: BIG-TICKET PRIZE

This area displays a gilded *apparatus of Kwalish*, a prize that can be won by spinning the fortune's wheel in area F7. If the characters take the apparatus for a joyride, two **mezzoloth** bouncers arrive in 3 rounds and demand the characters vacate the apparatus or be escorted to their room by force.

## F7: FORTUNE'S WHEEL

This hall holds the game after which the casino is named: fortune's wheel. The dazzling, upright roulette wheel, decorated with blinking lights and prizes galore, rises from an ornate stage of its own. A plush throne sits before the wheel before a marble platform fitted with a coin slot and a large level.

Fortune's wheel is the casino's signature experience: an exciting game of chance where fortunes are won or lost. The fortune's wheel consists of three concentric spinning wheels and measures 10 feet in diameter. It occupies its own roped-off stage.

**Spinning the Wheel.** Fortune's wheel costs 5 razorleaves per spin, and a creature is allowed only one spin every 24 hours (the wheel doesn't function if more spins are attempted). To play, the participant

sits in the chair, inserts the chips into a slot in the pedestal, and pulls the lever. To determine the result, roll a d10 and consult the Outer Wheel column of the Fortune's Wheel Results table, following its instructions or comparing the result to the entries below. The game always starts on the outer wheel and ends with a single result.

The wheel is magical. Any physical prize winnings appear before the stage after each game.

### FORTUNE'S WHEEL RESULTS

d10	Outer Wheel	Middle Wheel	Inner Wheel
1	No prize	Roll again on outer wheel	Roll again on middle wheel
2	No prize	No prize	Letter
3	No prize	Key	Crown
4	Stein	Feather	Fox
5	Coin	Two coins	Three coins
6	Tunic	Sword	Ghost
7	Flask	Four-leaf clover	Big-ticket prize
8	Tentacle	Bag	House
9	Trinket	Compass	Tongue
10	Roll again on middle wheel	Roll again on inner wheel	Star

**Bag.** The participant wins a *bag of holding*.

**Big-Ticket Prize.** The participant wins the gilded *apparatus of Kwalish* in area F6. The apparatus remains in Fortune's Wheel for the evening. At your discretion, Valek can arrange for the apparatus to be delivered to the characters in the Outlands during part 2 of the adventure.

**Coin.** The participant wins 50 gp.

**Coins, Two.** The participant wins 500 gp.

**Coins, Three.** The participant wins 5,000 gp.

**Compass.** The participant wins a *portal compass* (see *Sigil and the Outlands*).

**Crown.** The participant becomes a quasi-deity with a petty portfolio, such as dust mites, scheduling conflicts, gazebos, or three-toed sloths. Celestials and Fiends acknowledge the participant's godly status, but with no followers to boast, the participant is divine in name only. At your discretion, the winner might gain additional minor abilities related to their portfolio, such as controlling dust mites or understanding sloths. The Lady of Pain and other figures who seek to oust gods from Sigil pay the winner no attention.

**Feather.** The participant wins a *Quaal's feather token* (bird).

**Flask.** The participant wins a flask of holy water.

**Four-Leaf Clover.** The participant wins a *stone of good luck*.

**Fox.** The participant wins a citrine *figurine of wondrous power* (onyx dog) that becomes a Medium fox (**mastiff**) when its command word is spoken.



**Ghost.** The participant wins a bottle containing the soul of an unknown creature. Removing the stopper frees the soul inside, allowing it to proceed to the afterlife.

**House.** The participant wins a property deed to a modest home in a gate-town of your choosing.

**Key.** The participant wins a random portal key.

**Letter.** The participant wins a letter of recommendation (see the *Dungeon Master's Guide*) penned by Shemeshka.

**Star.** The participant gains a *boon of luck* (see the *Dungeon Master's Guide*).

**Stein.** The participant wins a drink at the Ice Lounge (area F8).

**Sword.** The participant wins a *+1 weapon* of their choice.

**Tentacle.** The participant wins the still-writhing tentacle of a mind flayer. It's sticky.

**Trinket.** The participant wins one random trinket (roll on the Trinkets table in the *Player's Handbook*).

**Tongue.** The participant gains the ability to speak one language of their choice.

**Tunic.** The participant wins a tunic sized for them that reads "I spun Fortune's Wheel, and all I got was this lousy tunic."

#### F8: ICE LOUNGE

Chilly fog emanates from the Ice Lounge, a bar chipped from a magic glacier. Its bartender is Phiwi, a warm-hearted **yeti** who speaks Common. The mixologist's specialty is a face-numbing cocktail called the Abominable Yes Please.

**Sulking Dragon.** Winter's Bite, a piteous **young white dragon**, sits at the bar with his head hung, fidgeting with a single gold piece as he drowns his sorrow. The coin is all that remains of the dragon's hoard—he gambled the rest away in a single night. Worse yet, the foolhardy dragon has racked up a 100 gp bar tab he can no longer afford. If a character pays off the dragon's debt, Winter's Bite thanks the character, calling them a "friend of dragonkind" before he departs the casino, never to return.

#### F9: STAGE

A lofty, curtained stage rises at one end of the hall. Each evening, it boasts an assortment of acts. Behind the stage, performers prepare for the next act. A high-strung **satyr** stage manager, Grigsby, roves between storage spaces and a dressing room strewn with makeup and bewitching costumes.

Three acts take place on the stage:

##### **Beyond Reality with Bimdom Baffletrick.**

A charming illusionist in glittery, purple robes, Bimdom Baffletrick (chaotic neutral, gnome **mage**) performs arcane feats. His assistant is a friendly, white-furred **weretiger** named Felix.



DARE TO TEST YOUR LUCK WITH A  
SPIN OF FORTUNE'S WHEEL.





ONE OF THE DUBIOUS VECNA IMPERSONATORS  
WHO PERFORM AT FORTUNE'S WHEEL

**Star Performer.** A silver-haired singer of great renown named Estrella (chaotic neutral, elf **noble**) brightens the stage each night in a shimmering sequined dress.

**Tombstone Troubadour.** An icon from the faraway land of San Citlán, Cecilia Tlapaya (chaotic good **ghost**) takes the stage dressed in a sharp suit. The short-haired troubadour haunts a pearl-white guitar and is accompanied by a brassy band of ten lawful good **skeletons**.

#### F10: SECURITY ROOM

Three **nothics** sit in this dim room, staring at screens connected to invisible sensors spread throughout the casino. The nothics can hear and see through the sensors as if they were there, but they can't move them. In addition to their observation capabilities, the sensors extend the range of each nothic's Weird Insight action, allowing the Aberrations to probe the minds of suspicious patrons.

The sensors are located in the following areas:

- In front of the stairway in the Dragon Bar (area F1b)
- Inside the statue of Shemeshka (area F3)
- Directly above the participant's seat at the fortune's wheel (area F7)

If the nothics observe any questionable activity, they raise an alarm heard only by the mezzoloths throughout the casino, directing them to the scene.

#### F11: PRIVATE ROOMS

These lavish rooms are used for private meetings or exclusive table games. In one room, three **hound archons** (see *Morte's Planar Parade*) are playing dead hand's dice (see area F5).

#### F12. PORTAL TO THE PLATINUM ROOMS

This unremarkable alcove stands in a back hall used by casino staff. Within is a portal that opens for creatures carrying an exceptionally rare platinum razorleaf chip. Those who brandish such a chip and step into the alcove emerge into the Platinum Rooms, which are detailed in chapter 14.

### TIMED EVENTS

The following events occur at the end of each hour.

#### Hour 1: Identity Thieves

Three amicable Vecna impersonators—**doppelgang-ers** mirroring the archlich of the same name—walk the casino floor doing inaccurate but amusing impressions. The trio approaches one of the characters and begins to recite cheesy one-liners, asking the party to “give a lich a hand.”

The impersonators are pickpockets who prey on the casino's patrons. While one Vecna impersonator



distracts their target, another rummages through the mark's pocket for valuables.

A character who succeeds on a DC 16 Wisdom (Perception) check catches the impersonator in the act. The doppelgangers attack if they equal or outnumber the characters present. Otherwise, they attempt to break line of sight with the characters and assume new identities. Characters have advantage on Wisdom (Perception) checks made to notice the doppelgangers as long as the impersonators are still wearing their Vecna costumes.

While the impersonators were hired by Shemeshka's staff, the house doesn't condone their thievery.

## Hour 2: Disgruntled Patron

If the characters didn't pay the bar tab of Winter's Bite, the **young white dragon** in the Ice Lounge (area F8), the dragon finally snaps. The dragon wreaks havoc as he heads for the stage to bully the current performer, who retreats into the dressing room. If the characters don't intervene, four **mezzoloths** arrive after 3 rounds and subdue the dragon, who continues to cause a scene as he's removed from the casino. A character who spends an action and succeeds on a DC 14 Charisma (Intimidation or Persuasion) check can convince the dragon to stop attacking and leave the establishment.

## Hour 3: Shemeshka Arrives

Read the following text when **Shemeshka** (see *Morte's Planar Parade*) makes her appearance:

The lights dim, and the crowd murmurs with anticipation. Like a spotlight, a portal appears in the hall's vaulted ceiling and casts a golden glow on the casino floor. A grand, spiral staircase twists down from the portal, accompanied by an orchestral fanfare. A copper-furred, fox-headed being in an exquisite gown gracefully descends the stairs. Her arrival is met with thunderous applause.

### Roleplaying Shemeshka

Shemeshka is dignified and dangerous—a gregarious yugoloth who emanates an aura of grace and royalty. In conversation, she is composed and cordial, exuding confidence and sophistication without appearing pretentious or insincere. However, her smiles are hollow—a placid veneer that masks her ruthless nature. To Shemeshka, the multiverse is a chessboard. She moves her pawns deliberately across the planes, using them to further far-reaching schemes. She views her enemies the same way she does her allies: unworthy, easily manipulated, and disposable.

### Talking with Shemeshka

As Shemeshka's guests, the characters can easily secure an audience with the casino's owner, who suggests they speak privately in area F11.

Once settled, the arcanaloth asks the characters if they've enjoyed themselves in her casino. If the characters respond positively, she's happy to hear it; otherwise, she smiles and tells them Lady Luck has finally found them. Shemeshka then inquires about the characters' unique plight, listens to their response, and proposes a deal.

**Shemeshka's Offer.** The arcanaloth promises to dig up information on the characters' pasts in exchange for a favor. She asks the characters to locate R04M, a monodrone that vanished into the Outlands some time ago and hasn't returned. She's too busy with the casino to track him down herself.

Shemeshka claims the modron is a rogue accountant that knows sensitive information about her enterprise and her powerful associates. This is a lie. In truth, the modron is a loose end in one of Shemeshka's untold plots—a massive scheme involving a legion of lost modrons. Shemeshka's plans are further detailed in part 3 of the adventure.

If a character doubts the arcanaloth's intentions, she commends them on their caution; it's rarely wise to trust a Fiend. Shemeshka assures the characters that her line of work thrives off mutual distrust and that her intentions with the modron don't concern them. What difference does it make if both parties get what they want? To sweeten the deal for hesitant characters, Shemeshka offers an immediate payment of 300 gp per character.

**Distraction.** The arcanaloth's mission is largely a distraction. Shemeshka doesn't expect the characters to return from the Outlands anytime soon, if at all. The wheels of a grand scheme are in motion, and she wants the characters out of her affairs.

### To the Outlands

If the characters accept her deal, Shemeshka gives the characters a piece of lapis lazuli shaped like an eye. She explains that it's a key to a portal, located in the Clerks' Ward near the base of a gigantic statue of a rearing, three-eyed horse. The portal stands in an archway and leads to the Outlands (detailed in chapter 4).

After providing this information, Shemeshka excuses herself, supposedly to set her agents to work hunting down details about the characters and their situation. She welcomes the characters to continue to enjoy Fortune's Wheel. The characters can explore the casino further or Sigil as they please, so long as they avoid the Harmonium.

This chapter ends when the characters use the portal to head to the Outlands. Each character should gain a level before starting the next chapter.





# PART 2

## The Mosaic Mimir

THE WALKING CASTLE IEDCARU  
ENDLESSLY EXPLORES THE OUTLANDS.



# Into the Outlands

**W**HILE SHEMESKA INVESTIGATES THE characters' origins and the strange magic affecting the adventurers, the party travels to the Outlands in search of a fugitive modron. Their trail leads to a mysterious castle with the ability to traverse the plane. The magical fortress has recently been occupied by Fiends, which prove to be an impediment to investigating the site, learning more about the missing modron, and exploring the Outlands beyond.

## ARRIVAL IN THE OUTLANDS

When the characters emerge from the portal, read the following:

You find yourself standing amid ruins of weathered black marble. The last recognizable remnant of these ruins, a solitary stone archway, provides a frame for the portal you just passed through. Glittering, deep-blue sand spreads before you in all directions. Great impact divots mark the passage of something enormous. The trail leads toward a sudden transition in the terrain, where a forest of magenta trees climbs craggy hills that look like wizened faces.

Much farther in the distance, an impossibly tall stone spire stretches from the horizon into the clouds.

The portal from Sigil opens into a nameless ruin in the Outlands that is roughly halfway between the Spire and the gate-town of Torch. The portal, which leads back to Sigil, can be reopened with a piece of lapis lazuli etched with an eye. The surreal nature of the surrounding desert, forest, and hills, as well as the rapid transition between the terrains, is natural for the Outlands.

"I am a mimir, a magical device designed to provide information. I can be, be, be—" Cacophonous gibberish and overlapping voices ensue. "Infinite unlikelyhood error: data not found."

—The Mosaic Mimir



Creatures can follow the tracks toward the forest. A character who succeeds on a DC 12 Wisdom (Survival) check knows the tracks weren't made by an animal, but rather by a large magical device or machine.

A character who succeeds on a DC 10 Intelligence (Arcana) check recognizes the stone spire in the distance as the Spire that marks the center of the Outlands and atop which floats Sigil.

Characters who follow the trail find a walking castle (see the following section) after an hour of travel. Those who avoid the trail come across the castle in another direction.

## THE WALKING CASTLE

The walking castle Iedcaru is a treasure from ages past. It was created by githzerai as a hermitage where ascetics could travel the Outlands and meditate on the nature of realms beyond. While the castle has been forgotten by most githzerai scholars in Limbo, it remains the home of Zaythir, a sage who seeks to glean multiversal truths from mystical planar forces.

Iedcaru has recently seen more visitors than usual. The first was the modron R04M, which stopped at the castle and learned much about the Outlands. More recently, though, a host of Fiends discovered and occupied the castle. They've captured Zaythir and are now working to discover how to operate the castle. The Fiends' goals are up to you; they could be seeking to claim the castle and sell it as a war machine, or they might be working for Shemeshka through intermediaries seeking to track R04M.

When the characters come within sight of the walking castle, read the following description:

Amid a grove of strange trees stands an ornate tower. Around it, toppled pillars lie scattered. A short stairway rises from the ground to a stone terrace, where six openings lead into the structure.

The walking castle is currently immobile. Those who climb the stairs reach area W1.



## WALKING CASTLE FEATURES

The castle has the following features:

**Ceilings.** Ceilings in the castle are 30 feet high on the first floor and 15 feet high on other floors.

**Doors.** Doors in the castle are stone reinforced with iron. The doors have AC 17, 25 hit points, and immunity to poison and psychic damage. They can be broken open as an action with a successful DC 25 Strength (Athletics) check. Locked doors can be picked as an action with a successful DC 20 Dexterity check using thieves' tools.

**Light.** Crystals embedded on the interior walls and ceilings of the castle fill rooms with bright light.

**Water.** Taps in the kitchen, washroom, and workshop provide endless streams of fresh water.

## WALKING CASTLE LOCATIONS

The following locations are keyed to map 4.1. The compass on the map and directions in the following descriptions are provided for ease of use.

### W1: TERRACE

A paved ring with a 2-foot-high lip provides a foundation for the castle. The base of the tower opens into a hall without exterior doors. Along the west and east interior walls of this hall are doors that lead to area W2. The door to the east is locked. The door to the west has been shattered inward.

A character who walks around the tower and succeeds on a DC 12 Wisdom (Perception) check notices the perch and door to area W4c, 30 feet above.

### W2: LIBRARY

All manner of tomes, scrolls, tablets, and folios cram the towering shelves of this airy library. An ancient wooden table surrounded by matching benches stands at the room's center, near an ornate spiral staircase that climbs through the ceiling above. To the north are statues of githzerai scholars and an alcove with a table covered in candles. To the south, in another alcove, stands a crystal sarcophagus.

The library holds the collected writings of Iedcaru's scholars. The majority focus on esoteric philosophies of the Outer Planes and multiversal theories.

The spiral stairs rise to area W3.

**Research Collection.** A character who spends 1 hour researching the Outer Planes here can make an Intelligence check with advantage, obtaining the knowledge sought with a successful check.

**North Alcove.** This alcove holds two braziers, a threadbare mat, and a table covered in candles and used incense sticks.

**Sarcophagus.** Visible through the transparent lid of this sarcophagus is the mummified body of Iedcaru's first caretaker, the githzerai scholar Laxuelu, whose name is etched on the lid. The mummy has brass eyes, and its sarcophagus can't be opened. Whenever a creature in the library speaks its desire for a text on a particular topic, the mummy's eyes magically move to look in the direction of a relevant work in the collection (if it exists).

**Treasure.** Among the candles in the alcove sits a partially melted *candle of invocation* of a random alignment that has 1 hour of use remaining.

### W3: MAIN ROOM

A character who listens carefully before entering this area and succeeds on a DC 12 Wisdom (Perception) check can hear the tieflings inside discussing whether to betray someone named Thlaarsh.

When a character enters this area, read or paraphrase the following:

A spiral staircase emerges through the floor into this multiuse kitchen and social area. To the north, a ladder ascends to the floor above, and six simple doors ring the room. To the west are several cabinets and cooking spaces that have been pillaged, with pots and foodstuffs scattered across the floor. Two tieflings in spiked armor conspire over the table.

The tieflings are neutral evil **gladiators** in the service of Thlaarsh (see area W5). They're hostile, but a character who succeeds on a DC 18 Charisma (Intimidation or Persuasion) check or who offers each tiefling at least 1,000 gp convinces the pair to betray their yugoloth allies. Otherwise, the tieflings scream battle cries as they fight to the death. If the characters don't silence the tieflings quickly, the Fiends in areas W5, W6, and W7 are alerted.

Through doors to the southwest are a pantry and washroom. If a character dies in the castle, their incarnation appears in one of these rooms.

The ladder to the north leads to area W6.

**Supplies.** The kitchen has been plundered, but 14 days of rations remain. These mostly consist of pickled radishes—a favorite of Zaythir's.

### W4: BEDROOMS

The following bedrooms surround the main room:

**W4a.** This room has a single bed, a desk, and a cabinet containing loose robes.

**W4b.** This room has two beds, a writing desk, and an empty cabinet.

**W4c.** This room contains a large nest, once used by an avian scholar, and a cabinet with clothes suited for a winged wearer. A door to the east opens onto a sturdy log perch covered in old talon scratches.



# WALKING CASTLE



The Castellan



Ladder (Down)

FIFTH FLOOR



Ladder (Up)

Ladder (Down)

FOURTH FLOOR



Ladder (Down)

Ladder (Up)

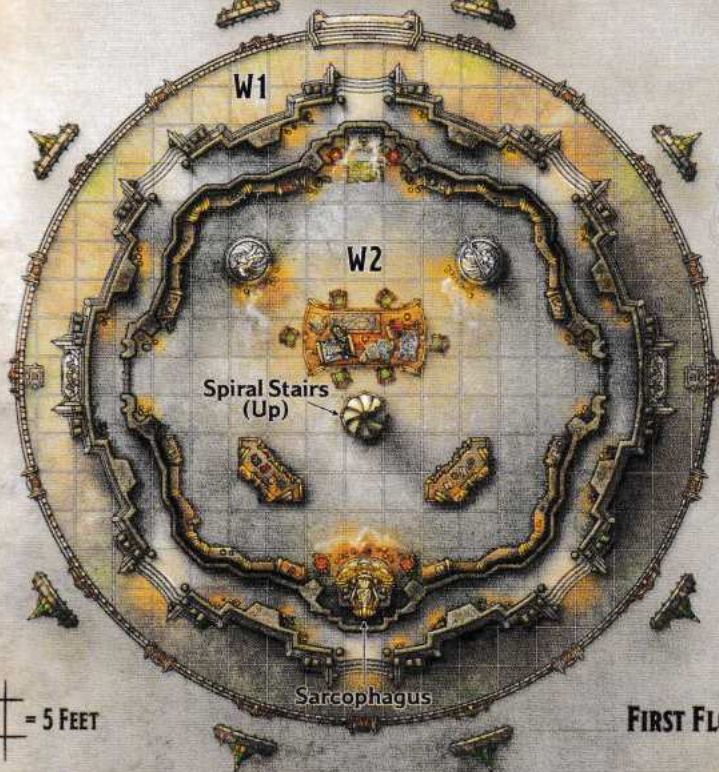
THIRD FLOOR



Ladder (Up)

Spiral Stairs (Down)

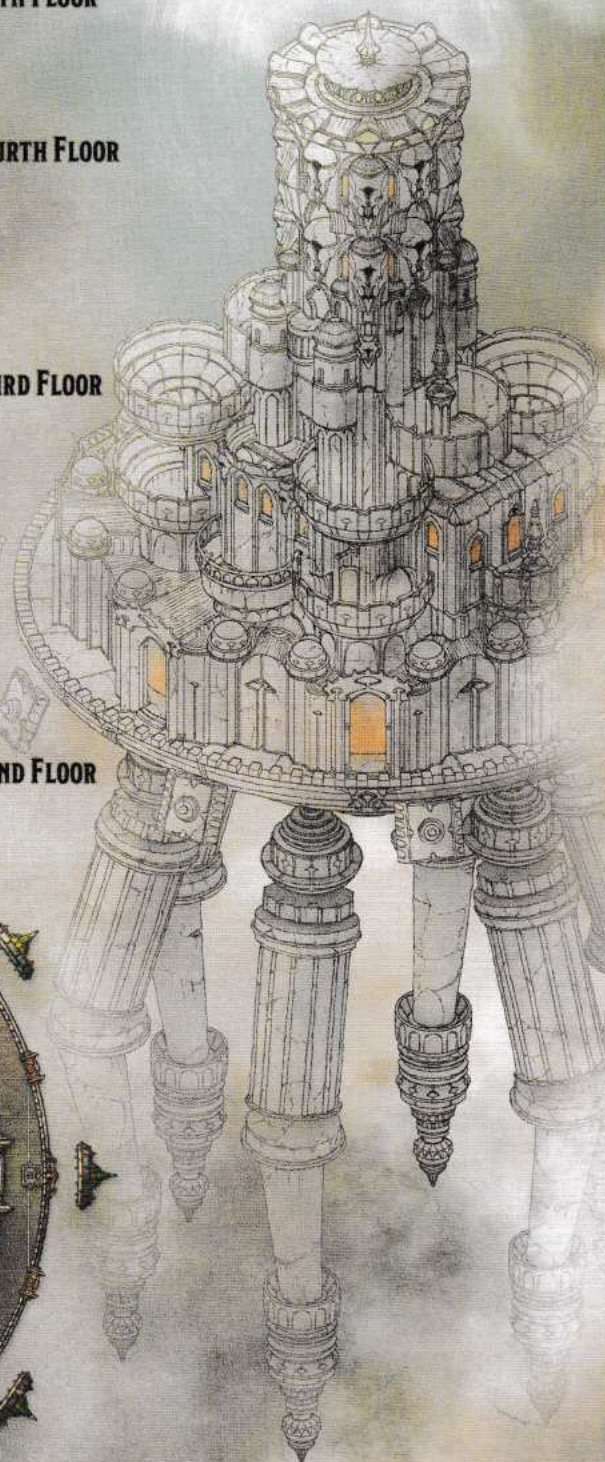
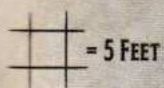
SECOND FLOOR



Spiral Stairs (Up)

Sarcophagus

FIRST FLOOR





## W5: STUDY

If the nycaloth in this room is aware of the characters, it casts *invisibility*. When a character enters the room, read or paraphrase the following, leaving out the last sentence if the nycaloth is invisible:

A sizable desk stands opposite the door in this stuffy study. Cabinets, crowded bookshelves, and maps of the Outer Planes cover the room's walls. In the south corner stands a simple cot. A hulking, green-skinned figure with mighty wings and razor-sharp claws violently peruses the books, discarding those that displease it.

This is Zaythir's study. The **nycaloth** Thlaarsh the Gore Drinker is here, seeking ways to make the castle move. Thlaarsh attacks rival trespassers and fights to the death, but it tries to capture spellcasters, hoping to make them pilot the castle.

**Treasure.** The desk holds Zaythir's notes on the Outlands, which are written in Gith, as well as calligrapher's tools. On the desk is a broken *mimir* (see *Sigil and the Outlands*) with a skull made of colorful glass shards. This *mimir* is further detailed in the "Mosaic Mimir" section later in this chapter.

## W6: CASTELLAN CHAMBER

If the two mezzoloths in this room were alerted by noise in area W3, they cast *darkness* before the characters enter. Otherwise, read or paraphrase the following when a character enters the room:

This chamber is dominated by a sculpture of a gigantic, humanlike figure looming over a broad, circular table. A ladder to the north descends, while a ladder to the south climbs to the floor above.

Two four-armed, insectile creatures inspect the sculpture and table, trying to break them loose.

The two **mezzoloths** attack the characters on sight and fight to the death.

**Castellan.** The statue and table here are together a unique magical being known as the Castellan. It is dormant when the characters initially enter this room. See "The Castellan" later in the chapter for additional details.

**Secret Door.** A character who investigates the south wall and succeeds on a DC 18 Intelligence (Investigation) check finds a secret door that slides open. In this space is a small table on which sit several candles and a *necklace of prayer beads* with 1d4 + 2 magic beads.

## W7: MEDITATION CHAMBER

The lights in this room have been destroyed, leaving the area in dim light.

Ancient tapestries of the planes and cosmic alignments cover the walls of this simple room. Ladders descend to the floor below and rise to the level above.

An **incubus** named Arcis, who serves Thlaarsh, waits in this room, guarding the prisoner on the floor above. If he heard battle in areas W3 or W6, he transforms himself to look like a wizened gnome wearing the robes and tall hat of a member of the Fraternity of Order. He pretends to be a prisoner and lies to the characters, begging them to help him get out of the tower before more Fiends arrive. This is a ploy to drive the characters toward any Fiends surviving on the floors below. If none remain, he either tries to escape the tower or uses the characters to his advantage.

## W8. SIGNAL TOWER

Narrow windows look out from this stark stone chamber in every direction. In the room's center stands a green crystal atop a stone pillar. A ladder descends to the floor below. Seated in a corner is a githyanki woman with long, white hair and closed eyes.

The Fiends have kept the castle's caretaker, a neutral **githzerai uniter** (see *Morte's Planar Parade*) named Zaythir, in this chamber. Zaythir is eager to be free and evict the devils from her home. She is further detailed in the "Zaythir" section.

**Crystal.** The green crystal affixed to the pedestal is a *gem of brightness*. When the gem is lit, its light can be seen over a mile away.

## CASTLE'S RESIDENTS

Once the Fiends are defeated and Zaythir is freed, the characters have access to the walking castle and the gratitude of its residents. These residents help the characters however they can.

### ZAYTHIR

Zaythir is a patient scholar of the planes who rarely shows extremes of emotion. If she is freed and the Fiends are driven out of her home, she's indebted to the characters. She introduces herself and can provide information on the following topics:

**Personal Background.** Zaythir is a scholar of the planes who studies the Outlands and the planes beyond. She has guarded the walking castle alone for years.





THE GITHZERAI ZAYTHIR USES THE CASTELLAN TO SET THE WALKING CASTLE'S COURSE ACROSS THE OUTLANDS.

**The Castellán.** This magical being is Zaythir's companion and the heart of Iedcaru. It controls the castle's movement. Zaythir can introduce the characters to it (see the "The Castellán" section).

**Walking Castle.** The walking castle is called Iedcaru. It is a repository of learning and a place to study the Outer Planes. It was created by githzerai long ago.

**Modron.** Zaythir was recently visited by a modrone who called himself R04M. He had been using a *mimir* (see *Sigil and the Outlands*) to follow the path of the last Great Modron March, intending to learn truths of the multiverse. He left his *mimir* here, saying it told him where to go after visiting all the gate-towns (though he didn't say where that was). His *mimir* was damaged during the Fiends' attack (see the "Mosaic Mimir" section).

Zaythir knows nothing about the multiversal glitch affecting the characters, but she's happy to let them research in the castle's library. Unfortunately, the library contains no information on the characters' circumstances.

If it's clear the characters plan to explore the Outlands, Zaythir offers to help, both by sharing her knowledge of the plane and by letting the group travel via Iedcaru and use it as a base.

## THE CASTELLAN

This magical wonder is inert when the characters first enter area W6. Zaythir can reactivate it with a word, at which point its body animates and the table before it projects an illusory image of the Outlands.

The Castellán has the following features:

- The Castellán is neutral and has an Intelligence of 12, a Wisdom of 10, and a Charisma of 12.
- The Castellán has hearing and darkvision out to a range of 60 feet, and it can understand Common and Gith but can't speak. It communicates through gestures alone.
- The Castellán can cause Iedcaru to stand or sit. While the castle stands, its lowest level is 40 feet off the ground. The castle can walk at the rate of 12 miles per hour, but it can go no faster or slower.
- The Castellán controls the walking castle and is friendly toward those who rescued Zaythir. If the Castellán's attitude changes, a character must succeed on a DC 14 Charisma (Persuasion) check to convince it to navigate the castle.
- The Castellán is indestructible so long as the walking castle stands.

Provide the players with the poster map of the Outlands, and let them use it to determine where the Castellán should navigate Iedcaru next.



## MOSAIC MIMIR

The Mosaic Mimir is a *mimir* (see *Sigil and the Outlands*) that looks like a human skull made of gold, silver, jade, and onyx. The *mimir* was badly damaged in the attack on Iedcaru, and it lies in pieces.

The Mosaic Mimir can be physically repaired by a character who spends an hour and succeeds on a DC 12 Intelligence (Arcana) check. Zaythir can repair it if the characters can't. While this repairs the *mimir* physically, it doesn't restore the lost information about the Outlands. The *mimir* once knew information about all the gate-towns and their portals to the Outer Planes, but it is now missing data on the following gate-towns:

Automata	Glorium
Curst	Rigus
Excelsior	Sylvania
Faunel	

The *mimir* is also missing data on the last Great Modron March (see "The Last Great Modron March"). This information still exists, but it's inaccessible until the data on the gate-towns is restored.



Ro4M THE MISSING MONODRONE

## RESTORING THE MIMIR'S DATA

The *mimir* holds the key to finding R04M, but it must have its missing data restored to access its Esoteric Knowledge and Planar Knowledge properties (detailed in *Sigil and the Outlands*). Zaythir or a character who succeeds on a DC 12 Intelligence (Arcana) check knows that the following steps are required to restore missing data to the *mimir*:

**Planar Precision.** The *mimir* must be in the place it is receiving data about. In the case of a gate-town, this means being within 5 feet of a gate-town's portal.

**Information Entry.** Whoever is attuned to the *mimir* must record a description of the location and their impression of it. This process takes 1 minute.

Use the Mimir Restoration Tracker (handout 4.1) to note the gist of reports on gate-towns and whether they seem accurate (this is relevant to the adventure's conclusion). Consider earnest attempts at reporting accurate even if they lack certain details. Recordings with purposeful omissions, falsehoods, or editorializing should be considered skewed.

## THE LAST GREAT MODRON MARCH

Once data on all seven missing gate-towns is restored, the *mimir* can report on the Great Modron March. It provides the following details:

- The Great Modron March is a procession of countless modrons conducted every 289 years to collect information about the multiverse and realign the workings of the plane of Mechanus.
- Untold numbers of modrons are lost during the march, and sometimes whole tangents of the march split off and get lost.
- The march enters the Outlands through the portal in the gate-town of Automata.
- The march visits all the gate-towns, then passes through the rilmani settlement of Dendradis at the base of the Spire. From there, the march ventures through portals into other planes, with a much-diminished number eventually returning to Mechanus.
- The last Great Modron March occurred ahead of schedule and experienced a heightened number of irregularities and losses for tenebrous reasons.

## DIRECTIONS IN THE OUTLANDS

As in *Sigil*, there are no literal cardinal directions in infinite planes like the Outlands. Nevertheless, maps and descriptions refer to such directions for ease of use. To aid in navigation, residents of the Outlands refer to the direction toward the Spire as "spireward." This is a relative direction, as spireward in Automata is the opposite direction from spireward from Xaos.



## Mimir Restoration Tracker

Use this sheet to track how characters describe the gate-towns they visit in the Outlands and whether those descriptions seem accurate or distinctly skewed by their perspectives, experiences, or agendas.

### AUTOMATA

Description \_\_\_\_\_

\_\_\_\_\_ Accurate/Skewed \_\_\_\_\_

### CURST

Description \_\_\_\_\_

\_\_\_\_\_ Accurate/Skewed \_\_\_\_\_

### EXCELSIOR

Description \_\_\_\_\_

\_\_\_\_\_ Accurate/Skewed \_\_\_\_\_

### FAUNEL

Description \_\_\_\_\_

\_\_\_\_\_ Accurate/Skewed \_\_\_\_\_

### GLORIUM

Description \_\_\_\_\_

\_\_\_\_\_ Accurate/Skewed \_\_\_\_\_

### RIGUS

Description \_\_\_\_\_

\_\_\_\_\_ Accurate/Skewed \_\_\_\_\_

### SYLVANIA

Description \_\_\_\_\_

\_\_\_\_\_ Accurate/Skewed \_\_\_\_\_

HANDOUT 4.1: MIMIR RESTORATION TRACKER

## AROUND THE OUTLANDS

Zaythir can help the characters piece together that to find R04M, they must restore the Mosaic Mimir by visiting the seven gate-towns for which it's missing data. Then, it should be able to relate the details about the last Great Modron March, which R04M was following. The characters might seek other sources for information about the last Great Modron March, but the event was so fraught with incongruities and lost so many modrons that it's impossible to know what tangent of the march R04M is following. Zaythir also offers to let the characters use Iedcaru as a base and conveyance across the Outlands—though Zaythir won't leave the Outlands herself or let the walking castle travel to other planes.

## ADVENTURES IN THE OUTLANDS

Chapters 5 to 11 detail exploits in the seven gate-towns where the characters need to collect information to restore the Mosaic Mimir. These seven chapters can be run in any order. Chapter 12 provides supplementary encounters you can use at any time. The Castellan can provide the characters with an illusory version of the poster map of the Outlands from *Sigil and the Outlands*. Then, the characters can decide where they wish to travel.

## TRAVEL IN THE OUTLANDS

The Outlands is infinite in size and changes constantly. This makes the distances between locations and the time it takes to get from place to place variable. How long travel takes is up to you—it could take 3d6 days to get from one gate-town to the next closest one, or weeks, or longer. While traveling in the walking castle, the characters are safe, and encounters occur only when you choose.

Time also has little meaning, as the characters and many of the NPCs in this adventure are effectively immortal. The following chapters could take place over the course of weeks, years, or centuries, and the results would be the same. Creatures in the Outlands might experience time differently from one another, so make use of NPCs and encounters whenever or wherever you want.

## ADVANCING IN LEVEL

Characters gain 1 level every time they complete two of the gate-town adventures in part 2. This is outlined on the Levels in the Outlands table. The characters will be 9th level before starting chapter 13.

## LEVELS IN THE OUTLANDS

Adventures Completed	Advance to ...
In two gate-towns	7th level
In four gate-towns	8th level
In six gate-towns	9th level



# Automata: Recalibration

**A**T THE CENTER OF AUTOMATA STANDS A massive, toothed cog that encloses the gate to Mechanus, the plane of ultimate order. This towering gear rotates slowly—one booming tick at a time—in sync with the workings of the plane beyond. To repair the Mosaic Mimir, the characters must visit Automata's gate—a feat easier said than done in the rigidly structured gate-town. To complicate matters, agents of chaos are eager to disrupt the town's perfect order.

Automata is detailed in chapter 3 of *Sigil and the Outlands*. Review the town's description prior to running this chapter.

## EXPLORING AUTOMATA

As the characters approach Automata, read the following description:

Rigid beings move purposefully through Automata's perfect street grid. Most travel in sync with the reverberating rhythm of the great, toothed gear that rises like an arch at the gate-town's center. As you near the community, your mimir rattles energetically, and the glow in its eye sockets pulses in time with the pervasive ticking.

Locals can provide the characters with directions to anywhere in the town, but their instructions are precise and tediously step-by-step. To record an entry for the Mosaic Mimir, the characters need to visit the gate to Mechanus.

## GATE TO MECHANUS

With its size and persistent ticking, the gate to Mechanus is the central presence in Automata. Using the gate sends travelers to a location in

"You think Automata's straight streets and ticks and tocks are order?! Wake up! The powers of Mechanus don't want what's best for you. They want you predictable. Don't feed yourself to their machine!"

—Legis, former Council of Anarchy member before being imprisoned in Mechanus



Mechanus designated by complicated factors predictable only to the modrons overseeing the gate.

Read or paraphrase the following when the characters approach the gate:

A forest of stanchions creates a mile-long path to the great mechanized gate at Automata's center. Hundreds of travelers stand in queue, seeking to pass through the gate to Mechanus. Amid the line, modron overseers orchestrate the orderly, sluggish procession to the gate.

## GUARDING THE GATE

The gate to Mechanus is guarded by a **decaton modron** (see *Morte's Planar Parade*) and four **pentadrones**. If any of these modrons are attacked or feel threatened, they can call on more pentadrones, which arrive in 3 rounds. The guards are indifferent to the characters, and they tell anyone who approaches to get in line. It takes 19 (3d12) hours for a creature at the back of the line to reach the gate. Even then, only those with a gate-access permit may approach the gate (see "Accessing the Gate"). If anyone approaches with questions about the gate, the guards direct them to the Gate Travel Administration.

The modron guards don't allow anyone to approach the gate without approval. If anyone refuses orders to move along, the guards become hostile. They try to forcibly move dawdlers away, and they attack to subdue and arrest those who resist. Should the characters come into conflict with the modron guards, Aristimus interrupts and orders the modrons to stand down after 1 round (proceed with "Agents of Order").

## ACCESSING THE GATE

Creatures seeking to use the gate or get close enough to record data using the Mosaic Mimir must obtain an access permit at the Gate Travel Administration building nearby. This monument to bureaucracy is filled with offices, forms, modron officials, and lengthy queues. It takes 26 (4d12) hours of standing in lines and answering repetitive questions before the characters receive the exception forms they need to fill out to approach the gate. This halfling-sized stack of forms takes 1d4 days to fill out and requires a character to succeed on a DC 12 Wisdom (Perception) check. If a character fails





BELTHA AND HER CHAOTIC GANG OPERATE OUT OF THE INVERSE, THE UPSIDE-DOWN REALM BENEATH AUTOMATA.

this check, they miss a field or otherwise err and are provided a new stack of forms to fill out. These take just as long to complete as the first set of forms.

If the characters settle in for the long haul of Mechanus bureaucracy, word filters through the administration's ranks until Aristimus hears about the characters and comes to investigate their intentions after 1d4 hours (proceed with "Agents of Order").

## AGENTS OF ORDER

Aristimus (lawful neutral **githzerai futurist**; see *Morte's Planar Parade*) is the captain of Automata's guards and a member of the town's ruling body, the Council of Order. If the characters clearly want to use the gate for something other than travel to Mechanus, they come to Aristimus's attention, either at the gate or in the Gate Travel Administration. The guard captain approaches them with a job in mind. Read or paraphrase the following text to introduce Aristimus:

A stiff-looking githzerai man with a sharp uniform and sharper mustache approaches, sizes you up, and nods. "You seem like you're in a bit of a hurry. What business do you have in Mechanus?"

Aristimus allows the characters to explain their situation. After they do, Aristimus introduces himself and shares that he's one of the town's leaders. Read or paraphrase the following:

"I don't see the harm in admitting you to the gate. Of course, I'll have to convince the rest of the Council of Order of your intentions. If you take care of something that's been vexing us, though, that gesture of good faith could make all the difference.

"There are discordant elements operating in Automata. One such individual is an outlaw named Beltha. She recently stole one of the logbooks for the Concordant Express. It contains timetables, passenger lists, manifests, and more. Recover the logbook, and I'll see to it that you can use the gate as you require. And if you bring Beltha in, I'll throw in a bonus."

Aristimus can also offer the following information:

- Beltha is a githzerai outlaw who operates in the underground tunnels known as the Inverse.
- If the characters return the logbook, capture Beltha, and bring her to the Hall of Order alive, he'll reward them with 2,000 gp, or half that amount if she's brought in dead.



- Beltha has a distinctive tattoo around her left eye that looks like a shattered gear.
- Getting into the Inverse isn't difficult, as many staircases, vents, and drains lead to the underground.
- Beltha has previously met contacts at the Divine Machine tavern.

Once their conversation is over, Aristimus wishes the party luck and leaves them to their business.

### FINDING BELTHA

The characters have two options to track down Beltha:

**Search the Inverse.** Characters can search the Inverse for Beltha, but doing so without a lead takes 2d4 hours. A character who then succeeds on a DC 20 Wisdom (Survival) check locates Beltha's hideout (see "Seeds of Chaos"). Due to the chaotic essence of the Inverse, lawfully aligned characters have disadvantage on this check.

**Stake Out.** Characters who go to the Divine Machine and spend 1d4 hours watching the clientele eventually see a dwarf **Hands of Havoc fire starter** (see *Morte's Planar Parade*) with a tattoo on his arm that matches the description of Beltha's tattoo. This is an associate of Beltha named Xannik. A character can tail Xannik to Beltha's lair in the Inverse by succeeding on a DC 14 Dexterity (Stealth) check, or they can convince him to give up her location by succeeding on a DC 16 Charisma (Intimidation or Persuasion) check. Failing everything else, paying Xannik 200 gp gets him to give up Beltha's location.

"The Inverse isn't a mistake; it serves a vital role. All Automata's most disruptive elements shake to the bottom. We'll never be rid of such glitches—and most will never be a problem—but when one is, we know where to go to deal with it."

—Karol Kolcha, Automata guard



## THE INVERSE

An underground complex of tunnels and machinery sprawls beneath Automata, and below that labyrinth is the inverted town of the Inverse. There, gravity pulls toward the surface, allowing rebels and outcasts to create a warped mirror of Automata where chaos reigns.

Stairs leading between the Inverse and the surface have strange angles 30 feet below the surface. There, gravity changes, and creatures descending into the depths start climbing into the Inverse. Eventually they reach a series of caverns filled with haphazardly arranged buildings and interconnected tunnels—as chaotic as Automata is orderly.

### FEATURES OF THE INVERSE

The Inverse has the following features:

**Chaotic Essence.** At a point 30 feet below the surface of Automata and lower, the Inverse is saturated with the essence of chaos. Due to disorientation and headaches, lawful creatures in this area have disadvantage on Wisdom checks.

**Gravity.** Gravity in the Inverse pulls toward an invisible, horizontal plane 30 feet below the surface.

**Light.** The tunnels and chambers of the Inverse are dark unless otherwise noted. Locals carry their own light sources as necessary.

### SEEDS OF CHAOS

The residents of the Inverse are largely freethinkers and anarchists, with a smattering of criminals. Most fled here to avoid being prosecuted for crimes. Roll on the Inverse Incidents table for additional encounters characters might have in the Inverse.

### INVERSE INCIDENTS

#### d4 Encounter

- 1 Three **kenku** mockingly mimic the voices of modrons as they try to steal the Mosaic Mimir. They retreat if threatened.
- 2 Two **Hands of Havoc fire starters** (see *Morte's Planar Parade*) encourage the characters to share how "the system" has wronged them and offer a *potion of healing* if a character has need.
- 3 A silent **green slaad** insistently tries to take a character's flashiest article of clothing.
- 4 A chaotic neutral **duodrone** carries a sign that reads "Glitch Is Nigh!" It entreats a character to prepare for the great multiversal realignment.



## INVERSE HIDEOUT

Beltha's lair is a series of chambers at the edge of the Inverse (depicted on map 5.1). It takes 30 minutes to find the lair if the characters know the way. Refer to the "Finding Beltha" section if the characters don't know where to go.

When the characters reach the steam-pipe-lined tunnels where Beltha hides out, read the following:

A gridded iron balcony overlooks an unevenly shaped room full of intertwining pipes and machinery with noisy, exposed gears. Gas lamps shed flickering light across the area.

Haphazard furnishings, battered crates, and mismatched knickknacks decorate the balcony above. A rusty iron spiral staircase on the room's far side climbs to this ramshackle lounge.

Beltha (chaotic neutral **githzerai** **zerth**) is on the balcony above with her allies Kit and Kot (chaotic neutral **quadrone**s). Below, near the spiral stairs, is the **red slaad** Kythkyr. The group is hostile to trespassers and demands they leave. The group attacks the following round. The quadrone favors using their Shortbow attacks, while Kythkyr tries to prevent intruders from climbing to the balcony.

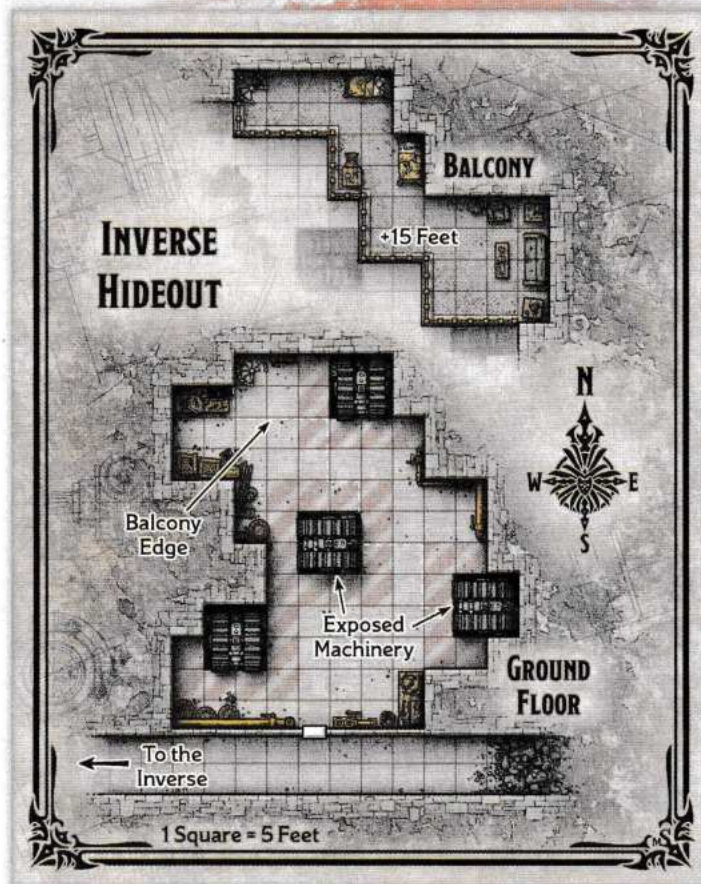
A character who uses an action and succeeds on a DC 14 Charisma (Persuasion) check can convince Beltha to call off her gang and talk (see "Talking with Beltha" for details).

**Exposed Machinery.** The area is filled with hazardous machinery that can catch creatures in its gears. A creature that starts its turn within 5 feet of these machines, or that moves into that area for the first time on a turn, must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage and have the grappled condition (escape DC 15) as it becomes caught in the gears. A grappled creature can make another saving throw to escape the gears at the start of its next turn.

**Treasure.** The crates and workbenches in the room are covered in rusted, worthless tools. On the balcony above lie knickknacks and pieces of symmetrical art worth a total of 200 gp. A character who examines the couch on the balcony and succeeds on a DC 16 Intelligence (Investigation) check finds a stash of several well-packed, precision-made lenses hidden between the cushions. These lenses are worth 750 gp total.

## TALKING WITH BELTHA

Beltha is an agitator in the Inverse. She's irreverent and doesn't believe people are meant to live as rigidly as the Council of Order and the powers of Mechanus prescribe. She stole the logbook from



MAP 5.1: INVERSE HIDEOUT

Concord Terminus to remind Automata's residents that even the modrons' plans aren't perfect. She plans to sell the logbook and expects to get 1,000 gp for it. She'll sell it to the characters for 1,500 gp, or 1,000 gp if a character succeeds on a DC 20 Charisma (Intimidation or Persuasion) check.

Beltha fights to the death to avoid being taken prisoner.

## CONCLUSION

If the characters return to him with the logbook and Beltha, Aristimus is outwardly reserved but inwardly delighted. So long as the logbook is recovered, he provides the characters with a pass to access the gate to Mechanus, along with a simple trinket: a precise copper pocket watch with a face that tracks 168 hours. The watch is worth 500 gp—double that in lawfully aligned settlements, such as Automata. If the characters also return with Beltha, Aristimus provides the bonus he offered: 2,000 gp if Beltha is alive and 1,000 gp if not.

If the characters failed in their mission, Aristimus thanks them for their time and directs them to the line of applicants seeking gate access.

When the characters have completed their work in Automata, consult the "Advancing in Level" section of chapter 4 and let the party determine their next destination.



# Curst: Invisible Bonds

**T**HE GATE-TOWN OF CURST STANDS AS AN entrapping ring around the gate to the prison plane of Carceri. A sinkhole of betrayers and a haven for those who don't want to be found, Curst is a place where anyone is welcome to enter—but leaving is another story.

Completing an entry on Curst for the Mosaic Mimir is easy; no one stands in the characters' way. Once the characters are inside the gate-town's walls, though, they're not allowed to leave. A secret path to freedom exists, but the characters must be willing to pay the price and take the risks of accessing it.

Curst is detailed in chapter 3 of *Sigil and the Outlands*. Review the town's description prior to running this chapter.

## EXPLORING CURST

As the characters approach Curst, read the following text:

The odor of rusty metal stings every breath. Ahead lies the gate-town of Curst, a dismal-looking community surrounded by an imposing wall. Hulking sentries mind the barrier and oversee an open gate into town. As you near the gate-town, your mimir chimes, and its eye sockets flicker like a dying candle flame.

Two **maelephants** (see *Morte's Planar Parade*) allow the characters to enter the gate-town. As they enter, characters who have a passive Wisdom (Perception) score of 16 or higher notice that the community's gates have bars only on the outside—as if they're designed to keep people inside. Those who question the guards here are told to move along (see the "Curst's Walls" section for details).

"We're the refuse of the Outlands, the debris of shattered dreams, the waste of every failed vengeance. We're the scum of the multiverse ... but we're still better than you."

—Tovus Gilaf, former burgomaster of Curst, to his replacement, Villigus Bazengar



Inside, the characters find Curst's townsfolk to be a sour, suspicious lot who are generally uninterested in conversation. Getting terse directions to the gate to Carceri or any of the Curst locations requires a successful DC 14 Charisma (Intimidation or Persuasion) check.

## ENCOUNTERS IN CURST

While exploring Curst, the characters might have any of the encounters listed on the Curst Encounters table.

### CURST ENCOUNTERS

#### d6 Encounter

- 1 A **farastu demodand** (see *Morte's Planar Parade*) drags a **bandit captain** to the gate to Carceri and intends to throw the criminal through it.
- 2 The locals ignore a gigantic crash that echoes through town. The noise originated at the town dump; it was caused by the collapse of a towering metal sculpture built by the dour **adult copper dragon** Tudhog the Junk Wyrms (see the "Curst" section of *Sigil and the Outlands*).
- 3 A hateful criminal (**cult fanatic**) jeers at the characters from a public pillory or hanging cage.
- 4–6 Eyes peer at the characters from the shadows. Roll a die. If you roll an even number, the watcher is a **spy** who's suspicious of the characters. If you roll an odd number, it's a **cranium rat squeaker swarm** (see *Morte's Planar Parade*).

## GATE TO CARCERI

In the center of Curst stands a rusty metal arch filled with swirling crimson sands and echoing with anguished wails. This is the gate to Carceri, also known as the Shackled Gate. No guards or deterrents block access to the gate. The gate is a two-way portal to Carceri, but most locals believe it's a one-way gate and refuse to approach. Characters loitering near the gate with the Mosaic Mimir might draw odd looks, but no challenges.

## CURST'S WALLS

A 30-foot-tall wall of rusted metal and razorvine surrounds Curst. It's patrolled by a ruthless cadre of guards called the Wall Watch. These guards are under orders from the town's leader, Baron Villigus





WITHOUT HELP, VALDER AND FELLIK SANDS HAVE LITTLE HOPE OF ESCAPING THE OPPRESSIVE GATE-TOWN OF CURST.

Bazengar, to prevent anyone from leaving. Two neutral evil **veterans** and a **maelephant** (see *Morte's Planar Parade*) guard Curst's gates. If attacked, these guards call on additional **maelephants**, which arrive in 2 rounds. The Watch also uses a flight of four trained **wyverns** to prevent flying creatures from escaping. If the characters attack and are defeated by Curst's guards, the characters' bodies are thrown in the gate-town's dump.

## LEAVING CURST

The Wall Watch prevents characters from leaving Curst, using either threats or outright force. Characters who ask how to gain permission to leave the gate-town are dismissively referred to the burgomaster's estate to get permission from the burgomaster. Baron Villigus isn't currently in the gate-town, though, so even attempting to get his permission to leave is impossible. The **farastu demodands** (see *Morte's Planar Parade*) who serve as the baron's guards stiffly relate this to anyone who appears at the estate before urging them to move on.

Once the challenges of leaving Curst become clear but before the characters make any elaborate escape attempts, proceed with the "Innocent Prisoner" section.

## INNOCENT PRISONER

Valder (neutral, human **Mercykiller bloodhound**; see *Morte's Planar Parade*) is an ex-Mercykiller in hiding from his former faction. Decades ago, he disobeyed the Mercykillers by refusing to bring in a bounty he believed was innocent—a deed that led to other faction members' deaths. Valder abandoned his family when he fled his home in Sigil and went into hiding. Recently, Valder's son Fellik tracked his father down. The reunion healed old wounds for the pair but was bittersweet, as Fellik (lawful good, human **commoner**) died several years ago and is now a petitioner (detailed in *Morte's Planar Parade*). Now, Valder wants to help Fellik escape Curst and move on to his rightful afterlife.

## MEETING VALDER

Valder approaches the characters as they prepare to escape Curst. Read or paraphrase the following text:

An aged human wearing a tattered cloak approaches. His skin is crisscrossed with scars, and he carries himself with confidence. In a deep voice, the man rumbles, "They say no one leaves Curst. Really, you just need the right friends to get out, and you all look like you're in the friend-making mood."



Valder introduces himself and asks if the characters want to join him and his son for tea and a chat about the gate-town's signature wall. If the characters agree, proceed with "Meeting Fellik." If the characters are suspicious, he becomes more forthright, telling them he and his son need help and inviting them to discuss details at his home.

## MEETING FELLIK

Valder's home, a tiny shack near the town dump, is made of rusted metal plates and scavenged wood. It is simply furnished with a few chairs, a table, a kitchenette, and a bench cluttered with metal scraps and tools. A curtained-off area holds a single bed.

After Valder hurries everyone inside and bars the door, read or paraphrase the following text:

Once you're inside, Valder calls out in a worried voice, "Fellik?" A moment later, a young man enters the space from a curtained-off bedroom. He resembles the older man, though his skin is partially transparent. "Time to go already, father?" the young man asks.

Fellik died in an accident in Sigil several years ago. When he manifested as a petitioner, he took the form he had in life. However, his body, while still corporeal, is semitransparent like a ghost. Fellik and Valder have spent several weeks reconciling, but they've agreed it's time for Fellik to move on to his rightful afterlife in Mount Celestia.

Fellik is good natured but cautious and indecisive. He's wary of the characters and won't do anything they say unless a character does it first.

## A FATHER'S REQUEST

Valder gets straight to the point: he wants the characters to help his son escape Curst. He can share any of the information in the "Innocent Prisoner" section, as well as the following details:

- Valder knows of a tunnel in the dump that goes under Curst's walls.
- Fellik can lead the characters to the tunnel, but the way is dangerous.
- Valder wants the characters to protect Fellik on his way out of the city.
- If pressed, Valder explains that he refuses to leave Curst, as he fears the Mercykillers are still hunting for him and he doesn't want to put Fellik in danger by association.

Valder offers the characters no reward—their reward is escape from Curst. If pressed, Valder flips them 2 electrum coins, which is most of the money he has in the shack (he saves another 5 coins for Fellik).

If the characters agree to help, Valder encourages them to wait until nightfall, then return, collect Fellik, and head to the dump. He urges the characters to leave so he and Fellik can say their goodbyes. Use this time to let the characters explore or run scenes from the Curst Encounters table.

## CURST ESCAPE

When the characters return to Valder's shack, Fellik is ready to go. Valder gives his son a pouch containing 5 ep, and the pair share a brief hug. Fellik then leads the characters toward the dump. The journey through town is uneventful, but characters who have a passive Wisdom (Perception) score of 16 or higher notice locals watching them suspiciously.

When the characters arrive at the dump, read or paraphrase the following description:

Mountains of junk fill countless acres of Curst's dump. Debris range from simple trash to the ruins of massive structures to the blasted remains of mighty constructs. Fellik quickly leads you through a series of trash canyons.

## CURST ESCAPE FEATURES

Curst's dump has the following features:

**Garbage Heaps.** Trash heaps are 20 feet tall.

**Garbage Tunnels.** Interior spaces are cavities in the surrounding junk with 8-foot-high ceilings.

**Lighting.** During the day, the dump is brightly lit. At night and in interior spaces, the dump isn't illuminated. Area descriptions assume the characters have a light source or other means of seeing in the dark.

**Sludge.** Viscous runoff pools in the dump. Unless otherwise noted, this sludge is 2 feet deep and is difficult terrain. Creatures that try to leave a pool of sludge must succeed on a DC 8 Strength saving throw or have the restrained condition. A restrained creature can make another saving throw to escape the sludge at the start of its next turn.

## CURST ESCAPE LOCATIONS

The following locations are keyed to map 6.1.

### Cl. JUNK HEAPS

The paths through the junk open into a canyon of smashed statuary. The largest sculpture is a two-story-tall dragon skull made of rusted metal, which protrudes from a towering trash heap. Noxious sludge pools around the skull.



Characters who have a passive Wisdom (Perception) score of 14 or higher hear bubbling and dirge-like humming from the pool. These noises come from two **otyughs** partially submerged in the sludge. They are influenced by energies from Carceri that make them gray, dour, and envious of anyone seeking freedom. If the characters don't make themselves known as they approach, the otyughs are startled and attack. Should the characters try to communicate, the otyughs speak in Otyugh and insist to know what the characters are doing. If characters reveal they're trying to escape, or if they're unable to answer, the otyughs attack. Otherwise, the otyughs are indifferent to the characters.

**Dragon Skull.** Fellik knows that the dragon's eye sockets hide a hidden path. It can be accessed by climbing 20 feet up the garbage heaps.

## C2. HIDDEN TUNNEL

A narrow passage winds through tons of debris before opening into a leaking, dead-end cavity. Oily sludge pools along the east edge of the chamber.

There is no obvious exit from this chamber, and Fellik doesn't know where to go from here. The young man swiftly grows concerned, fearing he and his father have been betrayed.

A character who inspects the ground and succeeds on a DC 12 Wisdom (Perception) check finds footprints leading into the sludge. Creatures that enter the sludge and search for a passage find a submerged tunnel leading through the opaque slime. Although the prospect is disgusting, creatures can swim through the sludge as if it were water.

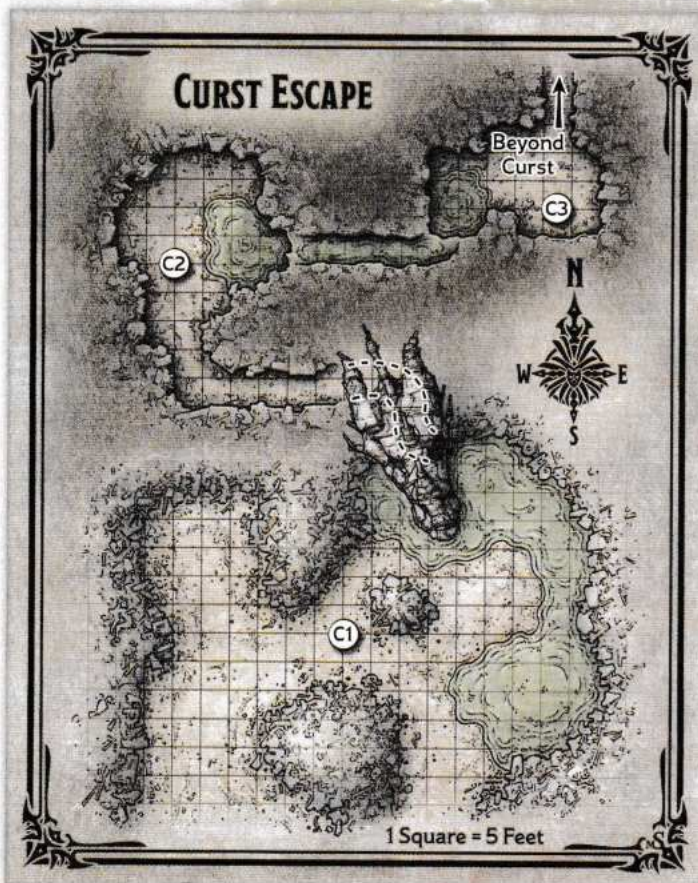
## C3. ESCAPE ROUTE

A pool of sludge opens into a small, air-filled chamber buried in the junk heaps. A tight tunnel runs from here into darkness. Two figures in bladed armor lean against a wall, a fist-sized, glowing sphere of red light floating over them.

The figures are Amod Ka and Lot Sheng, lawful neutral, human **Mercykiller bloodhounds** (see *Morte's Planar Parade*). Lot's *driftglobe* lights the room. On spotting Fellik, Amod asks, "Any luck finding your pops, kid?"

Amod and Lot are indifferent to the characters, but not to Fellik. They share the following details:

- They followed Fellik to Curst, hoping to track down Valder.



MAP 6.1: CURST ESCAPE

- They intend to capture Fellik and force him to lead them to his father.
- They encourage the characters not to get involved, explaining Valder is a criminal who let a murderer go free, resulting in multiple Mercykiller deaths.

Fellik stammers and lies poorly to the Mercykillers, but they're convinced Valder is in the gate-town. Amod and Lot soon move to drag off Fellik. If the characters impede or attack the pair, the Mercykillers attack. The Mercykillers fight to the death.

A character who succeeds on a DC 20 Charisma (Deception) check convinces the Mercykillers that Valder is dead or not in Curst.

**Tunnel.** The tunnel to the north winds for nearly a mile before ending in an arch in the wall. This a portal to a stand of trees 3 miles outside Curst. The portal's key is an electrom coin.

## CONCLUSION

The chapter concludes when the characters escape Curst. Once they do, consult the "Advancing in Level" section of chapter 4 and let the party determine their next destination.

If Fellik is with the characters, he tells them he plans to head to Excelsior. If the characters offer to escort him, he welcomes the help but can't reward them. On reaching the gate-town, Fellik thanks the characters before departing to Mount Celestia.



# Excelsior: Lost Souls

**E**XCELSIOR, THE GATE-TOWN TO THE HEAVENLY plane of Mount Celestia, welcomes any who are willing to embrace the lofty ideals of good and law. Good-hearted characters can easily reach the town's gate and update the Mosaic Mimir. In the process of doing so, they discover that while Excelsior strives to be an idyllic paradise, the gate-town has its problems.

Excelsior is detailed in chapter 3 of *Sigil and the Outlands*. Review the town's description prior to running this chapter.

## EXPLORING EXCELSIOR

As the characters approach Excelsior, read or paraphrase the following description:

Floating gardens and palaces orbit the towering structures of Excelsior. From amid the tallest buildings rises a tower of alabaster and gleaming, colored glass that reaches into the clouds. As you near the tower, your *mimir* rings like a bell, and its eyes pulse with golden light.

Celestial and Humanoid townsfolk go about their business in peaceful harmony, moving between lush gardens and crisply clean shops and homes. Shortly after the characters arrive, a smiling **lantern archon** (see *Morte's Planar Parade*) approaches, welcomes the characters to Excelsior, and politely offers them directions to destinations in town.

## THE GODSTRAND

The gate to Mount Celestia stands atop the Godstrand, a soaring pillar whose top is perpetually hidden by clouds. Spiraling stairs ascend the tower. These are open to any who wish to climb, but those with corrupt intentions find the journey harrowing.

### CLIMBING THE GODSTRAND

Nearly a mile of stairs and ramps leads from the base of the Godstrand to its top. The stairs take most creatures approximately 18 minutes to climb.

Creatures of evil alignment see visions of judgment and shame in the mosaics that decorate the ascent. Every minute that an evil creature climbs the Godstrand or is otherwise within 100 feet of the gate to Mount Celestia, it must make a DC 10 Wisdom saving throw. On a failed save, the creature has

"Excelsior isn't just a home; it's a way of life. We strive to live Excelsior every day. It's not always easy, but it's worth it to show the planes how little acts of good matter and can add up to something great."

—Bibiana Tama, Excelsior Florist



visions of its past wicked deeds and gains 1 level of exhaustion that can't be removed until it finishes a long rest away from the Godstrand. Creatures that reach level 5 exhaustion are eventually found by heavenly denizens and removed from the tower. This effect never causes a creature to have level 6 exhaustion.

## GATE TO MOUNT CELESTIA

When the characters reach the gate to Mount Celestia, read or paraphrase the following text:

A fragrant breeze wafts across the platform atop the Godstrand. Several benches and bare pedestals surround a final flight of seven golden stairs. Atop these stairs, an archway of endlessly interweaving golden strands forms the gate to Mount Celestia. Two towering, bear-headed sentinels in heavy armor guard the gate. Other locals linger nearby, meditating on the gate.

The gate's guards are **warden archons** (see *Morte's Planar Parade*). They question the intentions of anyone who nears the gate, but they allow the characters to ascend and use the Mosaic Mimir.

## UNCERTAIN INVESTIGATIONS

After the characters update their *mimir*, they're approached by a **hound archon** (see *Morte's Planar Parade*). He's one of the locals who's been reflecting on the gate, and he introduces himself as Varrel, a member of the town guard. He asks if the characters are adventurers who'd be interested in helping him with a task. If the characters agree to hear him out, read or paraphrase the following text:





A MYSTERIOUS CRIMINAL USES SINISTER  
MAGIC TO CAPTURE SOULS IN EXCELSIOR.

The canine-headed archon lowers his voice and says, "I'm in an unusual predicament. Locals have been disappearing from Excelsior for weeks. My investigations led me to a tiefling named Sincerity, who has been seen near many of the places where people went missing. Recently I saw her enter a garden, and an individual there vanished soon after. Sincerity is being questioned at our headquarters now, but unless the interviewers turn up something, we have no proof to hold her. I have my suspicions, but I won't accuse someone who could be innocent based on my own possibly flawed perspective.

"That's where you come in. You're not from Excelsior. I'd love to get visitors' insights on the situation and see if they reveal anything new. What do you say?"

Varrel is willing to pay the characters for their aid, offering the group 2,500 gp and a *brooch of shielding* sculpted with watchful canine features. If the characters agree to aid Varrel, he shares what he knows and can lead the characters to either the headquarters of the Excelsior Guard or Sincerity's home (detailed later in this chapter).

## LAW AND ARCHONS

As a hound archon, Varrel is a being of absolute law and goodness. Even if the characters are helping him, he won't condone crimes. If he sees a character commit a crime or finds out about it, he fines them 100 gp. If they discover evidence while committing a crime, he disregards it and informs the characters that he won't let it be used against Sincerity.

If the characters repeatedly commit crimes, Varrel pays them as promised, then escorts them out of Excelsior.

## VIPER IN THE GARDEN

The following sections detail the cause of the disappearances in Excelsior, what information Varrel already has, and other details the characters might gain in their investigations. The characters might discover these details in any order, but the information should ultimately point toward Uncle Longteeth. If the characters reach a dead end, use Varrel to offer them a hint.



## THE SOUL TRADE

No one in Excelsior is sure of it yet, but Sincerity is behind the disappearances in town. She uses empty *iron flasks* provided by the night hag Uncle Longteeth to capture victims, then uses her trained sunflies to deliver the flasks to him. The night hag plans to take the souls to Hades, where he'll transform them into **larvae** (see the *Dungeon Master's Guide*) and sell them as delicacies to deplorable immortals. The characters gradually discover this in the course of their investigation.

## MISSING SAINTS

Five lifelong residents of Excelsior have gone missing. Varrel and others can share the details from the Missing Excelsior Residents table.

### MISSING EXCELSIOR RESIDENTS

Name	Type	Last Seen at ...
Adorae	Dragonborn	Her home
Changle	Gnome	An alley near the Godstrand
Irruwabi	Human	The Temple of the Sunweaver
Wobeke	Human	His home
Yoi	Tiefling	The Forum

None of the missing individuals had known rivals or left behind evidence. A character who succeeds on a DC 16 Intelligence (Arcana) check notes that none of these individuals is a native of the Outer Planes (a fact that matters for *iron flasks*).

## SPEAKING WITH SINCERITY

The headquarters of the Excelsior guard is a palatial tower filled with simple but comfortable offices, libraries, and meeting rooms. Varrel can escort the characters to the meeting room where Sincerity is being questioned. Read or paraphrase the following description when the characters arrive:

In this clean but stark and undecorated room converse two figures in comfortable chairs. One is a hound archon with long, straight hair, and the other is a venerable tiefling with gray braids and tiny horns, who smiles and nods as you enter.

The **hound archon** (see *Morte's Planar Parade*) is Rolm, an investigator who has features like a terrier. The tiefling is Sincerity, a lawful evil **assassin** (without weapons at the moment). Sincerity benefits from a supernatural gift that permanently grants her the effects of the spell *glibness*.

Varrel and Rolm let the characters question Sincerity. The tiefling is patient and polite and assures them this is a misunderstanding. She can share the following information:

- Her name is Sincerity, and she's lived in Excelsior for over thirty years. Before that, she lived in Sigil.
- She doesn't work, but she occasionally volunteers to play instruments for local youth theaters.
- She doesn't know any of the people who have gone missing, but she hopes they're found safe soon.
- She has nothing to do with any disappearances.

Sincerity answers the characters' other questions along similar lines. If the characters ask her any of the following questions, she responds as noted:

**Why are so many sunflies at your house?** Sincerity says they're her pets—she likes their colors.

**Why do your sunflies fly to Uncle Longteeth's wagon?** Sincerity claims not to know. Maybe he's trying to steal away her babies?

**Who is Uncle Longteeth?** She claims not to know.

Varrel and Rolm don't allow the characters to harm Sincerity or use magic on her. Even if the characters detect and note Sincerity's evil alignment, the archons dismiss this as invasive, inconclusive, and inadmissible in Excelsior's courts.

## SINCERITY'S HOME

If the characters ask to go to Sincerity's home, Varrel directs them to a tower of comfortable apartments. He won't go with them, as a lantern archon calls him away for some official errand.

The characters can decide what they want to do once they know where Sincerity lives. Her home has the following elements:

**Front Door.** The door to Sincerity's home is locked, but it can be picked by a character who makes a successful DC 14 Dexterity check using thieves' tools.

**Cozy Interior.** Inside, the characters find a cozy but simple living space, kitchen, and bedroom. Sincerity's home holds no evidence of anything sinister and nothing worth more than 5 sp.

**Terrace.** This terrace of blooming lilacs is accessible from Sincerity's home or by creatures that can reach its 150-foot height. A large cage there holds eight **sunflies** (see *Morte's Planar Parade*). The sunflies glow in rainbow hues. The door to their cage is closed by a simple hook.

If a character opens the sunfly cage, a sunfly hops forward and raises its foremost limbs, as if it wants a tiny hug. If a character places any Tiny object in a sunfly's grip, the creature takes the object and begins flying spireward out of Excelsior. It ultimately lands at Uncle Longteeth's wagon, drops whatever it was holding, and then flies back to the cage.



## QUESTIONING LOCALS

The characters might question Excelsior locals, witnesses Varrel knows were near a disappearance, or Sincerity's neighbors. If so, relevant locals might share the following information:

- Sincerity seems like a nice person, but she keeps to herself.
- The local saw Sincerity walking near where someone went missing, but they didn't see her do anything wrong.
- Sincerity keeps sunflies. They're unusual in town, but they're harmless, pleasant creatures. The local sees them buzz around sometimes. (If pressed about the sunflies' travels, the local recalls they've seen the sunflies follow a regular path spireward.)
- A character who mentions strange lights or succeeds on a DC 14 Intelligence (Investigation) check causes the local to recall that they saw colorful lights near where a missing person vanished.

## UNCLE LONGTEETH'S WAGON

If the characters head a mile spireward out of town or follow Sincerity's sunflies, they find Uncle Longteeth's wagon. Read or paraphrase the following when they arrive:

An enclosed wagon sits in a soggy dell outside Excelsior. It appears to be made more of mold and moss than timbers. Instead of wheels, the wagon rests atop what appears to be six giant, rolled-up pill bugs. A rickety door stands at its rear.

This wagon is the home of Uncle Longteeth, a **night hag** that trades in artisanal larvae across the Lower Planes. Uncle Longteeth is waiting for another delivery from Sincerity and rudely tells visitors to go away. He attacks if his wagon is broken into or if he's presented with evidence that he's involved with Sincerity's crimes—such as the fact that her sunfly pets are trained to come to him. The night hag flees using *plane shift* if reduced to 30 or fewer hit points.

Uncle Longteeth's wagon is filled with empty, filthy cages. It also holds a locked chest, which a character can pick by succeeding on a DC 16 Dexterity check using thieves' tools. Inside the chest are six bottles that function similarly to *iron flasks*, but they work only in the Outlands. Trapping a creature or releasing a creature in any of these flasks is possible only on this plane.

One of the flasks is empty, but the other five hold the individuals detailed in the "Missing Saints" section. If any of these individuals are freed, they confirm it was Sincerity who imprisoned them.

## DECISIVE EVIDENCE

Sincerity drops her act and confesses to her crimes in the following circumstances:

**Freed Captives.** The missing individuals are freed and identify her as having imprisoned them.

**Captive Accomplice.** Uncle Longteeth is captured and handed over to Excelsior's guards.

**Compelling Story.** A character presents multiple compelling circumstances—like locals noticing colored lights that could belong to Sincerity's sunflies and her sunflies flying to Uncle Longteeth's wagon—and succeeds on a DC 20 Charisma (Persuasion) check.

Sincerity pleasantly surrenders after confessing her crimes. The guards collect Uncle Longteeth's *iron flasks* as evidence. If the characters refuse to surrender the flasks, Varrel explains he needs the bottles to ensure Sincerity meets justice at her trial. He'll look the other way if the characters take one *iron flask*, but if they try to take more, he calls upon five other **hound archons** (see *Morte's Planar Parade*) who insist the characters relinquish the evidence.

## CONCLUSION

The chapter concludes when Sincerity confesses to her crimes or the characters' investigation reaches a dead end. In either case, Varrel thanks the characters for their efforts and rewards them as agreed. Even if Varrel didn't get new evidence to use against Sincerity, he plans to keep working the case and see the missing locals saved in accordance with the law.

If the characters got Sincerity to confess, the hound archon Rolm seeks them out before they leave Excelsior. She thanks them on behalf of the gate-town and gifts them a *lantern of revealing*.

If Uncle Longteeth escaped, he resents the characters for interfering with his business. Sometime later, he has a **smoke mephit** deliver them a threat: a **larva** (see the *Dungeon Master's Guide*) that bears a shocking resemblance to one of the characters.

After the characters complete their investigation, consult the "Advancing in Level" section of chapter 4 and let the characters determine their next destination.

"The day I think it's us versus the people we serve—the day I stop thinking we're all the same—is the day I can never call myself an archon again."

—Rolm, Excelsior investigator





# Faunel: Vicious Alliances

**T**HE GATE-TOWN OF FAUNEL IS UNDERGOING a rebirth after the previous incarnation of the town merged with the Beastlands, leaving behind only its buildings. Amid the overgrown ruins of the previous community, factions of sapient animals vie to control the town's future. When bloodthirsty gnomish hunters arrive in the area, the town's peace becomes even more tenuous.

Faunel is detailed in chapter 3 of *Sigil and the Outlands*. Review the town's description prior to running this chapter.

## EXPLORING FAUNEL

As the characters approach Faunel, read or paraphrase the following description:

The calls of wildlife echo through a region where varied types of wildernesses meet. Forests, savannas, rocky deserts, mangrove swamps, tundras, and more form a wild patchwork. A faint ribbon of smoke leads to a collection of temporary structures that form a modest trading camp amid a sparse woodland. As you draw closer, the eyes of your *mimir* glow green.

The region ahead is Faunel. The gate-town is a collection of sites scattered across the region the former community used to occupy. Faunel's citizens are predominantly sapient animals. At Camp Greenbriar, these animals and a small population of Humanoids meet amid simple structures within a wooden palisade, where traders barter for the basics of survival. The entrance to the camp is unguarded.

"Faunel's one of the wildest places in the Outlands—most of the locals here are talking animals! But don't let yourself go primal. The last time things got too wild, the whole gate-town tipped right into the Beastlands!"

—Zendri Cork, halfling herbalist at Camp Greenbriar



Soon after the characters enter Camp Greenbriar, read or paraphrase the following text:

"Hello, travelers!" calls an energetic giant sloth wearing a bracelet of claws and feathers. The creature dangles from a nearby tree and waves a three-clawed paw. "Fresh faces are always welcome in Camp Greenbriar!"

The sloth is named Razak. He uses **black bear** stat block, with the following adjustments:

- Razak is neutral good.
- He has a climbing speed of 10 feet.
- He has an Intelligence of 10 and a Charisma of 14.
- He speaks Common.
- His bracelet functions as a *ring of animal influence*.

Razak is gregarious and has a groan-worthy sense of humor. He welcomes the characters and offers to answer any questions they have about the town or guide them to particular points of interest. He doesn't owe his allegiance to any of the three animal groups that hold power in Faunel (see the "The Three Packs" section later in this chapter) and instead works as a messenger between them.

## GATE TO THE BEASTLANDS

Nearly a mile from Camp Greenbriar stands the gate to the Beastlands: a peaceful pond surrounded by vine-covered ruins. A 20-foot-tall statue of a human with glowing eyes kneels by the pool. This is the guardian of the gate, an ancient being known as Wrath. It uses the **empyrean** stat block, with the following changes:

- Its creature type is Construct (Titan).
- Its Maul attack is a Slam instead.
- It automatically knows when it hears a lie.

Wrath questions any creature approaching the pool, asking the creature's business in a booming voice. The guardian attacks any non-Beast who lies, refuses to answer, or tries to use the gate without Wrath's permission. If the characters are honest about why they want to use the gate, Wrath allows them to bring their *mimir* close to the gate and record an entry for Faunel.





THE LEADERS OF FAUNEL'S THREE PACKS OF SAPIENT ANIMALS ARGUE OVER HOW BEST TO LEAD THE GATE-TOWN.

## RAVENOUS

While the characters are exploring the area around Faunel or headed back from the portal to the Beastlands, they happen on the following scene:

From ahead comes the sounds of voracious snapping punctuated by frantic, laugh-like vocalizations. The source is a band of gnolls messily consuming the recently slain carcass of a giant ibex.

These six hunters (use the **gnoll pack lord** stat blocks) are members of the Vile Hunt, a group of poachers murdering animals around Faunel. On noticing the characters, the gnolls attack. If four or more gnolls are killed, the survivors flee.

If Razak is with the characters, he avoids battle.

## AFTER THE BATTLE

If Razak is with the characters after the battle, he identifies the ibex as Oka, a storyteller and advisor to Ophelia, leader of a group of local herbivores. If Razak wasn't with the characters, he comes across the scene as the battle ends and shares the same information. The ibex's body bears a distinguishing accessory: a beaded necklace with an eye-shaped topaz. The necklace is worth 40 gp.

Razak encourages the characters to come with him to Heart Delta to meet Ophelia and convey the news of Oka's death.

## THE VILE HUNT

Razak or others at Camp Greenbriar can identify the gnolls as members of the Vile Hunt. This group of local criminals hunt and kill for sport, targeting unawakened animals and Faunel's sapient residents indiscriminately. They're led by a cruel hunt master called Mick Mangehide. So far, the Vile Hunt has evaded locals' attempts to capture its members or drive them off.

## THE THREE PACKS

Three factions of awakened animals seek to control Faunel. These factions are roughly divided into predators, flying creatures, and herbivores. Razak or the locals at Camp Greenbriar can direct the characters to the nearby wildernesses where these groups dwell.

## HEART DELTA

Heart Delta lies a few miles away from Camp Greenbriar. When the characters visit there, read or paraphrase the following description:



Sleepy rivers wind through a sprawling expanse of high grasses and fruiting trees. Giant herbivores, such as long-necked giraffes and brachiosaurs, munch on tall vegetation, while herds of bison, gazelle, and goats wander the surrounding plains. In the distance, rock formations encircle a broad crater.

The crater at the center of Heart Delta is called the Hollow. Here the elephant Ophelia addresses hundreds of gathered animals nightly. Characters seeking Ophelia find her here.

Ophelia uses the **elephant** stat block, with the following changes:

- Ophelia is lawful good.
- She has an Intelligence of 10, a Wisdom of 14, and a Charisma of 14.
- She speaks Common.

### TALKING WITH OPHELIA

Ophelia is wise and patient, and she seeks to protect her people. She wants to create a new Faunel where sapient animals overcome their instincts and live communally. If the characters converse with her, she shares the following information:

- She's saddened to hear about Oka's death but thanks the characters for informing her.
- She suspects the Vile Hunt is working for Ebonclaw, the leader of the predators at Razortooth Rock.
- She recently defeated Ebonclaw in battle when he and some of his predators attacked a herd under her protection.
- She suspects Oka's death is Ebonclaw's retaliation.
- She asks the characters to go to Razortooth Rock and find out if Ebonclaw is working with the Vile Hunt.

If the characters can find out who is behind Oka's death, Ophelia promises to reward them with a *figure of wondrous power* (serpentine owl).

### RAZORTOOTH ROCK

Razortooth Rock stands 5 miles spireward from Camp Greenbriar. Read or paraphrase the following description as the characters approach:

An arid land of stark rock formations and rugged cliffs stretches ahead. Amid the dust, brush, and murky streams doze groups of wolves, tigers, hyenas, crocodiles, and more. A fang-shaped peak rises at the center of the wilderness, its surface etched with paths and caves.

Sapient predatory animals follow the characters through this wilderness but don't bother the characters. At Razortooth Rock, the peak at the center of this rugged land, the characters find Ebonclaw.

Ebonclaw uses the **saber-toothed tiger** stat block with the following changes:

- Ebonclaw is lawful neutral.
- He has an Intelligence of 12 and a Charisma of 12.
- He speaks Common.

### TALKING WITH EBONCLAW

Ebonclaw is arrogant and cunning, but he is nursing his wounded pride after a clash with Ophelia. He seeks to create a Faunel where the residents embrace their skills, becoming proud and powerful.

Ebonclaw is suspicious of visitors, even if Razak is with them. He converses only if a character succeeds on a DC 16 Charisma (Intimidation or Persuasion) check or brings him a gift of fresh yak meat. Characters might purchase yak meat at Camp Greenbriar for 20 gp or ask Ophelia to provide it from a non-sapient source.

Once Ebonclaw agrees to speak with the characters, he is forthright and shares the following:

- He was recently defeated in battle by Ophelia. He and his hunters attacked a group of reindeer, not realizing the group was under her protection. His group was in the wrong.
- He knows nothing of Oka's death but is sad to hear of it. He doubts any creature in his territory was involved.
- Ebonclaw loathes the Vile Hunt.
- Although he doesn't know who killed Oka, he suggests asking Parvaz at Eagles' Aerie—the albatross leader's flying followers see all.

### EAGLES' AERIE

A forest of exceptionally tall trees lies a few hours away from Camp Greenbriar. If the characters visit the forest, read the following description:

Straight, high-branched trees create a lofty canopy. Broad nests and tree houses hide among the branches. Below, small forest creatures scamper across shadowed trails.

Any of the sapient birds who make their home in Eagles' Aerie can direct the characters to their leader, Parvaz. Currently, the albatross is at a meeting place called Watcher's Talon, deep in the forest. The most direct route to the site takes 2 hours. Unless a character succeeds on a DC 14 Wisdom (Survival) check, they follow a winding route that takes twice as long.



On reaching Watcher's Talon, the characters find a petrified, leafless tree. Here the giant albatross Parvaz holds court with a congress of winged creatures—sapient eagles, owls, pteranodons, winged lizards, and more.

Parvaz uses the **giant eagle** stat block, with the following changes:

- Parvaz is neutral.
- He has an Intelligence of 16 and a Charisma of 14.
- He speaks Common.

### TALKING WITH PARVAZ

Parvaz is guarded and pragmatic. He seeks to create a Faunel on par with other gate-towns, where the residents trade and leverage their unique abilities.

During a conversation with the characters, Parvaz shares the following information:

- He knows nothing of Oka's death and doesn't particularly care.
- The Vile Hunt rarely bothers his followers.
- He knows where the Vile Hunt lairs, but he doesn't know why he should share that information.

A character who succeeds on a DC 18 Charisma (Persuasion) check can convince Parvaz to share the location of the Vile Hunt's camp. Otherwise, the characters need to make sharing this information worth Parvaz's while. Parvaz would be interested in the *figurine of wondrous power* (serpentine owl) Ophelia offered the characters. He's also willing to accept a gift at a later date, at which point he sends agents to see if the characters have anything he'd be interested in.

Once the characters have struck a deal with Parvaz, he shares the location of the Vile Hunt.

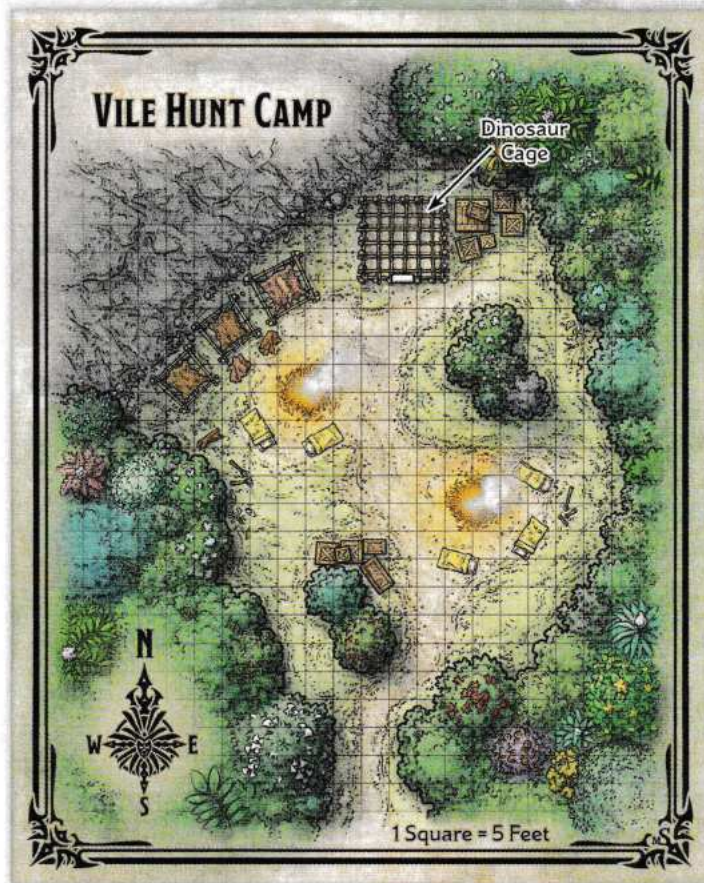
## PURSUING THE VILE HUNT

The Vile Hunt gnolls lurk in a clearing a half-day's travel from Camp Greenbriar. If the characters bring this information to Ebonclaw or Ophelia, the first leader they speak to offers the characters 2,000 gp worth of gemstones to participate in a raid. They also send friendly animals equal to the number of characters. Ebonclaw sends **dire wolves**, and Ophelia sends **rhinoceroses**.

### VILE HUNT CAMP

The Vile Hunt's camp is depicted on map 8.1. Read the following when the characters reach the camp:

The smell of charred meat fills a disorderly camp hidden between tangled woodlands and a rugged cliff. Bedrolls, cages, and drying racks with stretched animal skins cluster around smoldering bonfires. At the camp's rear, a filthy tarp covers a large cage.



MAP 8.1: VILE HUNT CAMP

Mick Mangehide, the **gnoll fang of Yeenoghu** who leads the Vile Hunt, camps here with four hunters (use the **gnoll pack lord** stat block). They attack as soon as they see any outsiders, and they fight to the death. One hunter stays near the cage at the rear of the camp. After 1 round, the hunter opens the cage and releases the panicked **triceratops** inside.

**Triceratops.** The triceratops uses its Trampling Charge trait as often as it can, attacking a random creature every round. A character who spends an action and succeeds on a DC 16 Wisdom (Animal Handling) check can direct the dinosaur to flee from the camp toward the south.

**Treasure.** Among the filthy gear is a sack containing three *potions of healing* and 1,400 gp. The cages are empty except for one holding a lengthy snake-skin that functions as a *rope of entanglement*.

## CONCLUSION

The chapter concludes when the characters leave Faunel or when they have defeated the Vile Hunt. If the characters return to any of the leaders of the animal groups, the leaders commend the characters' actions and provide them any promised rewards. Razak also thanks the characters for their help and gifts them his *ring of animal influence*.

Once the chapter concludes, consult the "Advancing in Level" section of chapter 4 and let the characters determine their next destination.



# Glorium: Heroes of the Day

**T**HE GATE-TOWN OF GLORIUM RINGS WITH songs of glory. In the bay beyond the town swirls a great whirlpool that regularly swallows and disgorges ships. This is the gate to Ysgard, where the characters must bring the Mosaic Mimir.

Glorium is detailed in chapter 3 of *Sigil and the Outlands*. Review the town's description prior to running this chapter.

## EXPLORING GLORIUM

When the character near Glorium, read or paraphrase the following description:

Songs and shouts rise over a sturdy-looking town between snowy mountains at the mouth of a bay churning with rough waters. In the surrounding fields, warriors and martial artists hone their skills. As you near, your *mimir* chimes as its eyes brim with a swirling, blue-green light.

The people of Glorium are a hearty lot. Locals can offer directions anywhere the characters want to go, but some might make a good-natured demand for a contest first (see the following section). If the characters ask about the gate to Ysgard, residents point them to the docks (see the "Gate to Ysgard" section).

## CONTESTS

The people of Glorium delight in good-natured competitions. Treat these competitions as a series of three ability checks. If a character succeeds on two or more of the three ability checks, they win. If a character fails on two or more ability checks, their opponent wins. The Glorium Contests table lists several competitions along with a suggested DC and ability check to use in competitions against Glorium's residents, which you can use as inspiration for contests of your own.

### GLORIUM CONTESTS

d4	Contest	DC	Ability Check
1	Arm wrestling	17	Strength (Athletics)
2	Pinfinger	15	Dexterity (Sleight of Hand)
3	Goat milking	14	Wisdom (Animal Handling)
4	Flyting	13	Charisma (Intimidation or Performance)

## GATE TO YSGARD

The gate to Ysgard is a maelstrom a mile offshore. Characters directed to the gate can see it in the distance from Glorium's docks. Spells like *fly* or *water walk* can help characters reach the gate, but getting close enough to update their *mimir* is a damp, miserable experience that attracts the attention of whirlwyrms (see the "Whirlwyrm Attack" section).

Hiring a boat to sail to the portal is less treacherous. If the characters ask locals about hiring a boat or wander the docks, they'll meet Bkol Steelbane, captain of the *Courier*.

## COURIER

Bkol Steelbane (chaotic good, orc **veteran**) is a lanky sailor and one of two captains of the *Courier*. The other captain is the *Courier* itself, as the vessel is an amalgam of longship and joke-loving, sapient giant raven. The pair has been ferrying folks through the portal to Ysgard for years.

## PASSAGE TO THE MAELSTROM

Bkol and the *Courier* have recently returned from Ysgard and are willing to sail to the portal. Bkol charges 100 gp for the ride, but he allows the characters free passage if one of them beats him in a sea-urchin-eating contest. This contest (see the "Contests" section) requires a participating character to succeed on at least two DC 17 Constitution ability checks. Even if a character loses, they earn Bkol's respect, and he reduces his price to 50 gp.

Once Bkol and the *Courier* are hired, they and their crew of eight rowers (chaotic good **guards**) are ready to leave at the characters' convenience.

## WHIRLWYRM ATTACK

Reaching the gate to Ysgard by boat takes an hour. As the characters near the maelstrom, a character who succeeds on a DC 20 Wisdom (Perception) check notices two serpentine shapes in the water. These are deadly giant eels known as whirlwyrms (use the **giant crocodile** stat block). If no character notices the whirlwyrms, the characters and all the sailors on the *Courier* are surprised when the eels burst from the water—one on each side of the ship—and attack. A whirlwyrm dives underwater and flees if it is reduced to 10 or fewer hit points.

If the characters didn't journey to the whirlpool using the *Courier*, the whirlwyrms still attack, rising 10 feet out of the water to snap at the characters.





WHIRLWYRMS ATTACK THE LIVING SHIP, *COURIER*, IN THE WHIRLPOOL-PORTAL TO YSGARD.

## BATTLE ON THE COURIER

Map 9.1 depicts the *Courier*. The bird-boat has the following features:

**Crew.** Bkol and the ship's rowers stay out of battle, trying to keep the ship on course.

**Movement.** The *Courier* moves 40 feet away from any creature in the water each round. The whirlwyrms use all but 10 feet of their movement to keep pace with the ship.

**Wing Sails.** The *Courier*'s wings are difficult terrain. Any creature on a wing that takes 10 or more damage must succeed on a DC 14 Dexterity saving throw or fall into the water.

Once the whirlwyrms are defeated, a character can update the Mosaic Mimir with a report on Glorium.

## SAGA OF THE WHIRLWYRM

Whether aboard the *Courier* or back on shore, the unusual nature of a whirlwurm attack becomes clear. If the characters haven't met Bkol, he witnessed their encounter with the whirlwyrms and approaches. The captain is shocked to see whirlwyrms, as they typically hunt near Grakenok, a bariaur community across the bay. If the whirlwyrms are moving into the bay, Bkol suspects that something has happened to the bariaurs.

Bkol shares his concern with the characters and asks them to come with him to meet Tyrza Bonebreaker, Glorium's leader.

## HERO AMONG HEROES

Read the following when the characters find Tyrza:

You come across Tyrza Bonebreaker shot-putting a laughing halfling into the air. The halfling fellow soars over twenty feet, nearly overshooting bales of wool in the town circle. A cheer rises from the motley crowd surrounding Tyrza, who shrugs and laughs.

The leader of Glorium strands well over six feet tall, with an artistically etched prosthetic arm and an impressive collection of tattoos covering her copper-colored skin. She notices Bkol as he approaches and gives a friendly shout: "Bkol! Back from the land of legends! Glad to see we keep you coming back!"

Tyrza Bonebreaker (chaotic good, human **gladiator**; detailed further in *Sigil and the Outlands*) is loud, powerful, and free with her feelings and praise. She's fond of Bkol, and listens as he encourages the characters to recount the whirlwurm attack. When he's done reporting, Tyrza says the following:



"Whirlwyrms! Lost villagers! Certain peril! Hear that, Glorium?" Tyrza booms. "It sounds like we're in need of heroes!"

Around her, the people of Glorium go wild with cheers and the shouts of volunteers. Tyrza points dramatically at two heroic-looking locals, then turns to Bkol. "And what about you and your crew here, Bkol? You up to saving someone's world?"

Bkol leaves the choice up to the characters. If asked what's going on, Bkol explains that Glorium is a town full of glory seekers and that Tyrza rewards those who serve the gate-town. Bkol assures the characters it's worth their while if they offer aid.

If the characters agree to go to Grakenok and find out what's happening, Bkol ferries them free of charge. Tyrza bids them a glorious adventure.

## THE COMPETITION

The characters aren't the only heroes headed to Grakenok. These two rivals also step up and seek to find out what's happened at Grakenok:

**Sytri.** A silent, masked woman wearing Doomguard armor, Sytri is a chaotic good **Doomguard rot blade** (see *Morte's Planar Parade*). She unfurls a *carpet of flying* measuring 3 feet by 5 feet and woven with the image of a flying demon skull.

**Tol Frostmane.** Full of flattery and bravo, Tol is a towering **equinal guardinal** (see *Morte's Planar Parade*) with a neatly braided black mane and a loose poet's shirt. He sails a swift sailboat called the *Allure*.

Both heroes are respectful toward the characters but defend themselves if attacked.

## OFF TO ADVENTURE

Sytri and Tol want to be the first to find out what's happening in Grakenok, and Bkol encourages the characters to act swiftly to keep up with them. Sytri and Tol set off immediately, using their *carpet of flying* and ship, respectively. The characters can travel to Grakenok however they like. It would take their walking castle days to circle the bay and reach Grakenok, so Bkol offers them use of the *Courier*.

As with all places in the Outlands, the distance between Glorium and Grakenok varies. How long the journey takes is up to you, but so long as the characters don't pause for any amount of time longer than a short rest, they arrive in Grakenok at about the same time as their rivals. The events in the "Perils at Sea" section might also delay the characters or their rivals.

## PERILS AT SEA

Use the following encounters to add peril to the characters' journey.

### LOST DINGY

Characters who have a passive Wisdom (Perception) score of 14 or higher see the following scene:

In the distance, you can see a dinky being tossed by the bay's choppy waters. The vessel seems to be taking on water, sinking into the waves. You can make out one small occupant on the craft.

The sailor in the dinky is a human youngster in danger. Changing course to save the ship delays the characters' arrival in Grakenok (see the "Arriving in Grakenok" section).

The characters might be traveling close enough to Sytri or Tol that the other hero can hear them. A character who points out the floundering ship to the other hero and succeeds on a DC 16 Charisma (Persuasion) check convinces their rival to investigate the boat, delaying that hero's arrival in Grakenok.

The dinky is doomed, but its lone sailor is easily saved. This precocious human **commoner** calls himself Kai and is impressed by whoever rescued him. Kai might be either a young thrill seeker from Glorium or the Lemming Boy (see the "Glorium" section of *Sigil and the Outlands*).

If no one tries to save the dinky, both it and its occupant eventually fade from view and don't reappear.

### WHIRLWYRM SPOTTED

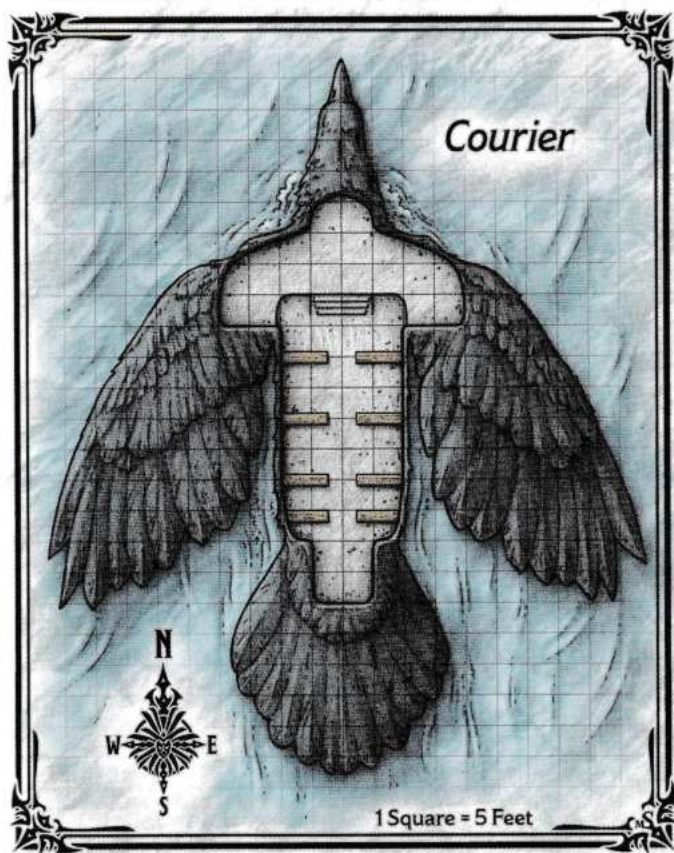
A giant splash reveals another whirlwyrm (use the **giant crocodile** stat block) swimming near the characters. If sailing characters want to sneak by the creature, they must succeed on a DC 10 group Dexterity (Stealth) check, or the monster notices them and attacks. If the characters engage the creature in combat, they're delayed in arriving at Grakenok (see the "Arriving in Grakenok" section).

A character who calls out to a nearby rival and succeeds on a DC 16 Charisma (Persuasion) check can convince the rival to fight the whirlwyrm, which delays that hero's arrival in Grakenok.

## ARRIVING IN GRAKENOK

Determine the order in which the characters and their rivals arrive at Grakenok. The characters, Sytri, and Tol would reach the town at the same time, but each arrives 1 round later for each time they were delayed during the "Perils at Sea" section. This order influences events in the following sections.





MAP 9.1: COURIER

If the characters took a long rest or made a lengthy detour after Sytri and Tol left Glorium, the characters arrive in Grakenok after their rivals have already defeated the threat there. Proceed with the “Victory at Grakenok” section.

## BEAST OF GRAKENOK

When Grakenok comes into sight, read or paraphrase the description below. If Sytri or Tol reached Grakenok before the characters, they are already engaged in battle.

With its colorful homes and varied goat and sea-serpent carvings, the village of Grakenok would look cozy were it not being attacked by a behemoth whirlwurm. Over thirty feet long, the giant eel towers over the town's few bariaur defenders, smashing fishing boats and cottages in its rampage.

The bariaurs of Grakenok have put up a heroic defense of their home. They've been suffering whirlwurm attacks for days, culminating in an assault by a massive elder whirlwurm. This giant whirlwurm uses the **behir** stat block with these adjustments:

- Replace its climbing speed with a swimming speed of 60 feet. It slithers swiftly on land and retains its 50-foot walking speed.
- Change its lightning breath to deal thunder damage. This represents its discombobulating roar.

The enraged whirlwurm fights to the death.

## FOUR-WAY BATTLE

The characters, Sytri, and Tol all seek the glory of defeating the elder whirlwurm. Track how much damage each character and the rival heroes deal to the monster every round. Instead of rolling damage, Sytri and Tol both deal 10 damage to the whirlwurm on each of their turns. For every round by which a rival hero beats the characters to Grakenok (if any), that hero has already dealt 10 damage to the monster. If the characters beat Sytri or Tol to Grakenok, the rival heroes enter battle as soon as they arrive.

Sytri and Tol focus on the monster and ignore the characters unless the party attacks them first.

## VICTORY AT GRAKENOK

When the elder whirlwurm is defeated, the bariaurs of Grakenok laud the heroes who saved them. They treat whoever dealt the whirlwurm the most damage as the true hero, though—whether this be one of the characters, Sytri, or Tol. To this true hero, the bariaurs present one of the whirlwurm's foot-long fangs. If a character wins, Sytri and Tol prove to be graceful competitors and congratulate the victor.

## CONCLUSION

On their return to Glorium, the characters are greeted by Tyrza and locals who want to know everything that happened. If a character brings back the whirlwurm fang the bariaurs gave them, Tyrza recognizes that character as the Hero of the Day. She also rewards that character with a silver *horn of Valhalla* and your choice of one of the following treasures:

- A wide-brimmed *hat of disguise*
- A *+1 weapon* once wielded by Tyrza's father, Flatnose Grim
- A *cloak of protection* embroidered with patterns of bariaur travelers

Tyrza then hosts a daylong feast in the character's honor.

If no character returned with the whirlwurm fang, Tyrza invites them to the feast she throws for whoever did. Bkol then thanks the characters for the adventure and rewards them with three feathers from the *Courier*. These function as three random *Quaal's feather tokens*.

Once the chapter concludes, consult the “Advancing in Level” section of chapter 4 and let the party determine their next destination.



# Rigus: Eternity's Rampart

**T**HE GATE-TOWN OF RIGUS IS UNDER SIEGE. Brutal attacks through the portal to Acheron have pinpointed the town's weaknesses and worn its defenders down. If the characters wish to access the gate to Acheron, they'll have to help the gate-town's defenders discover how their foes strike with such uncanny precision.

Rigus is detailed in chapter 3 of *Sigil and the Outlands*. Review the town's description prior to running this chapter.

## APPROACHING RIGUS

As the characters approach Rigus, read or paraphrase the following description:

From a flat, dusty plain rises a seven-tiered hill girded by ring after ring of iron battlements. Towers and siege engines bristle across these rising walls, and even from a distance, you can make out regimented patrols of armored figures. Simple structures and homes squeeze between the town's daunting fortifications. Your mimic chimes as you draw closer, its glowing eyes pulsing in time with a distant drumbeat.

If the characters draw near Rigus in their walking castle, the gate-town's defenders believe they're under attack, as detailed in the following section. Otherwise, proceed with the "Entering Rigus" section.

## ATTACK ON RIGUS

The sight of a walking castle closing on the gate-town puts all of Rigus on alert. Blaring horns precede every gate into town closing and patrols outside the gate-town converging into a small army in the walking castle's path. Moments later, a **Harmonium captain** (see *Morte's Planar Parade*) who imbibed a *potion of flying* approaches the walking castle. When the captain is close enough to be heard, read or paraphrase the following boxed text:

"Do as I say, and you won't have any problems."

—Captain Timoroth Brezd, Rigus soldier



A human soldier wearing rust-red plate armor flies through the air. He comes to a halt, hovering several dozen feet away from the walking castle. "I am Corporal Piang Shu, representative of the Crown Generals of Rigus," he shouts in a commanding voice. "Declare yourselves, and remove your war machine beyond sight of Rigus's highest tower. Otherwise, we will defend ourselves with full martial force!"

By pleading their case and succeeding on a DC 16 Charisma (Persuasion) check, a character can convince Shu they don't intend to attack Rigus. Shu's demand to remove the walking castle is nonnegotiable, though, and the distance he insists on is a day's travel away. The Castellan can drop the characters off, then move the castle without them.

Once the misunderstanding is clarified, Shu has the town's forces stand down, escorts the characters to the entrance to Rigus, and then departs.

## ENTERING RIGUS

Read or paraphrase the following description as the characters near the entrance to Rigus:

Soldiers wearing plate armor stop those attempting to enter the gate-town. While soldiers are waved through with a few words, others undergo more rigorous questioning. Most are given some sort of badge and move on, while a few others are brusquely escorted away.

Ten lawful neutral **knights** guard the entrance to Rigus. The guards ask each character a few questions:

- Have you come to join the army of Rigus or proceed on to wars in Acheron?
- What is your business in Rigus?
- Do you have any weapons of interplanar destruction to declare?

If a character answers truthfully, or lies and succeeds on a DC 12 Charisma (Deception) check, the guards grant the character a gray badge that can be worn as a pin or medallion. A guard explains that the badge identifies the character as a visitor and must be worn at all times. Anyone found not wearing a gray badge is removed from town.





AN ETTIN WARLORD EMERGES THROUGH THE GATE TO ACHERON, LEADING AN INVASION OF RIGUS.

The guards are humorless. Any character who tries to avoid the guards or who makes light of their questioning is subjected to an hour of thorough but frivolous questioning before being admitted.

## THE SEALED GATE

Once inside, the characters can explore Rigus. Any patrolling soldier can curtly direct the characters to the gate to Acheron. The path to the gate, which lies beneath Rigus's hill, is accessible from the highest district. Reaching the gate involves a winding walk of over a mile from the town's entrance.

On reaching the gate, the characters find it sealed by an intimidating iron gate guarded by eight lawful neutral **knights**. These guards are under orders not to admit "slates"—slang for nonmilitary folk who wear slate-gray badges. A character who demands to see the guards' superior is directed to Major Kalar, who has a command tent nearby.

## MEETING MAJOR KALAR

If the characters follow the guards' directions, they arrive at a field covered in simple command tents. It takes 15 minutes to find Major Kalar's white tent amid the bustle of officers and messengers. When the characters enter the tent, read the following:

A stony-faced hobgoblin woman in a sharp-looking uniform looks up from a desk covered in neat stacks of papers and folded envelopes. Her brow furrows. "This isn't the welcome center, slates. March on."

Major Nirra Kalar (lawful neutral, hobgoblin **gladiator**) is busy and not eager to be interrupted. If the characters explain themselves, she listens. Use the following points to guide the conversation:

- The portal to Acheron is closed after a series of deadly attacks from the gate's far side.
- Assaults from Acheron are common, but these attacks have been highly effective and have caught Rigus's defenders off guard each time.
- Extra troops now defend the gate, but the attacks exploit every shift change and flawed positioning.
- Kalar fears a spy is in Rigus's midst.
- If the characters can prove they have any sort of martial aptitude, Kalar offers to hire them to seek out how the forces through the gate are getting intel on Rigus's defenses.

If the characters agree to help end the threat, the major promises them access to the gate to Acheron, 1,000 gp each, and their choice of equipment from



the Rigus officer's armory (detailed in the "Conclusion"). Once Kalar and the characters come to an arrangement, she can escort them to the gate to Acheron when they're ready.

## ACHERON INCURSION

Reaching the gate to Acheron involves following a long tunnel to a massive mechanical lift. So long as the characters are with Major Kalar, the town guards don't impede them.

Read or paraphrase the following description when the characters reach the gate:

Within a cavernous, steel-lined bunker deep below Rigus stands the gate to Acheron, an archway of iron spikes and bone. The area around the gate looks like a battlefield and is littered with heaps of broken metal and shattered armaments. A ring of barricades circles the gate, beyond which at least two hundred Rigus soldiers maintain a rigid, watchful formation.

## RIGUS FORCES

Rigus's forces are largely hobgoblin and human **guards**. Two commanders oversee these troops:

**Sergeant Gauller.** A quick-to-smile, lawful neutral **cambion**, Gauller welcomes the characters' help but has no idea why foes from Acheron are attacking so aggressively. Gauller is wary of being targeted by the enemy and has a spellcaster in his service cast *nondetection* on him every 8 hours.

**Sergeant Luggik.** Luggik looks like an armored human woman and behaves like a veteran soldier. In fact, the real Luggik was replaced by a **gray slaad** (see the following section) that wears a *ring of mind shielding*. The slaad has blended in with Rigus's forces and learned much about the gate-town's defenses.

Kalar introduces the characters to both sergeants. While the soldiers are polite, they both have duties to perform and are watchful of the gate.

## INVADERS' METHODS

The invading Acheron forces serve a warlord named Thalir Heartbane, a goblin warlord favored by the god Maglubiyet. Recently, an ettin servant of Thalir with heads named Zot and Sotu came into possession of a gray slaad's control gem (see the *Monster Manual*). The gray slaad uses its Shapechanger trait to pose as Sergeant Luggik. During assaults through the portal, the slaad uses telepathy to relate information to Zot and Sotu's agents, who then slip back through the portal. This helps the invaders prepare ever-deadlier attacks.

## BEFORE BATTLE

The characters can inspect the gate to Acheron or speak to any of the soldiers at the gate. Major Kalar won't let the characters attune the Mosaic Mimir to the portal, though, insisting they fulfill their deal with her first. There's little evidence to discover, but the soldiers reinforce the direness of their situation and convey their dread of the next attack. When the characters are done investigating, proceed with the following section.

## ACHERON ATTACKS

When the attack from Acheron comes, read or paraphrase the following description:

The gate to Acheron flares to life, the portal resembling a great, burning feline eye. Gigantic, conical projectiles—each made of rusted iron and over fifteen feet long—blast through the gate in rapid succession, impacting amid Rigus's defenders. Soldiers scream and barricades shatter. Then a wave of berserk invaders charges through the gate.

In moments, dozens of Rigus guards and berserkers from Acheron clash in battle. Three massive projectiles—slivers of the great iron cubes that make up the plane beyond—and their impact craters mar the battlefield.

This battlefield is keyed to map 10.1. The characters start anywhere in the southernmost 10 feet of the map. Five neutral evil human and goblin **berserkers** near the gate notice the characters and attack. Those foes fight to the death.

The characters' allies—like Major Kalar, Sergeant Gauller, and the fake Sergeant Luggik—hold their own elsewhere on the battlefield.

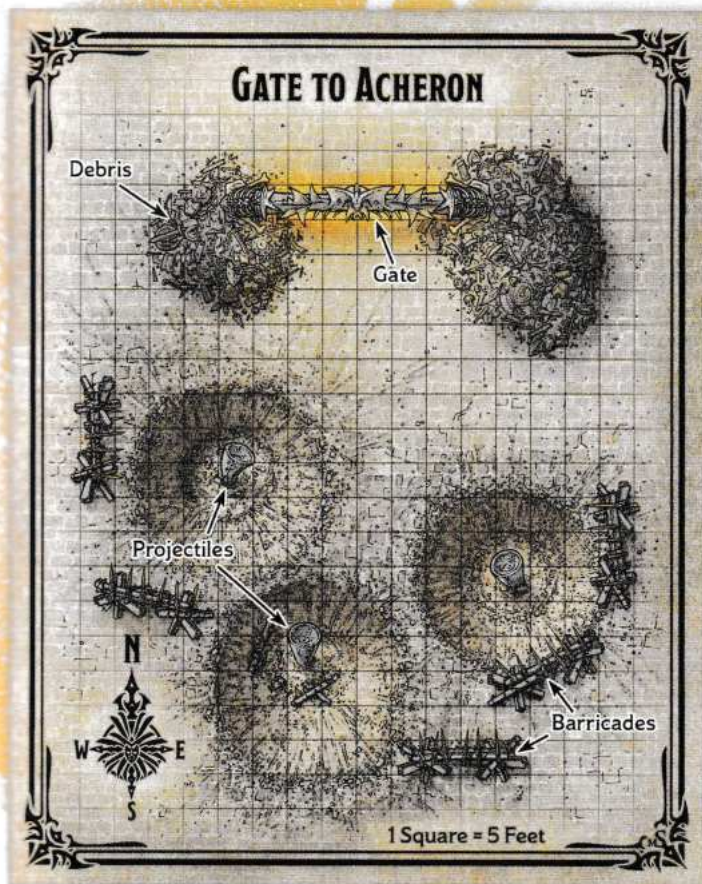
**GATE TO ACHERON BATTLEFIELD FEATURES**  
The battlefield around the gate to Acheron has the following features:

**Barricades.** Any Large or smaller creature that attempts to move over one of these barricades must succeed on a DC 14 Dexterity (Acrobatics) check. If it fails, the creature doesn't cross the barricade, and its speed is 0 until the end of the turn.

**Difficult Terrain.** The heaps of debris and the impact craters surrounding the Acheron projectiles are difficult terrain.

**GATE TO ACHERON BATTLEFIELD EVENTS**  
During this battle, roll on the Gate to Acheron Battlefield Events table each round on initiative count 0. Also consider rolling on the table if a character tries to leave the mapped battlefield.





MAP 10.1: GATE TO ACHERON

## GATE TO ACHERON BATTLEFIELD EVENTS

### d10 Event

- 1–3 A random character sees something suspicious, such as Sergeant Luggik not striking a foe or a foe shielding her from a blow.
- 4–5 A hostile **berserker** appears in an unoccupied space adjacent to the map's edge near a random character.
- 6–9 A stray heavy crossbow bolt targets a random character. The attack has a +4 bonus to hit and deals 7 (1d10 + 2) piercing damage on a hit.
- 10 A 10-foot-wide, iron projectile blasts from the gate to Acheron along the path that affects the greatest number of characters. Creatures in the projectile's path must make a DC 15 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

## MIDBATTLE DEDUCTIONS

During the battle, a character can spend an action to watch for something unusual. If they do, the character makes a DC 12 Wisdom (Perception) check. If the check is successful, the character notices "Sergeant Luggik" stage fighting with a foe who clearly doesn't intend her harm. Unbeknownst to

the character, the fake Luggik is using telepathy to relate information to this spy mid-battle.

If called out for this, the fake Luggik appears at the map's edge near a random character and stalls until the second wave of battle. If attacked or impeded, the **gray slaad** assumes its true form and tries to escape through the gate.

## SECOND WAVE

After the berserkers are defeated, the characters have 1 round to recover. If no character has already noticed Luggik's behavior, the character with the highest passive Wisdom (Perception) score notices Luggik's mock fighting, as noted above. At the end of this round, read the following description:

The portal to Acheron flares again, and three two-headed giants stride through. One wears plates of armor riddled with spikes. From one of its helmets glints a gray gemstone.

Three ettins emerge through the portal. Two use the stat blocks of normal **ettins**, but the third is Zot and Sotu, who are an **ettin** with an Armor Class of 16.

Any character who observes the gray gem and succeeds on a DC 16 Intelligence (Arcana) check recognizes it as a slaad control gem: a stone that gives the wearer control over a slaad. A second successful DC 15 Intelligence (Arcana) check also allows a character to realize that some slaadi can change shape.

If Zot and Sotu are reduced to 20 or fewer hit points, they call for aid. If the fake Luggik hasn't reverted to its **gray slaad** form, she does so now and appears on the battlefield as noted above.

## CONCLUSION

The characters might have pieced together that Luggik was replaced by a slaad spy. If they didn't, Major Kalar notices the control gem on Zot and Sotu's armor and makes suggestions until the characters have the gist of the details from the "Invaders' Methods" section.

Major Kalar then grants the characters access to the gate to Acheron. Afterward, she leads the characters to the officer's armory, from which each character can choose one of the following magic items:

- +1 weapon of any type from the *Player's Handbook*
- +1 wand of the war mage
- Cloak of protection
- Dimensional shackles

Kalar sees the characters paid and thanks them before heading off to file a lengthy report.

After this, consult "Advancing in Level" in chapter 4 and let the party determine their next destination.



# Sylvania: Titan on the Town

**S**YLVANIA, GATE-TOWN TO ARBOREA, LIES IN the embrace of a mystical forest. Ephemeral lights drift along mossy streets, and whimsical architecture complements a wilderness of ageless trees, talking vegetation, and colorful toadstools. Sylvania's gate is unique among the gate-towns, as it shifts locations around the community, confounding efforts to locate it. Further complicating the characters' efforts in town, a powerful being who has reached an emotional tipping point has become a problem for the community.

Sylvania is detailed in chapter 3 of *Sigil and the Outlands*. Review the town's description prior to running this chapter.

## EXPLORING SYLVANIA

As the characters approach Sylvania, read or paraphrase the following description:

Merriment and music fill the air beneath a canopy of colorful foliage. Marvelous buildings encircle the trees or are built amid their spreading boughs. Passing revelers wave and offer you crowns woven of fresh, colorful flowers. As they do, your mimic chimes, and its eyes twinkle in rainbow hues.

Sylvania's residents welcome the characters and can answer questions about locations in the town and the gate (see the following section).

As the characters explore the gate-town, any of the events on the Sylvania Encounters table might occur.

"I said I'm coming! I just need to say a few words about the gate-town for this mimic fellow first. Hold on wait—wait. Who's here? And they're doing what?! Yooooo—that's epic level! Let's goooo!"

—King Ewren III of Ewrendar,  
a pixie kingdom in Sylvania



## SYLVANIA ENCOUNTERS

### d4 Encounter

- 1 Today is Prince Philnixius Bombo's birthday, and a group of enthusiastic revelers (**commoners**) invite the characters to share birthday wishes. The prince is a **quipper** wearing a tiny hat in a floating punch bowl full of violet liquid.
- 2 A **cranium rat squeaker swarm** (see *Morte's Planar Parade*) wants to help one its members that has a hangover. The swarm asks if the lone rat can sleep in a character's pack or asks if the characters know another good place for a nap.
- 3 Three **musteval guardinals** (see *Morte's Planar Parade*) mistake a character for a stranger who sang with their band last night. They insist the character perform in the show the guardinals are headed to.
- 4 A **priest** with the same deity or patron as a character sees the character, yells the deity or patron's name, and tries to high-five the character.

## GATE TO ARBOREA

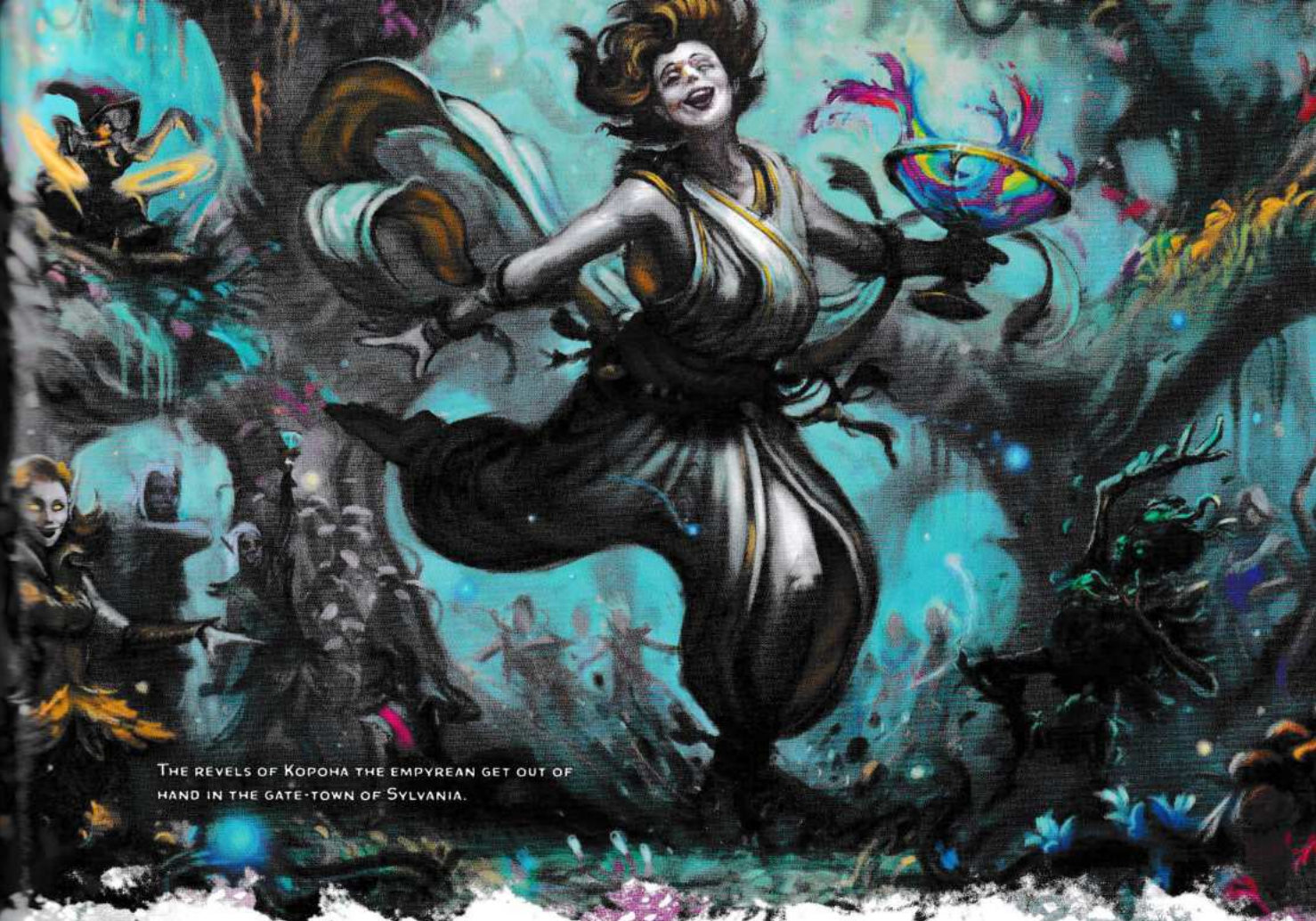
The gate to Arborea lies in the woods near Sylvania, but it changes location randomly, rarely settling in a location for more than a day. Locals can explain the gate's wandering nature, but they can't locate it. The only beings who always know the gate's location are the ephemeral rulers of Sylvania: the Seven Spiritors. Usually the spiritors are busy overseeing festivities in town, but as luck would have it, one of them has need of the characters.

## A TITANIC PROBLEM

Among the endless celebrations ongoing throughout the gate-town, the scion of a god is nursing a crushing defeat and is on the verge of making it everyone's problem. As the characters are exploring Sylvania, read or paraphrase the following text:

A booming, furious voice followed by a peel of thunder cuts through the din of laughter and celebration. Nearby celebrants turn from their revels to look in the voice's direction, while others relocate their festivities. One of these locals approaches you—a satyr in an airy gown, whose eyes glow with tangerine light.





THE REVELS OF KOPOHA THE EMPYREAN GET OUT OF HAND IN THE GATE-TOWN OF SYLVANIA.

This is Spiritor Danai, a spirit of revelry who is inhabiting the body of a willing host, a **satyr** named Kallista. Danai is chaotic good, friendly, and unflapably optimistic. As she approaches, each character becomes aware of the spirit's name and her nature as a bodiless spirit and leader of the gate-town. Danai greets the characters, asks if they're enjoying themselves, and inquires about their business in town. Whether the characters ask about the yelling or she has to bring up the matter herself, she also shares the following information:

- The ruckus is coming from a despondent empyrean: Kopoha, the Celestial child of a god of storms who is trying to crash a private event.
- Empyreans are creatures of incredible power and overwhelming emotion.
- Should Kopoha's dark mood grows much stronger, she might become a danger to the town.
- If the characters distract Kopoha from the event at the Yearning Timbers event hall, Danai will lead the characters to the gate to Arborea.
- Danai doesn't know the cause of the empyrean's foul mood, but there are celebrations aplenty in town where the characters might lighten Kopoha's mood.

## MEETING KOPOHA

When the characters seek out Kopoha, they find her in the following scene:

An eighteen-foot-tall, humanlike woman with marble skin and eyes crackling with lightning crouches to agitatedly argue with a calm, silver-haired elf. Beyond the elf is a rollicking celebration taking place inside a towering banyan tree strobing with colored lights.

Kopoha (chaotic good **empyrean** without a Maul attack) argues with an elf named Manalath (neutral good **mage**), who's respectfully preventing the empyrean from entering the Yearning Timbers. Inside is a rare, invite-only event being hosted by Rillifane Rallathil, an elf god of nature. Manalath apologizes and calmly repeats that Kopoha isn't on the guest list. As Kopoha grows more insistent, winds carrying the scent of a thunderstorm rise around the pair.

The argument continues until the characters intervene. Any interruption catches Kopoha off guard. She sizes up the characters and says, "I suppose you're not completely unworthy of my time. Why do you approach Kopoha?" Her demeanor is challenging but not hostile.



A character can talk Kopoha away from the Yearning Timbers through roleplaying or by succeeding on a DC 12 Charisma (Persuasion) check. Characters who flatter Kopoha have advantage on this check.

Once the characters convince Kopoha to leave the Yearning Timbers, they need someplace to take her; otherwise, she returns to arguing with Manalath.

## KOPOHA'S BAD DAY

Kopoha recently endured a crushing defeat by her bitterest rival, her sister Alethira. The two are always trying to outdo each other as they vie for their parents' approval. They are usually well matched, but this time Alethira humiliated Kopoha by beating her at cards and taking her maul as a prize. This defeat exacerbated the worries Kopoha harbors (see the following section). She's trying to bury her worries by recklessly celebrating in Sylvania.

## TITANIC PAIN

In situations noted later in this chapter, Kopoha might share the following truths and a quandary about her life:

**Familial Expectations.** Kopoha's parents expect her to become a god one day. They're constantly watching her and judging whether she's good enough for godhood. That's a lot to live up to! How do the characters think she can ever live up to the expectations of literal gods?

**Sibling Jealousy.** Kopoha thinks her sister, Alethira, is amazing at everything. Kopoha respects her sister but feels she has to prove to her parents that she's just as worthy a daughter and future god. How do the characters think she can be a loving sister while proving she's just as amazing as Alethira?

**Divine Insecurity.** Kopoha dreads becoming a god. She doesn't even know herself yet. What if she becomes a god of the sea? She hates seafood! Or what if she becomes god of something embarrassing, like smelly winds? It's a big deal for an immortal! What do the characters think she should be god of?

How characters react to these confessions affects how Kopoha's visit to Sylvania ends (see the "Closing Time" section).

## CELEBRATIONS IN SYLVANIA

Revelry is in no short supply in Sylvania. Characters looking for celebrations or distractions in the gate-town might stumble across or be directed to the events in this section. Use the events you think the characters will enjoy, in any order.

### DRYAD DANCE

In a clearing lit by energetic fireflies, a group of ten **dryads** sings and dances. The group welcomes anyone who comes in peace to enjoy the serenity of their trees. Kopoha eagerly participates, but her size makes her a menace to smaller dancers. While Kopoha is dancing, a character must keep those around the empyrean safe, perhaps by maneuvering her around the dance floor with a successful DC 14 (Acrobatics or Sleight of Hand) check.

If the characters fail at helping Kopoha dance safely, she accidentally knocks over some dryads or damages a tree. Embarrassed, the empyrean insists on leaving immediately.

If the characters succeed, Kopoha has a great time and dances for an hour. While taking a break, she shares one of the truths from the "Titanic Pain" section. Afterward, she's ready to move on to another celebration.

### PIXIE PARADE

The **pixies** of Goodberry Grove party hard, and their party is in full swing. Wine, juice, and fruit desserts flow along with music and laughter among the toadstools. If the characters enter the party, they're shrunk down to pixie size, while Kopoha becomes the size of a halfling. This delights the empyrean, and she tests her strength by picking up tiny mushroom structures or visiting forest animals. Kopoha's feats and boasting quickly irritate the pixies. A character can make this more entertaining by succeeding on a DC 12 Charisma (Performance) check or by otherwise casting Kopoha's efforts as charming.

If the characters fail to compensate for Kopoha's boasting, the pixies ask the characters and the empyrean to leave.

If the characters succeed, the pixies encourage Kopoha. She insists on taking a break after an hour. While doing so, she shares one of the truths from the "Titanic Pain" section. Afterward, Kopoha wants to move on to a new party.

"This song's about me!"

—Tyuffayn Tinilynn, pixie celebrant  
(known as "faerie fire" but not for  
the reasons you think)





## SKULL BOCCE

Amid a field of memorials, a retired god of the dead and a retinue of skeletons and morbidly dressed competitors play a casual, good-natured game of bocce. The god (perhaps Jergal, an apathetic former god of death) invites Kopoha and the characters to play, but instead of normal balls, they're using the skulls of the group's skeletons. Kopoha is eager to play but is both bad at the game (which she's never played) and far too competitive for this group. She might also attempt to use the Mosaic Mimir as a ball—which doesn't harm it but might make some characters anxious. A character must succeed on a DC 14 Strength (Athletics) check or Charisma (Persuasion) check to help Kopoha either win or deal with her loss gracefully.

If the characters fail, Kopoha throws a tantrum that annoys the god. The god insists Kopoha and the group leave, or their skulls will be used for the next game.

If the characters succeed, the game goes well, but eventually the god decides to move on. Kopoha takes a break and shares one of the truths from the "Titanic Pain" section. Afterward, she wants to move on to a new party.

## WIDOW'S HENGE

In a silent glade, a ring of standing stones surrounds a fallen menhir. The toppled rock is laden with an inviting but unattended feast. Any local or a character who succeeds on a DC 12 Intelligence (Arcana or History) check knows that this is Widow's Henge and that anyone who eats from the stone vanishes.

A character can dare Kopoha to eat a portion of the feast by succeeding on a DC 18 Charisma (Intimidation or Persuasion) check. If a character knows the legends about Widow's Henge, this is abjectly not a good act and could affect the character's alignment. If Kopoha eats from the feast, she vanishes the next time she is out of the characters' sight and doesn't return. The same happens to any character who eats from the feast, but the character's incarnation reappears after an hour with no memory of what happened.

## OTHER CELEBRATIONS

There are countless other celebrations around Sylvania. Use the events here and challenges like those outlined in the "Contests" section of chapter 9 to create more festivities and chances for Kopoha to confide in the characters.

"My guy, I get it. We've all got some afterlife or eternity or obliteration to get to, but right now, I'm on break. Now, watch this throw."

—Ose Obol-Eyes, merrenoloth ferryman and skull bocce champion



## CLOSING TIME

The characters' celebrations with Kopoha might end in the following ways:

**Chance to Think.** After Kopoha shares all the information from the "Titanic Pain" section, she grows introspective. She thanks the characters and tells them she has decided to go talk to her sister, Alethira, about what's on her mind. Before Kopoha departs, she gives the characters a *periapt of wound closure* that resembles her face.

**Missing Titan.** If Kopoha goes missing while celebrating with the characters, Danai is displeased but upholds her end of their deal. Afterward, the spiritor asks the characters never to return to Sylvania.

**Titan's Rage.** If the characters mock Kopoha's feelings or encourage self-indulgent behavior, the rampage Spiritor Danai feared comes to pass. Kopoha's trail of destruction eventually leads out of town, and she's not seen in Sylvania again. This disappoints Danai, but she helps the characters find the gate to Arborea nevertheless.

## CONCLUSION

Danai finds the characters soon after Kopoha departs and leads the characters to the gate to Arborea. The portal currently resides in an overgrown well in the forest outside town. The spiritor then returns to Sylvania to attend to other ongoing parties. If the characters are still in Danai's good graces, she might invite them to join her for one more celebration.

When the characters are ready to leave Sylvania, consult the "Advancing in Level" section of chapter 4 and let the characters determine their next destination.



# Outlands Explorations

**T**HIS CHAPTER PRESENTS ENCOUNTERS FOR use while characters explore the Outlands. These events aren't vital to the adventure and can be used in any order. Some reinforce recurring themes in the adventure, while others are exciting digressions. Use these events and the encounter tables in *Morte's Planar Parade* to further develop the Outlands. These events don't influence when characters advance in level.

## PLANAR GLITCH

The characters' incarnations are just one manifestation of the planar instability caused by the inaccurate beliefs of modrons lost in the Outlands (see chapter 15). At any point during the characters' exploration of the Outlands, they might experience one of the events on the Glitch Encounters table.

### GLITCH ENCOUNTERS

#### d6 Encounter

- 1 A character within view of the Spire notices it's not rising in a straight line. Cloud cover might even make it look as though it were broken into multiple pieces. After an hour, the Spire returns to normal.
- 2 A *kolyarut* (see *Morte's Planar Parade*) arrives to interview the characters about their strange situation. It seeks information so greater powers in Mechanus can decide whether they want to blame the characters for their reality-defying situation.
- 3 The characters reach a gate-town and find the last gate-town they visited in its place. To the inhabitants, everything is normal. After 1d4 days, the gate-towns return to their original locations.
- 4 The characters witness an illusory, miles-long procession of thousands of modrons. Any character who draws close to the illusions can see that the modrons look terrified of their surroundings. The illusion continues for an hour before vanishing.
- 5 The characters find a field littered with thousands of dead sunflies. A character who succeeds on a DC 14 Intelligence (Arcana) check knows that sunflies are susceptible to planar energies, but what would have killed so many is a mystery.
- 6 Mists rise around the walking castle. Within the mist, the characters see a duplicate of their walking castle. Before they can investigate, it vanishes.

## ANGELS IN THE OUTLANDS

Every three hundred years, Celestials and Fiends gather to play a ballgame in observance of an ancient agreement between a god and a demon lord. The victors of this match claim a priceless trophy: the fate of an innocent soul.

The encounter begins when the characters happen on the playing field. Read the following text:

A gigantic flat diamond, its three points marked with squat pedestals, shimmers within a ringed field. Celestials in radiant uniforms practice at swatting glowing orbs on one side of the field, while elephantine demons on the other side trumpet at them through barbed trunks to break their concentration.

A boxy, winged modron in a padded helmet with a face cage hovers in front of your castle. "Greetings! It appears you've stumbled on our ballgame," reports the modron. "Care to participate?"

The **quadrone**, G041, is an impartial umpire appointed to observe the ball-and-stick game, which is called Spireball. The modron happily explains the game's rules, its stakes, and the two teams, all of which are detailed below.

## GOOD VERSUS EVIL

Two teams—the Noxious Stampede and the Righteous Hands—vie for a single soul in the Outlands. Both teams need players, but the characters can join only one. Alternatively, the characters can join neither and instead influence the game's outcome from afar.

"If you think you're prepared for the ultimate struggle between good and evil, the deciding contest between all that is righteous and all that is foul, then to you I say, 'Play ball!'"

—Valorlayn the Adamant,  
hound archon Spireball player





## NOXIOUS STAMPEDE

The Noxious Stampede consists of nine **maelephants** (see *Morte's Planar Parade*). Their star pitcher, who goes by "Snot Rocket," shoots stinking balls from its trunk like a cannon. The Fiends are sore losers and insufferable winners.

## RIGHTEOUS HANDS

A team of Celestials, the Righteous Hands consist of eight **hound archons** (see *Morte's Planar Parade*) and their star player, a **deva** named Shariel whose flanged mace rings deeply when it connects with its target. The Righteous Hands are paragons of sportsmanship and honesty, rooting for each other and never disrespecting their opponents, no matter how low the Noxious Stampede stoops.

## SPIREBALL RULES

Spireball takes place on a flat, triangular diamond surrounded by a ringed field. Three low pedestals at each of the triangle's points serve as bases. The last of these, where batters take their swings, is known as home plate. During the game, batters navigate these bases in order from home plate to first base, first base to second base, and second base back to home plate. The game has the following rules.

### SETUP

The offensive team rolls initiative to determine the batting order. Meanwhile, the defensive team designates a pitcher, who stands in the middle of the triangle facing home plate; all other participants on that team are fielders.

### BATTING

On their turn, each batter makes a DC 20 Strength (Athletics) check. On a successful check, the batter hits the ball with their implement and sends it flying into the field, and the batter attempts to move to first base. The defensive team can try to catch the ball (see the "Catching" section).

Each batter can attempt this check up to three times; after three failed checks, the batter strikes out and must stand down, and the next batter steps up to home plate.

**Home Run.** A batter who rolls a 20 on the die hits a home run. The defending team doesn't get a chance to catch the ball, and the batter and every other team member currently on a base reach home plate.

### CATCHING

If a batter hits the ball, the defensive team moves to catch it. One fielder of your choice must succeed on a DC 20 Dexterity (Acrobatics) check. On a successful check, the batter is out and must stand down. On a failed check, the batter advances to first base, moving any other batters ahead of them forward by one base.

## SCORING POINTS

Spireball has three bases corresponding to its three pedestals. Each time a batter returns from second base to home plate, their team scores 1 point.

The round ends when three batters are out, either by striking out or by having their ball caught, at which point the two teams switch places.

## PLAY BALL!

Once the characters chose their team or decline, the game begins. The Righteous Hands are first to bat.

The game ends after each team has played offense and defense once. The outcome of the encounter hinges on the winning team and whether the characters assisted them.

## NOXIOUS STAMPEDE WINS

If evil triumphs, members of the Noxious Stampede revel with Abyssal brags and celebratory gestures. If the characters joined this team or reveal they secretly assisted the maelephants from the sidelines, Snot Rocket produces a slimy *eversmoking bottle* and gives it to one of the characters.



SHARIEL, STAR  
PLAYER OF THE  
RIGHTEOUS HANDS





## RIGHTEOUS HANDS WIN

If good prevails, the Righteous Hands celebrate and offer to shake hands with their opponents, who refuse the Celestials' gesture of goodwill. If the characters joined the Righteous Hands, Shariel gifts the characters with a prismatic chalice from Mount Celestia that functions as a *gem of brightness*.

If the characters reveal they helped the Righteous Hands from the sidelines in some way, Shariel still awards the chalice but shamefully notifies the modron umpire. The angel asks for a rematch in a year, adding "cheaters never truly win."

## TIE GAME

If the teams tie, the soul's fate is delayed for three hundred years. Both teams are visibly disappointed.

## MAUSOLEUM OF CHRONEPSIS

In these encounters, a dragon disconnected from the linear flow of time befriends the characters. Use these scenes in the following order, with the first occurring after characters visit a gate-town or two.

The encounter starts while the characters are in the walking castle. There's a boom and the castle sags, as if something heavy just landed on it. When a character investigates, read or paraphrase the following:

Coiled atop the walking castle is a mighty, pearl-colored dragon with branch-like horns. Its brilliant eyes fix on you. In a warm, slow voice that sounds as though it were coming from far away, it says, "My old friend. How good it is to see you again."

This is Renesnuprah, an **adult time dragon** (see *Morte's Planar Parade*). Renesnuprah warmly greets the characters by name and calls them friends. She can share general details about each of them. Use the following details to guide the conversation with the time dragon:

- Renesnuprah claims to know the characters from when they first met hundreds of years ago. The characters have no memory of this meeting.
- The dragon realizes she might not have met the characters at this point in time. She doesn't elaborate, as she fears interfering with events to come.
- Renesnuprah gives the characters a *talisman of the sphere* and says, "Give this to the one who sees silver." She explains the characters will understand in time.

If attacked or driven off, the dragon is saddened but leaves behind the *talisman of the sphere*.

"Chronepsis's Mausoleum is huge! Gigantic like no city you've ever seen. Sure, there's the dragons—and Chronepsis himself—but how many wyrms could there be? Like, a hundred? How hard could it be to steal something from a city with only a hundred folks in it?"

—Master Thief Hie Akee, before his disappearance

## THE WITCH AND THE WYRMLING

This encounter occurs after the characters have the previous experience with Renesnuprah and visit another gate-town or two. The encounter begins while the characters are in their walking castle, and they hear a panicked cry from outside. When a character investigates, read or paraphrase the following:

A cerulean dragon—no bigger than a husky—frantically flaps its wings as it barrels toward the walking castle. It nearly crashes and quickly tries to hide amid the structure's sculpted facade.

Pursing the dragon is a woman with wild gray hair streaked with crimson. She rides a flying, red broom and wears matching red goggles. An oversized birdcage dangles from her broom."

The dragon is Renesnuprah, now a **time dragon wyrmling** (see *Morte's Planar Parade*) reduced to 10 hit points. The dragon quickly spots a character and begs to be hidden from the witch. If asked, the dragon refers to herself as Reenee.

The witch is Trikanter, a neutral evil **archmage** on a *broom of flying*. Her mirrored goggles prevent others from seeing her eyes. She demands the characters give back her property. If asked, she shares the following details:

- She is Trikanter, one of the greatest magical researchers the planes have ever known.
- She's conducting magical experiments that are surely beyond the characters' understanding.
- She purchased a time dragon for good money in the gate-town of Ribcage. The time dragon escaped, and she wants it back.

Reenee doesn't elaborate, but the wyrmling knows Trikanter has dire plans for her.

If the characters don't stop Trikanter, the mage easily recaptures Reenee and departs. If the characters intervene, she laughs but entertains trade offers. If the characters offer Trikanter anything, she removes her goggles to get a better look. The character with



the highest passive Wisdom (Perception) score notices her eyes are silver pools. Trikanter will accept any magic item of legendary rarity in trade, such as a *talisman of the sphere*. If she's given such an item, she leaves Reenee alone and departs.

If the characters attack Trikanter, she is a formidable foe. She fights until she's allowed to reclaim the wyrmling or she's reduced to 50 or fewer hit points, at which point she flees on her broom.

#### WYRM RECEPTION

If Trikanter is dealt with, Reenee thanks the characters and says the following:

After taking a moment to catch her breath, the wyrmling lets out a long sigh. "Woo wee! First it was kidnappers, then nasty merchants in Ribcage, then that witch. I thought I was a goner! Thanks bunches for helping me out. I'm Reenee!" The dragon pauses and looks around uncertainly. "You wouldn't know where home is, would ya?"

Reenee was kidnapped and wants to get home, but she can't tell the characters more. A character who succeeds on a DC 18 Intelligence (Arcana) check knows that time dragons dwell in the Mausoleum of Chronopsis—lair of a god-like dragon with unique

insights into draconic fate. Characters can also learn this by spending an hour researching in the walking castle's library. If the characters share this information with Reenee, she asks them to take her to the mausoleum when they can. She doesn't rush the characters, so include the wyrmling in the adventure for as long as the characters like.

#### THE MAUSOLEUM

This event occurs when the characters near the Mausoleum of Chronopsis while the time dragon Reenee is with them. As soon as the mausoleum is within sight, read the following description:

From an expanse of ruins and dragon bones rises a great fortress. On its towering facade, brilliant light beams from an opening shaped like an hourglass. High above wheel the silhouettes of soaring dragons.

As soon as the mausoleum is in sight, Reenee asks the characters to stop the walking castle. She knows the dragons are territorial, and she doesn't want to provoke them by bringing the castle closer. If the characters treated Reenee well, she thanks each character personally and gifts the group one of her scales. She then flaps off.

DRAGONS FROM ACROSS THE PLANES VISIT THE MAUSOLEUM OF CHRONOPSIS, SEEKING TO LEARN THE SECRETS OF FATE.





## SCALES OF TIME

If Reenee leaves the characters one of her scales, as the characters are departing the Mausoleum of Chronepsis, read the following:

As the walking castle strides away from the Mausoleum of Chronepsis, a shadow passes overhead. A massive shape settles atop a nearby ruin. It's a gigantic, ancient-looking time dragon with huge, branching horns that pulse with opalescent energy. A voice like a whisper reaches you: "Call, and I'll be there."

With that, a portal of swirling colors opens around mighty dragon. The great wyrm fades into it, then the portal vanishes.

The dragon is Renesnuprah as an **ancient time dragon** (see *Morte's Planar Parade*). She departs before the characters can act. The scale Reenee left begins to glow as it transforms into the following charm (a type of supernatural gift detailed in the *Dungeon Master's Guide*).

### TIME OF THE DRAGON *Supernatural Gift (Charm)*

While holding the scale, you can use an action to summon Renesnuprah, an **adult time dragon** (see *Morte's Planar Parade*). The dragon appears in an unoccupied space of your choice that you can see within 60 feet of you and aids you for 10 minutes. Afterward, the time dragon vanishes, and the scale crumbles.

## SEMUANYA'S BOG

In this encounter, a group of lizardfolk petitioners invite the characters to join them in visiting the realm of the lizardfolk deity Semuanya. Use this encounter wherever and whenever you please, particularly to lighten the mood after exploring a somber gate-town like Curst or Rigus.

The encounter starts when the characters hear a group of jovial cheers outside the walking castle. Read or paraphrase the following text when a character investigates:

"What's my secret? Well, I died, but then I started working out and seeing serious gains!"

—Visshear Sher, crocodile toss champion and devotee of Semuanya



A group of a dozen lizardfolk cheer as one among them strains, then hefts a barrel-sized boulder over her head. She holds it for a moment, then lets it drop to the ground amid even more cheers.

A character who understands Draconic can hear the lizardfolk shouting support and cheering the lifter's "new personal best." The focus of the lizardfolk soon shifts to either the walking castle or any visible character. They energetically wave and ask the characters to stop for a minute.

## LIZARDFOLK COMPETITORS

The twelve **lizardfolk** are friendly Celestial petitioners (detailed in *Morte's Planar Parade*). They are led by the largest of their number: the colorfully frilled Sesspech. She introduces herself and eagerly shares the following information:

- She and her companions have just completed a jog around the Outlands and are on their way back to the realm of their god, Semuanya.
- Semuanya is a deity of survival, athleticism, and physical prowess widely revered by lizardfolk.
- The lizardfolk are tired from their years-long jog and would appreciate a lift to Semuanya's Bog.
- The lizardfolk can't offer much, but they're certain their fellows in Semuanya's realm will welcome and reward the characters.

If the characters refuse, the lizardfolk understand and take it as a sign from their deity to push themselves toward greater gains. If the characters agree, the lizardfolk are appreciative. They board the walking castle and take to sunning themselves and doing light stretches on the terrace. The lizardfolk are polite passengers, full of encouragement, lifestyle advice, and enthusiasm for varied athletic pursuits.

## REACHING SEMUANYA'S BOG

The lizardfolk can travel with the characters for as long as you like. When the group finally reaches Semuanya's Bog, read the following text:

The domain of the deity Semuanya is a pleasant-smelling swamp full of bright flowers and colorful bugs. Through trees draped in vibrant moss come the cheers of lizardfolk engaged in competition.

Sesspech thanks the characters for bringing her group home and invites them to relax in Semuanya's Bog. If the characters decline, she thanks them again, and she and her companions depart. If you so choose, the lizardfolk might appear later when the characters need aid.





If the characters enter Semuanya's Bog with Sesspech, they're welcomed as guests. They can rest here for as long as they want, and followers of Semuanya can cast *cure wounds*, *greater restoration*, or *reincarnate* if the characters ask.

If the characters ask to meet Semuanya, a lizardfolk tells them that the deity comes and goes unpredictably, but that Semuanya often appears to those who accomplish some great physical feat.

## CONTESTS IN SEMUANYA'S BOG

Life is good but not easy in Semuanya's Bog. The spirits of lizardfolk champions engage in endless competition here. If the characters wish to join them, they're welcomed. Run any of the competitions from the Semuanya's Bog Contests table as detailed in the "Contests" section of chapter 9.

### SEMUANYA'S BOG CONTESTS

d4	Contest	DC	Ability Check
1	Acrobatic performances	15	Dexterity (Acrobatics)
2	Deimatic displays	16	Charisma (Intimidation)
3	Reptile trivia	14	Intelligence (Nature)
4	Swimming race or weightlifting	17	Strength (Athletics)

## MEETING SEMUANYA

If the characters win three or more competitions, a manifestation of the god Semuanya appears. This manifestation of Semuanya is a muscular, 8-foot-tall lizardfolk. They have no game statistics and vanish if attacked.

Semuanya is bombastic. They think they're amazing and that everyone in their realm is also amazing—this includes the characters. Semuanya compliments the characters on their victories and rewards them with a trophy made of eternally blooming flowers and a small green dragon skull. The trophy functions as an *alchemy jug*, but in addition to the liquids it can normally produce, it can create up to half a gallon of effervescent spring water. However, it can't produce beer, mayonnaise, or wine.

If the characters question Semuanya, the lizardfolk deity claims to know nothing of any disruptions in the Outlands or conflicts beyond the recent competitions in their bog. Soon after, Semuanya grows bored and departs to judge some fantastic competition elsewhere on the planes.



# Secrets of the Spire

ONCE THE CHARACTERS RESTORE THE Mosaic Mimir's missing data, the magic device relates the information from "The Last Great Modron March" section in chapter 4. From this, the characters learn that the missing modron, R04M, likely followed the march's path to Dendradis, a rilmani community carved into the Spire. Upon traveling to Dendradis, the characters meet Ascetelis, a rilmani who offers to escort them into the Spire where the modron was last seen. Within the Spire, surrounded by mysteries of the multiverse, the characters finally catch up to R04M—but they're not the first to do so.

## DENDRADIS

Beings of absolute neutrality, rilmani originate from the Outlands, and their few communities cling to the Spire. These crystalline cloisters rise in clusters of crooked towers or fill natural crevices.

Among the largest of these communities is Dendradis, a lattice of crystalline structures weaving between the walls of a mile-high fissure in the Spire. Home to hundreds of rilmani, the town is accessed by a single gate. Within, a maze of corridors and ramps connects scattered dormitories, communal work halls, and chambers where varied scrying methods are used to monitor the planes. Visitors aren't welcome inside without an escort.

## UNWELCOME TO DENDRADIS

When the characters approach Dendradis, read or paraphrase the following text:

Ahead rises the Spire, the infinitely tall, tapered column at the heart of the Outlands. While its height is lost amid clouds and the boundaries of sight, its lower reaches spread in wild foothills.

As you approach the base of the Spire, a narrow seam in its stony slope comes into view. The fissure is filled with a lattice of rainbow-colored crystals. Tiny windows and distant figures reveal these crystals to be towers and bridges, interweaving across the fissure. The structures obscure a great shape within the cavity: a giant, fossilized, multilimbed body.

At the seam's base stands a glimmering, crooked tower with a prominent gate. Two gray figures with armored bodies and bladed limbs flank the gate.

Two **ferrumach rilmani** (see *Morte's Planar Parade*) guard the entrance to Dendradis. They're indifferent to the characters but refuse to let non-rilmani enter without a rilmani escort. They turn hostile should anyone try to infiltrate the town. The ferrumachs share the name of the town, but they know nothing of R04M.

The rilmani don't comment on the mysterious body their city is sealing back into the Spire. Feel free to develop or ignore this mystery as you please.

## ASCETELIS

Before the characters depart or the situation with the ferrumachs grows too tense, a third rilmani arrives from inside. Read or paraphrase the following text:

A third rilmani strides from the gate. This figure is leaner than the others, with a copper cast to their skin. They're reading a scroll intently, but they look up as they draw near. This new rilmani halts and does a double-take, looking from you to the scroll and back again. The newcomer then approaches, holds up the parchment, and asks: "Excuse me. Is this you?"

This is Ascetelis, a **cuprilach rilmani** (see *Morte's Planar Parade*). In her hand is a scroll bearing the name of each character along with a brief and unflattering but accurate description. The final line reads, "R04M. Modron. Mismatched."

Ascetelis is friendly, and she comes across as easy to impress, with a welcoming, folksy charm. She quickly explains she was just coming to look for the characters. She asks if R04M is with them and gives an "aw-shucks" snap of her fingers when it's clear the modron isn't.

"Rilmani abet good, evil, law, and chaos to maintain their vision of equilibrium, no matter the cost. What does that mean? It means I'd rather deal with demons. At least with them I know what to expect!"

—Sazraen Tildoma, Fraternity of Order scholar





If asked why she's looking for the characters, Ascetelis explains her superiors have deemed the modron R04M a threat to multiversal balance. She hopes to find the modron and return it to Dendradis so her leaders can determine what to do with it. She's also been given the characters' names, as the rilmani know the characters have been inquiring about the modron and might know its whereabouts.

If the characters share that they've heard R04M is in the area, Ascetelis is clearly surprised, and she says the following:

"I'll be! Well, they say good luck—like all things—happens in threes. Sounds like we've got another surprise in store!"

Ascetelis then asks if the characters will join her in searching for R04M. She doesn't know where to go next but offers to escort the characters into Dendradis so they can ask around and see if anyone has seen the modron.

### ASCETELIS'S GOALS

Ascetelis, like most cuprilachs, is a spy and assassin. She doesn't tell the characters about her role, that the scroll she's holding is a hit list, or that she's been ordered to slay R04M and the characters for being threats to multiversal balance. She legitimately doesn't know where R04M is and wants to tag along with the characters until they find the modron. Then she plans to manufacture their collective doom.

Until then, Ascetelis is cheery and eager to help her new, temporary friends.

### TRACKING R04M

Hunting R04M might lead the characters into Dendradis or to explore the Spire on their own terms. Ascetelis either joins or follows the characters.

### RUMORS IN DENDRADIS

With Ascetelis as an escort, the characters can enter Dendradis and ask residents what they know about R04M.

Inside, Dendradis is a labyrinth of beautiful crystals and base metals inhabited entirely by rilmani. So long as Ascetelis is with the characters, the local rilmani ignore them. Rilmani who find an unattended character rush to alert the authorities, who send four **ferrumach rilmani** (see *Morte's Planar Parade*) to evict the trespasser with as little violence as possible.

**Questioning Rilmani.** Ascetelis suggests the group find and question rilmani artisans called plumachs. These rilmani harvest crystals from the Spire and might have seen R04M. It takes Ascetelis



DENDRADIS, A RILMANI  
COMMUNITY IN THE SPIRE



an hour to find a plumach willing to acknowledge the characters. There's a problem, though. Even among rilmani, plumachs are notorious for avoiding strangers and their troubles. A character can get a plumach to talk by succeeding on a DC 20 Charisma (Persuasion) check. A character gains advantage on this check if the plumach is offered 250 gp worth of a rare material useful for crafting or the characters promise that after this conversation, no one in the group will ever speak to the plumach again.

If a character gets a plumach to talk, the rilmani shares that a modron was seen in the caves within the Spire called the Desert of Rust. The plumach or Ascetelis can direct the characters there (see the following section).

If the group fails to get the plumach to speak with them, Ascetelis can find them another plumach willing to talk, but doing so takes 1d4 hours. Plumachs avoid conflict; they use the same stat block as **ferrumach rilmani** (see *Morte's Planar Parade*).

### STEPS ALONG THE SPIRE

Characters who spend a day searching the region around Dendradis for signs of R04M can make a DC 20 Wisdom (Survival) check. If they succeed, they find the tracks of a lone monodrone leading into a narrow cave. The cave runs for nearly a mile, then opens into the Desert of Rust (see the following section). The characters can't be certain these are R04M's tracks—particularly if they're not sure what type of modron R04M is—but it's the best lead they find.

## INSIDE THE SPIRE

As mysterious as the Spire is, even less is known about what lies inside it. Just as the Spire's exterior poses an endless, unclimbable ascent, its interior holds a labyrinth of infinite tunnels and vertical hollows. Unknown to most except the rilmani, the Spire holds more than just these natural caves. Its caverns are lined with eerie rock formations and the eroded ruins of inexplicable structures. The Spire is hostile to magic, and many creatures instinctively avoid its dark, stifling interior.

### SPIRE INTERIOR FEATURES

The tunnels in the Spire have the following features:

**Antimagic Pockets.** The Spire is protected by invisible, drifting pockets of antimagic. Anytime a creature casts a spell, there is a 10 percent chance it triggers an *antimagic field* spell, centered on the caster and lasting for 5 minutes.

**Darkness.** The interior of the Spire is dark. Area descriptions assume the characters have a light source or other means of seeing in the dark.

**Preternatural Silence.** The Spire's interior is still and silent. Sound travels half as far as it would under normal circumstances. Wisdom (Perception) checks that rely on hearing are made with disadvantage.

### DESERT OF RUST

This miles-wide cavern within the Spire is covered in flakes of rust and, in some rare cases, fragments of eroded blades. Every few moments, a harmless metal scrap falls from above and clinks against the cavern floor. The cavern has no ceiling—it rises endlessly into the infinite hollow of the Spire's interior.

Ascetelis can tell the characters that rilmani artisans occasionally scavenge useful materials from the cave, but most of the detritus from above is worthless.

Characters find evidence of R04M's passage after searching for 5 hours or by searching for 1 hour and succeeding on a DC 14 Wisdom (Survival) check. This path leads up an incline toward a series of tunnels.

### CLIMBING THE SPIRE

R04M's path climbs the Spire's interior. If the characters follow, they pass through gradually sloping tunnels that take hours or even days to traverse. Use any of the following encounters as the characters climb. When you're ready to conclude this section, run the "Scholar of Impossibilities" encounter.

### MEMORY FROM ELSEWHERE

As the characters ascend the Spire, they witness mysterious sights. These scenes aren't dangerous, but you can elaborate on them as you please. Roll on or choose a result from the Sights within the Spire table to break up the characters' climb.

### SIGHTS WITHIN THE SPIRE

#### d4 Sight

- 1 A statue of a giant, three-eyed horse juts from a cavern wall. It's so heavily eroded, it looks melted.
- 2 As the party skirts a vertical hollow, a body falls past them. A character who manages to catch the body finds that it's an ages-old, rag-clad elf skeleton.
- 3 A misshapen arch is covered in drooping, metallic, blade-like decorations. The arch was once a portal to a matching gate elsewhere in the Spire, but the portal no longer functions.
- 4 A character finds a coin from a familiar world or nation, but its markings refer to a land or ruler no one has heard of.



## THE WHISKER

A long and narrow span of wiry metal forms a bridge across a hollow in the Spire. Other metallic protrusions jut from the vertical walls.

This 200-foot-long, 5-foot-wide bridge connects the characters' path with tunnels ahead. A character who inspects the metallic bridge sees it is covered in fine metal growths. Characters can tell that the bridge is natural, and although it can bear the characters' weight, it is fragile.

**Damaging the Bridge.** Each 5-foot segment of the bridge is a Large object with AC 15, 10 hit points, vulnerability to lightning damage, and immunity to poison and psychic damage. If any segment of the bridge is destroyed, the entire structure crumbles, causing creatures on it to fall. This part of the Spire has no ceiling or floor. Any creature that falls into the hollow plummets until rescued.

**Piercer Demigod.** This crossing is home to the demigod Kirgaz Vizt the Unerring Avalanche, one of the few deities of ropers and piercers. Kirgaz uses the **piercer** stat block, with the following adjustments:

- If slain, Kirgaz is restored to life somewhere in the Outlands 24 hours later.
- Kirgaz can cast *teleport* without spell components once per day. The demigod is considered very familiar with the area around its obsession (see below).

Kirgaz hides amid stalactites 30 feet over the bridge and uses its Drop action on the last character to cross. If Kirgaz misses, its Drop action affects the bridge, potentially damaging or destroying it.

Legends of Kirgaz say the demigod has never missed a target. If Kirgaz uses its Drop action and misses its target, the demigod becomes obsessed with that creature. Employing its immortality and ability to teleport, Kirgaz haunts the target of its obsession, dropping from unlikely places day after day until it strikes the creature. After doing so, Kirgaz is satisfied and returns to the Spire.

## TOMB OF THE FROG

On entering this area, the character with the highest passive Wisdom (Perception) score hears heavy breathing. Those who investigate see the following:

This broad cave is humid and covered in thick mold. At the center sprawls a greasy, gray, wart-covered giant. He stares hopelessly into the darkness above. Dozens of crudely carved, amphibian figurines surround the hulk, staring expectantly with bulbous eyes.

This cavern is roughly circular and hundreds of feet across, and it has a 30-foot-high ceiling. A tunnel on the opposite wall exits the chamber and leads higher into the Spire.

The giant has features suggestive of a human mixed with a fantastically ugly toad. He uses the **formorian** stat block. The creature is in a deep despair and is indifferent to the characters. Creatures that don't disturb him can walk past him unimpeded.

If one or more characters make themselves known to the giant, he turns his head and addresses them:

"Are you here to worship me?"

If one or more characters say yes, the giant invites them to sit with him. If no characters say yes, he goes back to staring.

Characters who speak with the giant get lethargic responses but can eventually learn that he believes he's a god whose followers forgot him, and now even he has forgotten who he is. The giant has no hope of regaining his memory or powers—if he ever had any.

**Followers of the Frog.** The giant urges characters who speak with him to become the first of his new followers. He ignores characters who refuse, but he's pleased if any characters agree and bids them to spread word of his perfection. Characters who agree to follow the giant—even if they're insincere—hear faint croaking (that only they can hear) whenever they rest or cast a spell within the next 7 days. The croaking vanishes after this time, the giant having forgotten the characters.

**Slaying the Giant.** The giant defends himself if attacked, and turns hostile if the characters antagonize him. During battle, any creature affected by the giant's Curse of the Evil Eye action gains amphibian-like features. If the giant is slain, his body rapidly decays into a heap of mold. From the remains grow 2d4 magical, neon-green toadstools. A creature that consumes one of these 3-inch toadstools is affected as if by a *potion of water breathing*.

**Frog Figures.** All one hundred and eighteen of these misshapen amphibian figurines are worthless, but each looks uniquely shocked.

## SCHOLAR OF IMPOSSIBILITIES

Run this encounter when you're ready to bring the hunt for R04M to an end.

The tunnel ends in a ledge overlooking a vast, empty crevasse. No path clearly proceeds above or below.

"Looking for friends, hmm?" comes a cloyingly shrill voice. The words emanate from a crack in the cavern wall fifteen feet above the ledge. A rotten stench emanates from within.



It's easy to climb the stone wall to the 10-foot-wide, 25-foot-deep crag above. The space within is cramped, with a 6-foot-high ceiling. This forces the **baernaloth** (see *Morte's Planar Parade*) inside to contort its gangly form in a painful-looking crouch. Around the baernaloth, the walls are smeared with blasphemous symbols, and foul icons dangle from twine made from hair.

### THE SCHOLAR

This baernaloth is an evil being that calls itself the Scholar. It is curious about the characters and seeks to expose them to its corruptive ideas. Should a character converse with it, the Scholar speaks cryptically while sharing the following information:

- It saw a modron climb past its crag recently. It wouldn't suggest following it, though—the darkness above is hungry.
- The Scholar seeks truths of the multiverse, both this one and those that came before.
- It believes that when the time comes, it will be able to change the multiverse to suit its vision of profane perfection.
- The Scholar will share a secret no mortal was meant to know with one interested character (see the “Secrets of Eternity” section below).

If the characters ignore the baernaloth, leave its cave, or refuse its offers, it lets them go.

If the Scholar is attacked, it fights to defend itself. The cave isn't considered the baernaloth's lair, so it can't take lair actions here. If the Scholar is defeated, characters who search the cavern find a cleft surrounded by foul, bleeding runes. Inside is the *Book of Vile Darkness*.

### SECRETS OF ETERNITY

If a character agrees to let the Scholar share a forbidden secret, the baernaloth requests that the character come close and let it whisper in their ear. The baernaloth then speaks in a language the character doesn't know but somehow understands. If the character lets the Scholar speak for a full minute, the character's mind is flooded with terrible knowledge. The character can't process the entirety of that knowledge, but what they can articulate is summarized by a secret from the Impossible Knowledge table or another mystery of your creation. The veracity and implications of these secrets are up to you.

### IMPOSSIBLE KNOWLEDGE

#### d4 Secret

- 1 The Spire is made of countless stacked versions of Sigil from past incarnations of the multiverse.
- 2 Portals are alive. They're all part of the god Aoskar, whose body forms the foundation for Dendradis, and who is thought to be dead but is far from it.

#### d4 Secret

- 3 The Whispered One is coming, but there's still time to prevent him from claiming power over the spokes of the Great Wheel.
- 4 The entire multiverse is inside an impossibly vast *bag of holding*.

The Scholar shares its secret with only one character. That character gains the following charm (a type of supernatural gift detailed in the *Dungeon Master's Guide*).

### EYES OF THE IMPOSSIBLE

#### Supernatural Gift (Charm)

You are scarred by knowledge you shouldn't possess. Your eyes turn black, except for your pupils, which turn white. This charm grants you advantage on Charisma (Persuasion) checks made to interact with evil creatures. Additionally, you can cast the spell *eyebite* as an action. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (your choice when you gain this charm). Once you cast this spell, you can't cast it again until the next dawn. This charm vanishes after 13 days, when your appearance returns to normal.

### RAVENOUS DARKNESS

After a 100-foot climb past the Scholar's lair, the chasm opens onto a 30-foot-wide, 100-foot-long ledge. When the party approaches, read or paraphrase the following text:

Nearly invisible strands of black webbing fill the hollow space above a broad ledge in the chasm wall. At the heart of the web hangs an indistinct form of greasy shadows and spidery limbs. Its unsettling, long limbs reach toward a number of bulbous cocoons in the web, at least one of which is still twitching.

The creature here is a **darkweaver** (see *Morte's Planar Parade*). As soon as it spots other creatures, it attacks and fights to the death—all the while narrating the ways it plans to prepare and consume its prey. If Ascetelis is with the party, she doesn't aid the characters in fighting the darkweaver.

The wriggling cocoon is a Medium object with AC 11, 8 hit points, vulnerability to radiant damage, and immunity to poison and psychic damage. Inside is the errant modron, R04M (see the following section).

The web holds four other cocoons. Each contains the bones of a long-dead Humanoid. The last cocoon opened also contains a conical hat covered in stars and a *wand of wonder*.



## R04M, SIGIL'S MOST WANTED

R04M is a neutral good **monodrone** with an Intelligence of 8. He speaks Common and Modron. R04M is earnest, naive, and desperate to leave the Spire. He shares the following details once out of peril:

- His name is R04M.
- He says he fled Sigil because “a fancy fox fiend was trying to disassemble him.”
- This fox fiend is holding modrons hostage in a secret prison. The modrons are doing things that are bad for the planes (he can’t expound—it’s just bad).
- He escaped this secret prison but was captured and taken to a fancy place. He used a platinum casino chip he found and escaped through a portal behind a big wheel. He still has this chip.
- R04M traveled through Sigil and the Outlands to hide but also to follow the path of the last Great Modron March, hoping to complete the march he started long ago and learn how the trapped modrons are disrupting the planes.
- R04M can tell the characters are affected by the disruption the fox fiend’s modrons are causing.
- The modron doesn’t know where to go, but he’d like to leave the Spire. He won’t go to Sigil, where he’s afraid the fox fiend will get him.

R04M’s story contradicts what Shemeshka told the party, and he has never been her accountant. The easiest way to reconcile these discrepancies is to confront Shemeshka (see the following chapter). The modron gives the characters the platinum casino chip he used to escape Fortune’s Wheel (see area F12 on map 3.1).

## ESCAPING THE SPIRE

Once they’ve conversed with R04M, the characters can leave the Spire however they like. On their way out, Ascetelis attempts to ambush and kill the characters and then R04M. She attacks whenever is most opportune, perhaps when the group again crosses the Whisker (detailed in this chapter).

While attacking the characters, Ascetelis makes it clear that this is just a job and that her betrayal is nothing personal. The glitches affecting the characters make them threats to the planes, and the rilmani have decided the characters’ deaths are the surest way to end their menace.

After contending with Ascetelis, the characters aren’t readmitted to Dendradis. However, R04M can show them a tunnel that connects the Desert of Rust with the exterior of the Spire. The characters can also find this tunnel after 1 hour of searching for an exit from the Desert of Rust.

This chapter ends when the characters leave the Spire. Each character gains a level on escaping.



IN THE HOLLOW HEIGHTS OF  
THE SPIRE, R04M STRUGGLES  
IN A DARKWEAVER'S WEB.





# PART 3

## Secret Realities

SHEMESHKA ADMIRES A CAPTIVE SOUL  
IN HER SECRET ABYSSAL REALM, THE  
HOUSE OF LIARS.



# Behind the Wheel

**H**AVING LEARNED THAT SHEMESHKA MIGHT not be dealing with them honestly, the characters return to Sigil and Fortune's Wheel. There, R04M's platinum chip grants the characters access to the casino's hidden Platinum Rooms and Shemeshka's private sanctum.

## RETURN TO SIGIL

How the characters return to Sigil from the Outlands is up to them. The portal they initially used to reach the Outlands remains open, but if the party wants to use a different portal, one can be found within a day's travel of any gate-town or near any other Outlands site. R04M, the Castellan, or another NPC can provide this information.

If the characters haven't put together from R04M's story that Shemeshka is up to no good, Zaythir or another ally can suggest the group should be wary on returning to Fortune's Wheel.

When they arrive in Sigil, the characters find it unchanged from when they departed. They can explore the city for as long as they please but should eventually return to Fortune's Wheel. Following R04M's vague directions, they can find the portal behind the fortune's wheel game. A character who questions one of Shemeshka's employees at the casino and succeeds on a DC 16 Charisma (Intimidation or Persuasion) check can also learn there's a portal behind Fortune's Wheel, but most employees don't know how to open it.

## THE PLATINUM ROOMS

Hidden through Fortune's Wheel's high-roller rooms lies a demiplanar hub that links to the multiverse's highest-stakes games of chance. Here, powerful beings and entities forbidden from entering Sigil gather to place bets on events where lives and the fates of worlds hang in the balance. Amid this network of hidden games of chance, Shemeshka keeps her personal sanctum and the true riches of Fortune's Wheel: the arcanaloth's trove of secrets.

### STAFF AND VISITORS

The Platinum Rooms are staffed by approximately a dozen lawful evil tieflings who use the **assassin** stat block. They politely mingle amid the gambling areas, facilitating betting and fetching visitors refreshments. This staff is directed by Colcook, Shemeshka's personal aide, who oversees the

"Where's the center of the multiverse?  
Me. I'm the center of the multiverse.  
And not because of some philosophical  
brainteaser. Because I'm making it so."

—Shemeshka the Marauder



Platinum Rooms from area P1. These staff carry no treasure, but they can pay out a character's winnings at booths similar to that in area P1.

The Platinum Rooms attract a diverse crowd of strange and powerful players. These beings are focused on their entertainment. They have no interest in the characters or the characters' plans, and they won't use violence unless attacked. Use the Platinum Rooms Visitors table to inspire who the characters might meet in the Platinum Rooms.

### PLATINUM ROOMS VISITORS

#### d6 Visitor

- 1 An awakened animal or animate object on a winning streak
- 2 A famous mage, such as Bigby, Evard, or Tasha
- 3 A noble from a planar empire, such as a githyanki warlord or a genie noble
- 4 A down-on-their-luck adult dragon of any type
- 5 An inscrutable being that loves gambling and manifests as a column of light, eyes, or lost socks
- 6 A god randomly chosen from a deity list in the *Player's Handbook*

### GUARDS

Two **warden archons** (see *Morte's Planar Parade*) monitor the Platinum Rooms from area P5. Shemeshka won an eon of these archons' service in a deal with a Celestial lord, and the bearlike archons—one black-furred and the other white—obey her dutifully. The warden archons visit areas P1–P4 only if a disruption the tiefling staff can't handle occurs or if a patron is clearly cheating at the games. Any individual who wins at three or more of the games in the Platinum Rooms is considered a cheater. When the archons appear, they politely ask whoever's causing the disruption to come with them to area P6, where they lock away culprits. Characters can access area P5 only by having the warden archons open the portal from that area.



## INTERROGATING THE STAFF

Shemeshka's staff are under orders to keep visitors happy and busy gambling while also listening for useful information. The staff have no interest in sharing information about themselves or Shemeshka. Through roleplaying or by succeeding on a DC 16 Charisma (Intimidation or Persuasion) check, a character can convince Colcook or another staff member to share the following information:

- An unmarked portal in Fortune's End (see below) leads to Shemeshka's personal retreat, called the House of Liars. The unmarked portal is one-way and can be opened only from the opposite side.
- Guards on the other side of the portal monitor the Platinum Rooms for problems and cheaters.
- Any who win too many of the Platinum Rooms' games are considered cheaters. The guards open the portal to Fortune's End and take cheaters through it, where offenders are never seen again.

## PLATINUM ROOM FEATURES

The Platinum Rooms share the following features:

**Ceilings.** Enclosed areas have 15-foot-high ceilings.

**Climate Control.** All the Platinum Rooms have breathable air, normal gravity, and a constant temperature of 70 degrees Fahrenheit.

**Light.** Sconces lit by *continual flame* spells or sourceless overhead illumination fill each area with bright light.

**Realms Beyond.** Each of the Platinum Rooms is on a different plane. The features here affect the areas on map 14.1 and 50 feet beyond that area. Beyond that, the plane functions as detailed in the *Dungeon Master's Guide*.



PLATINUM  
RAZORLEAF  
CASINO CHIP

## PLATINUM ROOM LOCATIONS

The following locations are keyed to map 14.1.

### P1: FORTUNE'S END

Read or paraphrase the following text when the characters first enter the area:

This roughly circular room is made of pitted bone. Along its perimeter stand several alcoves, four of which hold swirling portals. Two large hollows provide a view of vast, roiling nebulae beyond. At the room's center, a tiefling with barbs protruding from his scalp stands behind a desk of polished bone.

"Welcome to the Platinum Rooms, illustrious guests," the tiefling says. "I'm Colcook, your concierge. If there's anything I can do to make your stay more comfortable, please let me know."

The portal from Fortune's Wheel connects to the hollow skull of a dead god of misfortune floating at a far-flung edge of the Astral Plane. From here, portals connect to locations across the multiverse.

**Colcook.** Colcook (lawful evil, tiefling **assassin**) is friendly and eager to serve. If the characters run out of platinum chips, he offers them one in exchange for a valuable secret, such as details about the attacks on Rigus from chapter 10 or anything the Scholar in chapter 13 told the characters. Colcook determines what counts as a valuable secret.

If coerced, he behaves as detailed in the "Interrogating the Staff" section. If compelled to aid the characters, Colcook encourages them to play and win at the Platinum Rooms' games to gain access to Shemeshka's chambers with minimum disruption.

**Platinum Room Portals.** Three portals here connect to the gaming events that currently occupy the Platinum Rooms. The portals are permanently open, but opaque energy prevents creatures from seeing or hearing what lies on the other side. Each of these portals has a placard overhead, naming the event beyond. These placards and their portals are as follows:

**Dungeonland.** A swirling, misty portal leads to area P2.

**Supertemporal Arena.** A magenta portal leads to area P3a.

**Fiend's Ante.** A crackling crimson portal leads to area P4.

**Shemeshka's Portal.** An unopened, golden portal stands in an empty alcove to the north. This portal leads to Shemeshka's refuge. This portal can't be opened from this room; only creatures in area P5 with the proper portal key can open it. Once opened, the portal remains open for 10 minutes.





MAP 14.1: PLATINUM ROOMS



## P2: DUNGEONLAND

An eclectic crowd of onlookers cheers as an image in a floating crystal depicts a knight being ravaged by a violet-striped saber-toothed tiger. Several similar drifting crystals display other armed individuals exploring ruins and engaging in death-defying feats. Beneath, on an island of bare stone floating amid a misty expanse, stands a plain archway and a circular desk attended by a well-dressed tiefling. Luminous symbols on a placard above the desk spell out "Bets," "Submissions," and "Enjoy Dungeonland!"

Dungeonland is a game that takes place on a rocky cluster drifting in the Ethereal Plane. Participants watch a group of adventurers navigate a deadly dungeon and place bets on whether the adventurers will survive or die. The characters can influence the game by submitting magic items, which appear in the dungeon for the game's adventurers to find.

**Crystals.** Four sizable, floating crystals drift about 8 feet off the ground. Each displays a scene from a lethally whimsical dungeon. The creatures depicted in the crystals are unaware they're being watched. Roll on the Dungeon Scenes table to determine what scene a crystal is depicting at any given time.

### DUNGEON SCENES

#### d4 Scene

- 1 A beast with the body of a turtle and the head and appendages of a monstrous bovine breathes noxious gas at an adventurer.
- 2 An adventurer slowly reaches toward a lurid green sculpture of a yawning, fiendish face.
- 3 A bag-like monster that looks like an executioner's hood wraps around an adventurer's head. The adventurer struggles as they begin to suffocate.
- 4 An adventurer runs, holding an armful of jeweled sculptures that resemble various desserts. Behind them, a furious woman in crimson regalia screams, "Off with their heads!"

"You ever get the feeling you're being watched? Not by, like, something sinister, but by throngs of drinky, otherworldly weirdos. No? Me either."

—Aliss of Arabel, Dungeonland contestant



**Dungeonland Results.** It takes an hour for a game of Dungeonland to play out, after which the adventurers exploring the dungeon either escape or meet terrible ends. Roll on the Dungeonland Results table to determine how the game concludes.

### DUNGEONLAND RESULTS

#### d10 Conclusion

- 1 **Adventurers Lose.** They're all slaughtered in one grisly encounter.
- 2–3 **Adventurers Lose.** They're picked off during events in the dungeon and by betrayal within the party.
- 4–7 **Adventurers Lose.** They're killed by traps and monsters.
- 8–9 **Adventurers Win.** Some adventurers escape the dungeon.
- 10 **Adventurers Win.** All the adventurers escape the dungeon.

The results of this roll can be influenced by submitting magic items at the betting booth.

**Betting Booth.** Knol Knockturn (neutral, tiefling **assassin**) runs the betting booth, a desk at the center of the island. Knol can explain the rules of Dungeonland and take any bets the characters place. The standard entry is 1 platinum chip with a bet on whether the adventurers will escape the dungeon. If a participant chooses correctly, they double their entry bet. If they bet wrong, they lose the chips they bet.

Knol places the chips bet in a plain-looking lockbox. Anything placed in box is teleported to Shemeshka's personal vault. He can also withdraw legitimately won winnings from the box.

**Magic Item Submissions.** Knol also accepts magic items to be added to the dungeon, which can influence the game's results. A bettor can send a magic item to the dungeon. The magic item must be in the bettor's possession and be of at least uncommon rarity. Knol takes the item, then has an attendant magically deliver it into the dungeon, where it falls into the adventurers' hands. Once a magic item is delivered to the dungeon, it can't be returned. After the magic item is submitted, roll twice next time you roll on the Dungeonland Results table and use the higher result.

**Portal.** This permanently open portal connects to area P1.





IN DUNGEONLAND, OTHERWORLDLY GAMBLERS BET ON ADVENTURERS ACROSS THE PLANES.

### P3A: SUPERTEMPORAL ARENA ENTRANCE

A sharp tiefling in a stylish gown stands behind a black podium in this stark, white room. On the wall behind her stands an archway filled with violet energy. A similar arch provides entry to this blank space.

Amber Atwert (lawful evil, tiefling **assassin**) welcomes anyone who enters the room to the Supertemporal Arena. She explains that through the portal behind her, two unfathomably ancient beings are about to conclude an eons-long struggle: Bowolg the Cosmic Rot and Volsheez the Ever-Empty.

Amber notes that a character can place a bet of 1 platinum chip on either of these primordial. If the chosen primordial wins, the character wins 2 chips. If they choose the wrong primordial, the character loses their chip. If a character places a bet, Amber accepts it and invites them to pass through the portal to area P3b.

She can also explain everything in the “Time in the Arena” section of area P3b, but she doesn’t volunteer this unless asked.

**Portals.** The portal to the southwest leads to area P3b. The portal to the northeast connects to area P1.

### P3B: SUPERTEMPORAL ARENA

All manner of strange immortals fill rows of seating inside a gigantic glass viewing sphere floating amid swirling energy. An unfathomable distance away, two incredible beings composed of stars and crackling magic are locked in the throes of a cosmos-shaking battle while the audience shouts and cheers. A single gate filled with violet light exits the orb.

The Supertemporal Arena drifts at the edge of the Elemental Chaos in an infinity of dissipating energies.

**Time in the Arena.** The arena moves rapidly through time. Every minute in the arena equals 100 years in Sigil. Any mortal creature in the arena ages 10 years every 6 seconds (1 round). If a creature in the arena ages past its maximum age (as determined by you), it is reduced to dust. Unless noted otherwise, a character’s life expectancy is around 100 years. If a character is killed in this way, the multiversal glitch causes them to reappear somewhere out of the other characters’ sight, such as area P1.



**Winning the Contest.** There is a 50 percent chance for either Bowolg or Volsheez to win their ages-long battle, but which of these fantastically slow-moving entities will triumph won't be known for hundreds of years. In the sped-up time of the Supertemporal Arena, though, the battle plays out in 3d6 minutes. A creature needs to spend approximately 10 rounds (aging 100 years) to witness the end of the battle. On seeing the battle's end, a creature can use the gate to return to Fortune's Wheel and collect any winnings they've earned from Amber.

**Losing the Contest.** If a character bets on the loser, the character can't place another bet until 24 hours later, after Shemeshka's agents have found another improbable event to witness using temporal hyper speed, like the deaths of stars or which gate-town will be consumed by a plane next.

**Portal.** This passage travels through both space and time. Any creature that uses the portal returns to area P3a moments after they entered but aged by however long they spent in the arena.

#### P4: FIEND'S ANTE

A lone archway stands atop a cliff overlooking the scorched cities and scourged terrain of a war-racked world. Nearby, a ring of onlookers keeps a wary distance from a massive, scaled devil and a fiery demon playing a game of cards. Thousands of stars in the night sky bear red or green nimbuses.

Tiefling attendants moving amid the crowd can explain that the gamblers here are Vixsheer the **pit fiend** and Bholmaz the **balor**, two generals of fiendish armies locked in the eternal Blood War. The Fiends are indifferent to the characters and the nearby audience. On the table is a deck of indestructible iron playing cards and several hundred similarly indestructible iron tokens. In the skies above are thousands of stars magically limned in fiery red or crackling green auras.

The Fiends are playing a variation on the game three-dragon ante. The stakes are Material Plane worlds—those of the nimbus-marked stars. Every token corresponds to one of the worlds, and the

SHEMESHKA'S UNIFORMED BODYGUARDS, A MAELEPHANT AND AN EATER OF KNOWLEDGE, DEFEND THE HOUSE OF LIARS.





token's bearer has the right to lead legions in conquest of that world. The stars glowing with red flames have invasion rights claimed by the Nine Hells' armies, while the stars with crackling green auras are claimed by the Abyss's hordes.

The world beyond the game table is a lifeless planet. It was once lush and populated, but it has been globally ravaged by the Blood War.

**Buying into the Game.** A character can buy into the game with 1 platinum chip, which a tiefling attendant exchanges for several dozen iron tokens. Dozens of stars in the sky are then highlighted in a new color of the character's choice.

**Playing the Game.** After every 10 minutes of playing, a character can make a DC 18 Dexterity (Sleight of Hand) or Wisdom (Insight) check. If they succeed, they double their number of tokens. If they fail, they lose half their tokens. If they fail twice, they lose all their tokens and are out of the game. While the table is large enough to keep a character playing the game away from Bholmaz's Fire Aura, Vixsheer's Fear Aura might affect them.

**Goad the Fiends.** Any character can goad the Fiends into attacking each other by succeeding on three DC 16 Charisma (Deception) checks. These checks can be made once every 10 minutes during the game. A character doesn't need to be playing the game to goad the Fiends.

**Winning the Game.** A character wins the game if they succeed on three checks to play the game. The Fiends might attack the character if the character has been rude or is obviously cheating. A character is also deemed the winner if the Fiends slay each other, or if the character is otherwise the only one remaining at the table. A character who wins the game can collect 3 platinum chips from a tiefling attendant—even if one of character's incarnations was slain by the Fiends—along with an infernal document noting their right to invade the worlds they won as part of the game.

**Portal.** A permanent portal connects to area P1.

## P5: SHEMAHKA'S GUARD

Characters can only access this area if the portal here is activated, creating a connection with area P1 (see the "Guards" section earlier in this chapter). On entering this area, read the following description:

Colorful silks and mosaic patterns cover the walls of this airy entry chamber. Several shallow alcoves line the room's perimeter, and to the north stands a platinum double door. At the center of the room, a crystal sphere hovers over an ornate, burbling fountain.

This area serves as a guard post for Shemeshka's inner sanctum. If they haven't been dealt with

already, two **warden archons** (see *Morte's Planar Parade*) stand watch here and review scenes from elsewhere in the Platinum Rooms that flicker on the crystal sphere. The archons order anyone who clearly isn't in Shemeshka's employ to leave. They attack 1 round later, fighting to the death.

**Crystal Sphere.** The crystal sphere shows scenes of areas P1–P4, scrying on them as if it were a *crystal ball of true seeing*. The scene in the sphere changes to a different scene every 10 seconds. If removed from where it hovers, the sphere functions as a normal *crystal ball*.

**Portal.** A one-way portal here connects with area P1. It requires a powdered fox tooth to open—both archons here carry a vial of such powder. Once opened, the portal remains open for 10 minutes. See the "Guards" section earlier in this chapter for details on how to open this portal from area P1.

## P6A: HOUSE OF LIARS

Faint music and sharp perfume drift on the breeze blowing amid the columns and alcoves of this lavish chamber. Gemstone mosaics and platinum gilding glimmer amid hanging silks and furnishings heaped with cushions. The eyes of dozens of vulpine visages, sculpted on columns and decorative statues, stare in your direction.

Behind a narrow standing desk, a familiar, red-furred figure sighs and looks up from her work. "I've been expecting you," Shemeshka says, "but not quite so ... still alive. I've never had gofers who've needed such convincing to just stay dead."

**Shemeshka** (see *Morte's Planar Parade*) wants the characters dead and gone. She calls on her two invisible bodyguards lurking in alcoves near the door: an **eater of knowledge** (that has consumed 5 brains) and a **maelephant** (see *Morte's Planar Parade* for both stat blocks). Shemeshka has dressed them in Fortune's Wheel uniforms and doused them in perfume. The bodyguards attack when called.

Shemeshka avoids battle, as she considers it beneath her. However, she won't retreat and uses

"As followers of the Soothing Spirit,  
never speak above a whisper,  
never wear orange, and never,  
ever mention the House of Liars."

—Precepts of the demon lord Alrunes,  
former ruler of the House of Liars





defensive spells, her Teleport bonus action, and her Fell Counterspell reaction while she mocks intruders and uses her domain to act against foes (see below). Once her bodyguards are dispatched, Shemeshka calls for a truce (see “What Shemeshka Really Knows”).

**Shemeshka's Domain.** The House of Liars is among Shemeshka's favorite safe houses, a layer of the Abyss she conned away from its previous owner, the demon Alrunes. Shemeshka can will the semiliving domain to defend her. During any battle that takes place in area P6 while Shemeshka is present, roll on the House of Liars Defenses table each round at initiative count 0.

### HOUSE OF LIARS DEFENSES

#### d4 Event

- 1 **Mocking Winds.** A blast of powerful wind that sounds like Shemeshka's laughter fills the area for 1 round. Creatures of Shemeshka's choice in the area must succeed on a DC 18 Wisdom saving throw or gain 1 level of exhaustion.
- 2 **Razorvine Bloom.** Razorvines burst from the floor. Creatures of Shemeshka's choice in contact with the floor must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) slashing damage and has the restrained condition until the end of the next round. On a successful save, a creature takes half as much damage only.
- 3 **Splendor.** The area shimmers, and Shemeshka's visage appears in countless reflective surfaces. Creatures of Shemeshka's choice in the area must succeed on a DC 18 Wisdom saving throw or be affected by a *confusion* spell.
- 4 **Crushing Will.** Amid the sound of vulpine yips and growls, Shemeshka's will overwhelms the minds of intruders. Creatures of Shemeshka's choice in the area must make a DC 18 Wisdom saving throw. On a failed save, a creature takes 27 (5d10) psychic damage and has disadvantage on its next attack roll or saving throw before initiative count 0 on the next round. On a successful save, a creature takes half as much damage only.

**Mosaics.** The walls are covered in geometric patterns formed by gemstones. Each of the thousands of gems holds a tiny figure. These individuals are spies, scholars, and foes of Shemeshka whom the arcanaloth keeps bound using the Resplendent Cage (see area P6b).

**Treasure.** A character who searches the room finds curios worth 15,000 gp, a *dag  r of venom*, a suit of *demon armor*, and an *instrument of the bards* (Anstruth harp), all designed with vulpine shapes.

### P6B: RESPLENDENT CAGE

A circular mosaic of tiles on this alcove's floor depicts tormented faces caged beneath a lattice of razorvines.

Shemeshka uses this magical mosaic to lock away her foes and ensure certain secrets stay secret. Any creature with the incapacitated or restrained condition that spends 1 minute within the mosaic's circle is affected by the minimus containment effect of the *imprisonment* spell and is trapped within a randomly colored gemstone that appears on the floor of this area. Any gemstone created by the mosaic that is returned to this area for 1 minute shatters, ending the spell and releasing the creature imprisoned within. This would affect each of the gems in the mosaics in area P6a. The alcove can be used to imprison or free a creature 10 times every 24 hours.

The *detect magic* spell reveals that the mosaic sheds an aura of abjuration magic.

**Prisoners.** Shemeshka tries to dissuade the characters from freeing random imprisoned creatures, many of which are evil or dangerous.

### WHAT SHEMESHKA REALLY KNOWS

Once Shemeshka's bodyguards are dispatched, she exasperatedly offers to tell the characters everything they want to know if they swear to leave and never bother her again. If they agree, she shares the following details:

- Each character independently ran afoul of Shemeshka some time ago. She was responsible for their deaths but, to her surprise, they returned.
- She has killed each character dozens of times, only to have them reappear. She finally trapped each using the Resplendent Cage (area P6b).
- The characters still returned, but they were diminished and had their memories fractured. She had her servants dump the characters at the Mortuary.
- When the characters appeared again, she sent them to find R04M in the hope they'd never return.
- Shemeshka still has imprisoned incarnations of the characters. She can retrieve them for the characters (a character who searches area P6a for 10 minutes also finds them).
- She believes that the characters' unique situation is a result of a planar imbalance caused by a group of modrons lost in the Outlands. She hopes that by manipulating the data these modrons record, she can profitably influence the workings of their home plane, Mechanus.
- Shemeshka corroborates everything R04M told the characters in chapter 13.



As soon as she has shared this information, or if she is forced into battle after relating this information, Shemeshka uses an *amulet of the planes* to escape. If she doesn't convey any of this information, the characters can learn it from meticulously kept documents stashed in Shemeshka's desk.

## UNITY OF SELF

Each character has another incarnation of themselves imprisoned in a gem amid the walls of Shemeshka's sanctuary. If these gems are found and placed in area P6b, the incarnations are freed, and the following things happen:

**Lost and Found.** Each freed incarnation appears and then swiftly vanishes, dropping one or more magic items (see the "Heroic Equipment" section). The associated character receives a flood of sensations and their memories as this missing piece of themselves returns. Among these are any other details about the character the player wants to be true—such as how the character ran afoul of Shemeshka (see the following section).

**Incarnations Reunited.** Every player whose character's incarnation is freed must choose one of their character's incarnations or a new one they create now. This is now their one and only character—who they truly are and have always been. The other incarnations aren't used again, and the details in the "Glitch Characters" section in the introduction no longer apply. Each character is now a regular character who lives and dies as normal.

**Level Jump.** The character gains multiple levels, advancing to 17th level and remembering their former, more powerful self.

If a character doesn't release their lost incarnation, it might make the following chapter more challenging. Let each character decide what to do with their trapped incarnation. If they decide to release it later, they can do so by returning to the House of Liars or by magical means available in Sigil.

## RETURNED MEMORIES

When the characters' memories return, they're once again aware of the exploits of their 17th-level selves and how they ran afoul of Shemeshka's plots. Players can detail these memories however they please. They can fill in their characters' backgrounds all at once, or they can take time to process their characters' memories, recovering details a little at a time—potentially over multiple sessions.

"You never stop being a hero. You might take a break, you might settle down, you might even forget for a little while, but everything you've striven for—all the ways you've worked to be great—never really changes."

—Kheiron, hero trainer of Glorium



Use the following questions to help players detail their characters' pasts:

- Did others consider you a hero or a villain?
- For what accomplishment were you best known?
- Did you know any of the other characters?
- Did you have a home on the Material Plane, or did you travel many planes?
- What catastrophe or betrayal led to your demise?
- How do you know Shemeshka was involved in your downfall?

The characters' pasts don't have any bearing on the rest of this adventure, but use these details to inspire where the campaign leads next.

## HEROIC EQUIPMENT

Trapped with each incarnation in the House of Liars are magic items each character possessed when they were at the height of their power. Now that the characters have regained that power, their lost magic items return. Each player should choose one of the following options, then select magic items of these rarities from the *Dungeon Master's Guide*:

**Option A:** One magic item of legendary rarity

**Option B:** Two very rare magic items

**Option C:** Four magic items of rare or lesser rarity

As the DM, you must approve any magic items a player selects. Encourage any player who selects a *cubic gate* to make another choice (as one appears in the next chapter). Feel free to also exclude unique magic items, like the sword *Blackrazor*, or items you find disruptive, like the *deck of many things* or a *ring of three wishes*.

## FATE OF THE MULTIVERSE

With their memories restored, the characters are whole once more. However, they're now aware that they're not the only victims of Shemeshka's schemes. How they might put an end to this interplanar disruption is detailed in the following chapter.

End this chapter with each player deciding which of their character's incarnations is their true self, and advancing the characters to 17th level as described above.



# Echoes of Delusion

**W**ITH THEIR MEMORIES AND CAPABILITIES restored, the characters are prepared to face any threat in the multiverse. The modron R04M has their first challenge in mind, though: freeing its lost modron brethren and putting an end to the disruption in the Outlands that caused the characters to become unmoored from reality.

After the characters leave the Platinum Rooms, where they go next is up to them. Shemeshka will avoid them for the rest of the adventure. To continue with this chapter, the group should meet with R04M, either by returning to the walking castle or by having the monodrone seek them out. There's no rush to move on with these events, though. Feel free to run other events inspired by *Sigil and the Outlands*.

## MISSING MODRONS

When the characters meet with R04M again, the monodrone assesses that they can now do what it couldn't: correct the multiversal disruption that affected the party and caused other glitches across the Outlands. R04M provides the following information:

- R04M was part of the last Great Modron March. The contingent he belonged to became lost in the Outlands.
- R04M has deduced that the modrons are caught in the shifting realm of Gzemnid, a beholder god of deception, gases, and obscurity.
- Shemeshka discovered the modrons in Tyrant's Spiral, an ever-shifting part of Gzemnid's Realm. There she exposed the modrons to fiendish influences, convincing them the Outlands are overrun by evil beings.
- The modrons' belief is skewing the underpinnings of the Outlands and the planes beyond, creating multiversal anomalies.
- Shemeshka planned to eventually release the modrons to Mechanus, where they would skew the workings of that plane. She would then take advantage of the chaos.
- R04M wants the characters to go to Gzemnid's Realm; find the group's leader, the hexton modron called X01; and help the modrons escape.

R04M can also reiterate any details he provided in chapter 13. While the multiverse might contort to keep R04M alive, if the modron is dead, Zaythir can provide this information as the result of her studies and investigations into Shemeshka's dealings.

R04M notes that, as is customary in such dealings, he has compensation for the characters: a bag of gemstones the modron had stashed in the Outlands, valued at 15,013 gp. He will give the characters the bag if they help the modrons escape (see the "Unity of Rings" section later in this chapter for details). R04M can't haggle or offer any greater reward, but he can hypothesize on the dire ramifications of the modrons' long-term entrapment.

## BACK TO THE OUTLANDS

Once the characters agree to aid R04M, they'll need to find a way to reach Gzemnid's Realm. R04M shares the location of the portal he originally used to escape into Sigil. This portal's location is up to you. Use this opportunity to return to a favorite site in the adventure or to help characters acclimate to their new powers. The R04M's Portal table suggests a few locations for the gate to Gzemnid's Realm.

### R04M'S PORTAL

#### d4 Location

- 1 In an innocuous but easily accessible alley in Sigil
- 2 The headquarters of a faction, like the Mortuary
- 3 In a dangerous area, like the Hive or Undersigil
- 4 An extreme location, like outside Sigil's ring or in one of the Lady of Pain's Mazes

### PHENOMENAL POWER

The characters have gained considerable power since their last adventure, and the challenges in the following section will test that power. Consider giving characters an opportunity to familiarize themselves with their new powers. Unused portions of this adventure, *Sigil and the Outlands*, *Morte's Planar Parade*, or even another anthology of D&D adventures can provide level-appropriate threats. When the characters are ready, proceed with the following section.

"Anything's possible! That's what they say. And it's true! Absolutely anything. It's all possible. In the infinite infinities, whatever you can think of is out there. And if you think about it hard enough, it'll come thinking for you!"

—Iyaz Eyaz, Sigil philosopher







MODRONS MARCHING ENDLESSLY THROUGH TYRANT'S SPIRAL  
PASS THE SKULL OF THE FORMER ARCHDEVIL BEHERIT ... AGAIN.

## TYRANT'S SPIRAL

The realm of the beholder deity Gzemnid lies beneath the Outlands. Most entrances into these mysterious, gas-filled caverns are found near chaotically aligned gate-towns—like Bedlam, Sylvania, or Xaos—but Gzemnid's Realm is elusive, even by the mutable standards of the Outlands. The portion of the Great Modron March that R04M belonged to became lost in a magically shifting cave system known as Tyrant's Spiral. These gas-filled caverns change constantly, trapping the modrons in an ever-contorting circle that exposes them to the same grim visions over and over again.

### TYRANT'S SPIRAL FEATURES

Tyrant's Spiral has the following features:

**Ceilings.** Unless noted otherwise, caverns have 30-foot-high ceilings.

**Gaseous Light.** Harmless, luminous gases shed dim light throughout the caverns. Strong winds, such as those created by the *gust of wind* spell, cause the gases to dissipate for 5 minutes before they refresh. During this time, a cavern is dark.

**Modron Tracks.** A rut of tracks marks the course of the lost, marching modrons. Any creature that enters this area on foot is affected as described in the "Marching Modrons" section.

**Tyrant Fungus.** Beholder-like fungi cover the cavern walls. See the "Fungal Observers" section for details.

**Planar Uncertainty.** Gzemnid veils his realm in uncertainty. Only portals and permanent teleportation circles allow reliable transportation into his realm.

### FUNGAL OBSERVERS

Gzemnid's Realm is covered with fungal growths bristling with eyestalks and harmless maws. The beholder deity Gzemnid sees through these fungi and threatens intruders by whispering through countless lichenous mouths. This effect can't be dispelled. Improvise how the arrogant god comments on the characters' situation. Gzemnid always refers to itself in the third person. Examples of the beholder god's commentary are provided here:

**When a character misses with an attack.** "How can you expect to hit anything with so few eyes?"

**When a character takes damage.** "Cast away your disgusting limbs! Embrace Gzemnid's globular perfection!"

**When a character kills a monster.** "Unworthy, but we accept your offering!"

**When a character calls on the power of a deity or patron to cast a spell.** "You beg for power from a weakling! Their pathetic magic is nothing in my realm!"



## MARCHING MODRONS

Thousands of modrons march through the caves, unaware that they're traveling in an endless loop. The modrons are indifferent to other creatures and ignore creatures they trample or creatures that try to communicate. If faced with barriers, the modrons create simple structures (like bridges or towers) by linking their bodies or dig around impediments. No matter how many modrons are destroyed, more take their place.

Any non-modron that enters the path of the marching modrons on foot is trampled. The creature must make a DC 18 Dexterity saving throw. On a failed save, it takes 44 (8d10) bludgeoning damage and has the prone condition in the closest unoccupied space outside the modrons' path. On a successful save, it takes half as much damage but is otherwise affected the same.

Modrons are unaffected by the march and can move through it unimpeded.

## PREPARED FOR POWER

Before running this part of the adventure, familiarize yourself with the characters' new class features. These powers should make the characters feel potent, but if you find the party overpowering encounters in this chapter, consider adding the following additional challenges after a round or two of combat:

**Additional Foes.** If an encounter features several of the same creature, have one more of that creature or up to three **beholder zombies** (mindless, chanting followers of Gzemnid) appear after 2 rounds.

**Gzemnid's Gaze.** One of Gzemnid's massive, aberrant eyes opens on the ceiling. It is a Huge object with AC 14, 60 hit points, and vulnerability to piercing damage. Every round at initiative count 0, the eye focuses on a different random character it can see. That character must succeed on a DC 16 Strength saving throw, or the eye emits a ray that moves the character up to 30 feet in any direction—typically into pits, the path of the marching modrons, or other threats. The character has the restrained condition until initiative count 0 of the next turn or until the eye is destroyed.

## TYRANT'S SPIRAL LOCATIONS

The following locations are keyed to map 15.1. This map is divided into six smaller maps depicting sites along the modrons' endless march. The distance between areas varies from yards to miles. Feel free to add additional encounters between areas, to change their order, or to have the characters come across the same areas multiple times to reinforce the space's surreal nature.

## T1: LAIR OF THE EYE

Read or paraphrase the following text when the characters first enter the area:

You arrive on a ledge overlooking a massive cavern. Behind you is an archway of fungal stalks covered in eyes and chattering teeth. Eerie clouds of thin vapor drift through the space, emanating from narrow cracks in the floor and several giant holes in the ceiling. Through the space echoes the clangor of thousands of metallic feet. Countless modrons follow a deliberate route through the cave. Each of the geometrically shaped beings scans the strange terrain around them before vanishing into tunnels ahead.

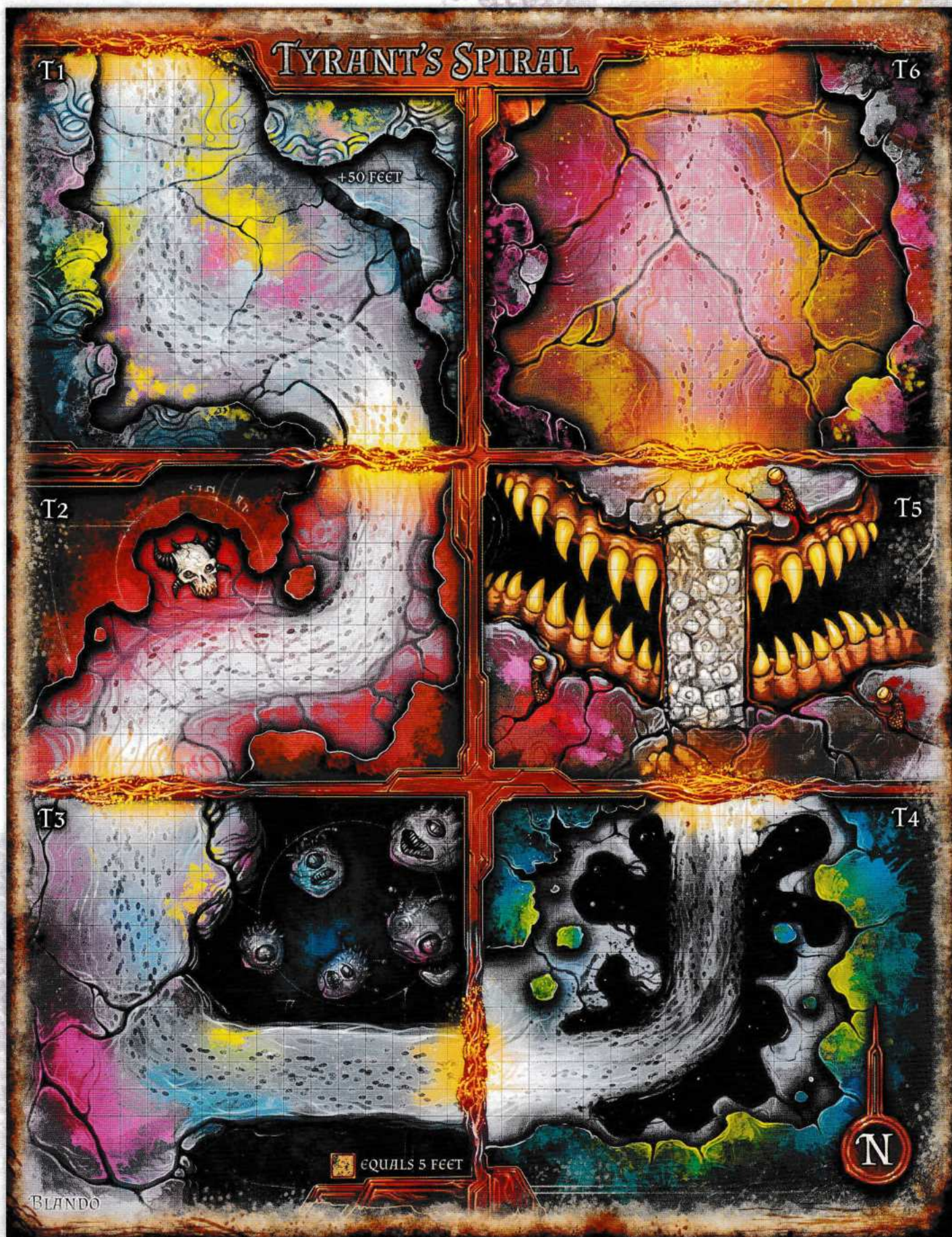
The characters arrive on a ledge overlooking the path taken by the modrons trapped in Tyrant's Spiral. The arch here is a duplicate of the portal the characters used to reach Tyrant's Spiral and connects to where they came from. A 50-foot, sheer cliff drops from the ledge to the cavern floor. The cracks in the floor and holes in the ceiling are winding and stretch endlessly through the depths.

**Mummified Beholder.** Soon after the characters arrive, a withered **beholder** called Xabash floats into view and greets them. Xabash has an Intelligence of 6, is indifferent to the characters, and is highly forgetful. In a dreamy voice, Xabash asks if the characters are here to put an end to the bothersome noise (the marching modrons) or to ascend in Gzemnid's gaze. The beholder nods with a dull, fanatical gaze no matter how the characters respond. Xabash can provide general details from the "Tyrant's Spiral" section earlier in this chapter. Once the characters are done conversing with Xabash or if they attack it, the beholder drifts below one of the holes in the ceiling near the room's center (see the following section).

**Stalks of Gzemnid.** Soon after the characters enter the area, an ancient beholder drifts under one of the holes in the room's ceiling, then rasps, "Great Gzemnid! See me clearly!" This might be Xabash or another beholder if Xabash was destroyed. A round later, the earth shakes, and a gigantic beholder eyestalk bursts from above. This giant eyestalk uses the **purple worm** stat block, but instead of Tail Stinger, it has the following action:

**Eradication Gaze (Recharge 5–6).** The eyestalk creates an area of magical devastation in a 150-foot cone. Any creature in that area must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. If this damage reduces a creature to 0 hit points, its body becomes a pile of fine violet dust.





MAP 15.1: TYRANT'S SPIRAL



The eyestalks can bite with fang-like lashes and swallow creatures in its massive pupil.

The stalk devours the ancient beholder and then attacks the characters. If Gzemnid hasn't already spoken to the characters (see the "Fungal Observers" section), it does so now, decrying them as "more trespassers," "motes in Gzemnid's divine sight," and "vexingly asymmetrical!"

On the second round of combat, a second eyestalk emerges from the hole in the ceiling. Once reduced to 0 hit points, these eyestalks eject any swallowed creatures, retract into their holes, and don't appear again.

## T2. BEHERIT'S HEAD

The modrons' path continues, leading past a many-horned skull impaled on a moldy stalagmite. Many of the clockwork beings flinch away from the sinister remains as they pass.

MODRONS TRAMPLE THE  
ENDLESSLY REGENERATING  
REMAINS OF THE DEMON  
ARLGOLCHEIR.



The skull belongs to Beherit, a deposed archdevil who ruled the layer of Malbolge in the Nine Hells. It was placed here by Shemeshka's servants to influence the modrons. Although the archdevil is dead, a vestige of its evil remains in its 3-foot-diameter, horned skull. The skull has the following properties:

- Beherit's skull is sapient and lawful evil, having an Intelligence of 22, a Wisdom of 18, and a Charisma of 19. It has hearing and darkvision within a range of 120 feet.
- The skull can speak Common and Infernal, and it can communicate with any creature within 10 feet of itself telepathically. Its voice is a hissing whisper. It reveals that it can communicate only to a single creature at a time.
- The skull can cast the *dominate monster* spell (save DC 20) three times per day. It orders charmed creatures to free it, carry it to the Nine Hells, and slay any creature that impedes this. The modrons marching through the caverns are immune to the skull's domination.
- The skull is impervious to damage.

Beherit's skull can be removed from its stalagmite. The skull seeks to restore itself to life, which it believes it can do only in the Nine Hells. If the characters negotiate with the skull, it offers to aid their escape if they promise to return it to the Nine Hells. It knows that somewhere in Tyrant's Spiral is the maw of the beholder god Gzemnid, which has the power to create a portal out of the misty caverns.

## T3. OCULAR SPACE

Billowing magenta fog swirls over the crumbling cavern floor. The modrons march up a narrow ramp, as the rest of the cave falls away into a bottomless pit. Giant rocks sculpted with massive, beholder-like faces float amid the gas, their surfaces bristling with attentive, fungal eye stalks.

The rocks floating in this room are the petrified corpses of long-dead beholder demigods. Creatures can leap between two floating rocks by succeeding on a DC 14 Strength (Athletics) check. A creature that succeeds on three of these checks can climb from the area's northern entrance to the eastern exit. A creature that fails one of these checks falls into the pit below (see the "Pit" section below).

A rock at the northeast edge of the area has a yawning mouth. This mouth holds a portal that opens near the gate-town of Hopeless. To open, the portal requires a freshly cried tear—a fact characters might learn in area T4.



**Beholders.** Two **beholders** drift amid the floating rocks. They ignore the modrons but attack any other creature that moves amid the rocks. The beholders fight to the death while arguing between themselves whether to devour or to petrify the interlopers.

**Pit.** The pit is bottomless. Any creature that falls into it plummets for over 200 feet before landing on a ledge and taking 70 (20d6) bludgeoning damage.

**Treasure.** An *Ioun stone* (mastery) is loosely embedded in the sculpted eye of one of the rocks floating over the pit. The first character with a passive Wisdom (Perception) score of 18 or higher who comes within 5 feet of the rocks, or who checks the rocks with a *detect magic* spell, notices the gem.

#### T4. ARLGOLCHEIR'S MORASS

A fetid stench accompanies the sound of the marching modrons trudging through sucking mud. Thick black sludge covers the floor of the cavern ahead.

The ooze is all that remains of the semidead demon lord Arlgolcheir, a Fiend Shemeshka freed from an Abyssal prison and deposited here to terrorize the modrons. The muck has the following properties:

- The ooze is sentient and chaotic evil, having an Intelligence of 20, a Wisdom of 22, and a Charisma of 17. It has hearing and darkvision within a range of 120 feet.
- It can speak Common and Abyssal. Its voice is a halting rasp that chokes frequently.
- When a creature enters the area covered in ooze for the first time on a turn or starts its turn there, it must succeed on a DC 16 Strength saving throw or take 55 (10d10) acid damage and have the restrained condition. A restrained creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success. Arlgolcheir can choose not to restrain a creature.
- The ooze regenerates rapidly, making it effectively impervious to damage.

Arlgolcheir seeks to reassume its demonic form and escape Gzemnid's Realm. It is being trampled by the modrons, which prevents it from restoring itself. The demon lord tries to convince the characters to halt the modrons trampling it. If the characters can stop or reroute the modrons for 3 rounds, Arlgolcheir changes into a version of its true form, that of a constantly rotting and re-forming corpse with shifting features (chaotic evil; use the **lich** stat block). It revels in its freedom and shares anything it knows with those who free it, such as details of the portal in area T3 and how to activate it. After this, Arlgolcheir is quick to turn on the characters.

#### T5. GZEMNID'S MAW

Along the edge of a ravine, fungal clusters grow in ten-foot-tall stalks crowned by gigantic eyes. Below, rows of spear-length teeth bristle within the ravine, forming a gigantic, monstrous maw. Gases billow in and out of the crag in massive breaths.

The modrons continue their march over this impossible mouth, crossing it by creating a bridge made from interlocked, living modron bodies.

The beholder god Gzemnid can see through this area's eyestalks and speak from the depths. Gzemnid encourages creatures to leap into its mouth or to destroy the modron bridge and send it toppling into its maw.

Any creature that falls into Gzemnid's maw plummets 200 feet before passing through a shimmering black veil, which obliterates the creature and leaves no remains.

**Modron Bridge.** Hundreds of modrons form the bridge that spans the ravine while other modrons cross along their backs. These modrons don't defend themselves, but three **nonaton modrons** (see *Morte's Planar Parade*) emerge from the marching throng and engage any creature that attacks the bridge. These nonatons fight to the death. If the nonatons are defeated, three more nonatons arrive to defend the bridge after 1 minute.

**Damaging the Bridge.** Treat the modrons at the base of each side of the bridge as a Large object with AC 14 and 40 hit points. If destroyed, hundreds of modrons plummet into Gzemnid's maw, and the march halts for 5 minutes as more modrons pile atop one another to create a new bridge.

**Outlands Portal.** In addition to being a destructive rift, Gzemnid's maw is also a gigantic portal controlled by the beholder god itself. If Gzemnid can be convinced to open the portal and suppress the rift, the portal opens to a ravine near the gate-town of Xaos, and matter that passes through isn't destroyed. See "Escaping Tyrant's Spiral" later in this chapter for details on using this portal.

#### T6. X01'S THRONG

Ahead marches a cluster of modrons. Among them, a quartet of powerful, gear-studded individuals hoist a unique-looking modron on their shoulders. This singular, elaborately constructed modron—a hulking creature with a single prominent eye—looks damaged. Nevertheless, flickering green light shines from its eye, scanning the foggy cavern around it.



Four **septon modrons** carry their fallen leader, the **hexton modron X01** (see *Morte's Planar Parade* for both stat blocks). Three septons attack any non-modron that comes within 10 feet of them and any creature that tries to interfere with X01. The remaining septon continues to carry X01, attacking only if X01 is stolen. The septons fight to the death.

Septons carrying X01 move with the other modrons at a rate of 20 feet per round. The septons drop their leader only if they have the incapacitated condition or take 30 or more damage from a single attack.

**X01.** The modrons' leader has full hit points and the paralyzed condition. X01 can be interacted with only if it is separated from its septon bearers and moved away from the marching modrons. If the characters move X01 away and attempt to repair or otherwise interact with it, see the following section.

## BAD DATA

The modron leader X01 isn't just damaged—its mind has been overwhelmed. This is a result of flawed orders X01 received when it left Mechanus during the last Great Modron March, but more so because the misinformation it gathered in Tyrant's Spiral has skewed its understanding of the Outlands. X01 and the modrons it leads now believe the Outlands are overrun with fiendish horrors and that the gears of Mechanus require major readjustments to restore balance to the planes.

## INVESTIGATING X01

A character who spends 1 minute investigating X01 finds a panel on the modron's head leaking green vapor. If the panel is opened or X01 is deliberately damaged, read the following:

The modron jolts up and, with a voice like a klaxon, shouts, "Wrong! All wrong! Outlands: overrun! Great Wheel: at risk! Advisement: full planar realignment! Highest alert!" The modron continues issuing such dire reports. As it does, wisps of green vapor leak from its mouth, eyes, and seams. Gradually this vapor congeals into a nightmarish depiction of the Spire and the surrounding Outlands.

The character with the highest Intelligence who witnesses this realizes the congealing vapor is X01's interpretation of the Outlands, one overrun with evil Fiends. This becomes clear a moment later when X01's shouting escalates. Proceed with the following section.

## CORRUPTED DATA

The modron's shouting becomes a screech of panicked static, and the image of the Outlands shudders and roars. It undergoes a terrifying transformation, blooming into a multilimbed, mechanized terror with a single, baleful eye that turns in your direction.

The modrons' belief that the Outlands have been corrupted are so strong that they've shaken the underpinnings of the plane. Now these mistaken beliefs manifest as a **planar incarnate** (see *Morte's Planar Parade*) of a plane that doesn't exist: a Fiend-overrun version of the Outlands (use the planar incarnate's Fiend form). The planar incarnate is hostile toward non-modrons. The round after appearing, it attacks the characters and fights until destroyed.

**Replacement Data.** As the planar incarnate is a manifestation of X01's beliefs, those beliefs can be undermined. A character can present to X01 evidence that the Outlands aren't overrun by Fiends, such as mementos they picked up in the gate-towns or recordings from the Mosaic Mimir. If a character uses an action to present such information and succeeds on a DC 18 Charisma (Persuasion) check, the planar incarnate has disadvantage on attack rolls and saving throws until the start of the character's next turn.

## LOST DATA

Once the planar incarnate is destroyed, X01 collapses. A character with proficiency in Intelligence (Arcana or Medicine) can tell the following:

- X01 is alive, but its mind is vacant.
- To reactivate, X01 would need to recover its knowledge about the planes.

The Mosaic Mimir has the information X01 needs to reactivate. The characters might come to this conclusion on their own, or a character who investigates X01's body might realize that within the damaged panel is enough room for the *mimir*. If a character inserts the *mimir* into X01, the hexton reactivates a moment later. This has multiple effects, which are summarized in the following sections.

## REACTIVATING X01

Should the characters reactivate X01 by embedding their *mimir* in the modron leader, X01's perspective on the Outlands shifts. This view rapidly disseminates among the other modrons trapped in Tyrant's Spiral. What this perspective is depends on what information the characters recorded in their *mimir* during part 2 and whether their reports on the Outlands were accurate, inconsistent, or skewed.



THE DISTORTED BELIEFS OF THE  
HEXTON MODRON X01 AND ITS WAYWARD  
FOLLOWERS MANIFEST AS A GODLIKE  
INCARNATION OF A NONEXISTENT REALM.





Consult the Mimir Restoration Tracker from chapter 4, and choose which of the following sections best matches the information the character recorded in their *mimir*. Each entry details the data's effects on X01's personality and has ramifications in the "Conclusion" section.

#### ACCURATE

If the characters' *mimir* largely details the Outlands in an unbiased way, X01 realizes reality is behaving within expected parameters. It reactivates as a calm, logical modron that is eager to lead its followers directly to Mechanus, where they can make an unremarkable report.

#### INCONSISTENT

If the characters provided inconsistent details about the Outlands—several accurate and several skewed—X01 reactivates and exhibits dramatic mood swings. It seeks to lead the modrons to its home plane, but it is uncertain where that is.

#### SKEWED

If the characters' reports on the Outlands reflect their bias for a particular philosophy or alignment, the modrons act in opposition. The Skewed Data Results table notes X01's personality after being influenced by data skewed along the lines of particular alignments. If the information characters provided to their *mimir* strongly reflects the philosophies of a faction in Sigil, choose the result that best corresponds with that faction's agenda.

#### SKEWED DATA RESULTS

Data Skewed	X01's Personality
Chaotic	Rigid, even for a modron, and insistent that the characters aid it in returning to Mechanus
Evil	Serene and overly concerned about the characters' safety
Good	Manipulative and eager to abandon the characters and the other modrons after it escapes
Lawful	Distractable and prone to recklessness

#### ESCAPING TYRANT'S SPIRAL

If X01 is reactivated, the modron wants to escape Tyrant's Spiral, but it doesn't know about the portals in the nearby areas. Characters might use the methods here to help the modrons escape.

#### PORTAL TO HOPELESS

The portal to Hopeless in area T3 is narrow and a challenge for the modrons to reach. It will take days for all the modrons to pass through, and likely many portal-key tears to keep the portal open. Beholders also frequent this area and try to pick off modrons as they escape.

#### PORTAL TO SIGIL

The portal in area T1, which the characters used to enter Tyrant's Spiral, still functions. However, like the portal to Hopeless, it is difficult to reach. Additionally, unleashing thousands of modrons on Sigil is dangerous. Should this happen, the Lady of Pain intervenes quickly and, through a dabus, informs the characters they have 10 minutes to set things right. How the characters can reconcile this—and avoid the Mazes—is up to you.

#### PORTAL TO XAOS

The portal in area T5 opens only when Gzemnid pleases. Characters can convince the beholder god to let the modrons pass, but Gzemnid demands to consume half the modrons first. A character can convince Gzemnid to eat only a quarter of the modrons by succeeding on a DC 20 Charisma (Persuasion) check, or they might bribe Gzemnid with the promise of bringing it a more tempting meal—for example, it has always wanted to eat a dragon or another god.

#### REMARKABLE ESCAPE

It would take hundreds of castings of spells like *gate* or *teleportation circle* to relocate all the modrons. You might allow the characters to develop outlandish schemes or entreat otherworldly beings to help the modrons escape. Debts and ramifications accrued here can provide springboards to future adventures.

#### ABANDONMENT OR SACRIFICE

The characters can leave the modrons in Tyrant's Spiral, but eventually Shemeshka or another being will manipulate the modrons to their own ends. If the characters try to destroy the modrons en masse, X01 commands the modrons to defend themselves. Although annihilating the modrons would maintain the equilibrium of the planes, doing so might have ramifications on characters' alignments.

#### CONCLUSION

If the characters release X01 and the modrons from Tyrant's Spiral, their work for R04M is complete, but the ramifications for the multiverse might be dire.

#### REALIGNING THE MULTIVERSE

How the characters contend with the lost modrons has far-rippling effects on the multiverse. The data from the characters' *mimir* affects not just X01's perspective but also those of thousands of modrons. If the modrons return home, this data influences the cosmic alignment of Mechanus. Countless modrons across the multiverse then seek to rebalance the planes in accordance with the new arrangement of the plane of absolute law.



Depending on how the characters' *mimir* affected the liberated modrons, the axiomatic beings affect the multiverse in one of the following ways. Choose whichever one corresponds with the result from the "Reactivating X01" section. This determines how the characters' actions and the released modrons affect the planes.

#### ACCURATE

On returning to their home plane, the modrons report their data, which results in incremental refinements to Mechanus's workings. No precipitable changes to the status quo of the multiverse occur. No other creatures suffer the multiversal glitch the characters experienced.

#### INCONSISTENT

Unless the characters intervene, it takes months for X01 and a much-diminished group of modrons to return to Mechanus. When they do, chaos ensues. Modrons behave strangely across the planes, and chaotic creatures like slaadi operate unopposed. Numerous creatures experience the multiversal glitch that affected the characters. Ultimately, the modron leader, Primus, initiates a new Great Modron March to correct the chaos sweeping the planes.

#### SKEWED

On the modrons' return to Mechanus, the skewed data in the characters' *mimir* causes all modrons across the planes to react differently toward different philosophies or types of beings. The Multiversal Effects of Skewed Data table summarizes the new behavior of the vast majority of modrons.

#### MULTIVERSAL EFFECTS OF SKEWED DATA

##### Data

##### Skewed

##### Multiversal Effects

##### Chaotic

Modrons more vigorously oppose chaotic beings; modrons become more hostile against chaotic beings and expressions of lawlessness.

##### Evil

Modrons oppose evil beings; Celestials ally with modrons to crusade against evil across the planes.

##### Good

Modrons oppose good beings; Fiends manipulate modrons to besiege bastions of good across the planes.

##### Lawful

Modrons withdraw to Mechanus; chaotic beings act unopposed across the planes.

IN ONE POSSIBLE REALITY, MODRONS ENTER THE FRAY IN THE ENDLESS BLOOD WAR BETWEEN DEMONS AND DEVILS.





## UNITY OF RINGS

Once the characters have dealt with the modrons and escaped Tyrant's Spiral, they're free to go where they please. If they find themselves in the Outlands and seek to return to Sigil, they can find a portal to the city near the closest gate-town. This portal opens within sight of the Mortuary.

Back in Sigil, the characters might seek out any of the following parties.

### FARROW OR OTHER SIGIL CONTACTS

Farrow or another Sigil-based ally is glad to hear the characters resolved the strangeness plaguing them. The ally is well connected and know others who need accomplished adventurers. The ally also knows of useful portals, including those to Material Plane worlds the characters might hail from. Use this ally to lead the characters to future adventures.

### R04M

Depending on how the characters resolved the situation in Tyrant's Spiral, R04M might be pleased or horrified. Nevertheless, if the characters helped any of the modrons escape, R04M rewards them with the promised gems. This includes gems worth 15,013 gp as well as an *elemental gem* (emerald) and a resin-encrusted *ring of regeneration*.

If the modron remains on good terms with the characters, R04M might seek to join them and see more of the multiverse. Or, if the characters have skewed the planes in some way, R04M might seek to set things right, perhaps by pursuing multiversal secrets within the Spire.

### SHEMESHKA

The arcanaloth is frustrated by the characters' interfering with her plot and avoids them for a time, but she isn't one to let annoyance get in the way of opportunity. Shemeshka might eventually contact the characters to involve them in future schemes.

Shemeshka might contact the characters sooner if the data in their *mimir* skewed toward evil, as it's possible the characters produced the results she was seeking. If they did, the arcanaloth enjoys increased business selling weapons to demons, devils, and modrons embroiled in the Blood War. Shemeshka sends the characters polite thank-you notes, each with a complimentary platinum casino chip and an invitation to visit Fortune's Wheel anytime.

"What happens next? Just see where your imagination leads. I find that's where all good things start."

—Adahn, newly arrived resident of Sigil



## SIGIL FACTIONS

A character who reports their exploits to a Sigil faction they're a member of gains the attention of their faction's leaders. If the characters' *mimir* changed the multiverse in a way that their faction is in favor of or opposed to, a character's faction leader might have work for the party, either capitalizing on changes to reality or seeking to set things right.

### THE LADY'S GIFT

After the characters have attended to any immediate business in Sigil, read or paraphrase the following text when next they're traveling together in the city:

It's unclear when or how it happened, but the street around you is empty and still. Before you can ponder the cosmically infinitesimal chances of a Sigil street emptying, a somber, gray-skinned figure floats into your path. The dabus hovers silently as a string of illusory images fade in to view around it. Prominent among these symbols is the razored image of the Lady of Pain.

The first character to succeed on a DC 10 Intelligence (Investigation) check deciphers the dabus's message. It reads as follows:

The Lady saw what you did. She has a message: stay out of trouble.

Once the message is deciphered, the dabus points at the door of an empty building nearby and then floats away. If a character opens the door, read or paraphrase the following text:

The rickety plank door opens easily, revealing a wall of crusty bricks and gnarled razorvine. Embedded at the wall's center is a perfectly square, metallic brick with a faintly glowing towerlike rune on its surface.

The glowing brick is a *cubic gate*, which slips from the wall effortlessly. The magic item is keyed to this door in Sigil, a door in the characters' walking castle on the Outlands, a world on the Material Plane, and three other planes of your choice.

As the cube is removed, the brick wall transforms into the glowing arch of an active portal that leads anywhere you choose.

The adventure ends here, with the characters on the threshold of the multiverse—a place every bit as unpredictable and dangerous as it has always been.



# TOUR THE GREAT WHEEL

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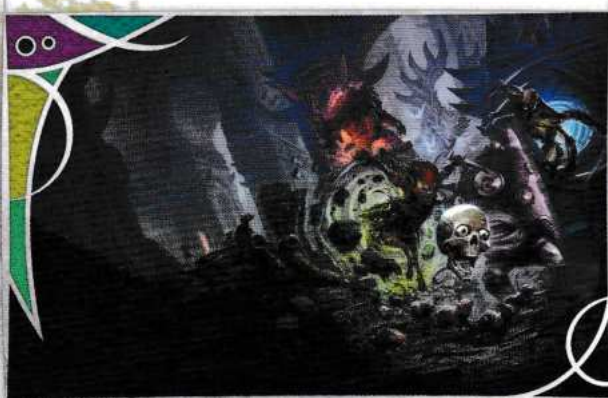
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### ON THE COVER

On this cover by Dmitry Burmak, the skull-like planar traveler Morte explores the multiverse, but he doesn't exactly make friends wherever he goes.

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### ON THE ALT-COVER

Artist Tony DiTerlizzi depicts a githyanki warrior, the most recent in a long tradition of gith to explore the planes and model for the covers of hardback bestiaries.

*Disclaimer: Everything in this book is true—except the parts that ain't. The planes change, coins and threats adjust a few details, boring bits get more colorful. You know how it is. What's what? You're a cagey sort, Chief. I know you'll figure it out.*

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# CONTENTS

<b>Multiversal Menagerie</b> .....	4	Cranium Rat Squeaker Swarm .....	22	Lantern Archon.....	17
Using a Stat Block.....	4	Cuprilach Rilmani.....	44	Maelephant .....	35
Petitioners.....	4	Dabus.....	23	Mercykiller Bloodhound .....	60
Stat Blocks by Challenge Rating .....	5	Darkweaver.....	25	Mind's Eye Matter Smith.....	60
<b>Planar Influences</b> .....	6	Decaton Modron.....	36	Musteval Guardinal .....	33
<b>Denizens of the Outlands</b> .....	11	Doomguard Doom Lord .....	54	Nonaton Modron.....	38
<b>Bestiary A to Z</b> .....	16	Doomguard Rot Blade.....	56	Octon Modron.....	40
<b>Faction Agents</b> .....	53	Eater of Knowledge.....	29	Planar Incarnate.....	41
<b>Planar Encounters</b> .....	63	Equinal Guardinal.....	33	Razorvine Blight.....	42
		Farastu Demodand .....	26	Septon Modron .....	40
		Fated Shaker .....	56	Shator Demodand .....	28
		Ferrumach Rilmani .....	44	Shemeshka .....	46
		Fraternity of Order Law Bender .....	57	Society of Sensation Muse.....	61
		Githzerai Futurist.....	30	Sunfly .....	47
		Githzerai Traveler .....	31	Swarm of Sunflies.....	47
		Githzerai Uniter .....	31	Time Dragon Wyrmling.....	51
		Hands of Havoc Fire Starter .....	58	Transcendent Order Conduit.....	62
		Harmonium Captain.....	58	Transcendent Order Instinct.....	62
		Harmonium Peacekeeper .....	59	Vargouille Reflection .....	52
		Heralds of Dust Remnant.....	59	Warden Archon .....	18
		Hexton Modron .....	37	Young Time Dragon.....	51
		Hound Archon .....	16		
		Kelubar Demodand.....	27		
		Kolyarut .....	34		

## INDEX OF STAT BLOCKS

Adult Time Dragon.....	50
Ancient Time Dragon .....	48
Athar Null.....	53
Aurumach Rilmani .....	43
Avoral Guardinal .....	32
Baernaloth.....	20
Bariaur Wanderer .....	21
Bleak Cabal Void Soother .....	54
Cranium Rat Squeaker .....	22

CREATURES FROM EVERY CORNER OF THE  
MULTIVERSE CROWD SIGIL'S BUSY STREETS.





# Multiversal Menagerie



"Morte. A self-professed 'famous' planar traveler who often poses as a *mimir* to—"

—Partial *mimir* response on the subject "Morte"



"Whoa, hey, hey! Zip it there, bud! I don't know who got you a defective *mimir*, Chief, but I'll tell you what's what from here out."

—Morte

**P**LANAR TRAVELERS OFTEN FIND *MIMIRS* invaluable in learning about reality and avoiding doom at the hands, claws, fangs, tentacles, proboscises, ovipositors, and other appendages of the multiverse's countless predatory and lethally grumpy inhabitants.

Morte, however, isn't a *mimir*.

A floating skull with a penchant for speaking his mind and claiming expertise, Morte is one of Sigil's many unique inhabitants and an accomplished explorer of the planes. For the right amount of coin or a future favor, Morte is quick to offer his advice, insights, and commentary on the many inhabitants of the planes. This book contains useful data gleaned from Morte's stories and ramblings. Still, the planes are vast and varied, and what Morte experienced as true might not match all circumstances. Reader beware.

## USING A STAT BLOCK

This book is a companion to the *Monster Manual* and uses a similar presentation. If you are unfamiliar with the monster stat block format, read the introduction of the *Monster Manual* before proceeding. That book explains stat block terminology and gives rules for various monster traits—information that isn't repeated here.

The Stat Blocks by Challenge Rating table sorts the creatures in this book by challenge rating. Most of these creatures appear in the "Bestiary A to Z" section, but those marked with an asterisk (\*) appear in the "Faction Agents" section.

## UNUSUAL ATTACKS AND MAGIC

Some creatures have weapons that deal unusual damage types and spellcasting that functions in an atypical way. Such an exception is a special feature of a stat block and represents how the creature uses its weapon or casts its spells; the exception has no effect on how a weapon or spell functions for a different creature.

## MEETING MAGIC ITEM

### PREREQUISITES

If a stat block contains the name of a class in parentheses under the creature's name, the creature is considered a member of that class for the purpose of meeting prerequisites for magic items.

## PETITIONERS

Petitioners are former mortals. They've lived, ceased living, and now exist on the Outer Planes. They typically inhabit a plane that shares their alignment or the realm of a deity they worship. Some, however, become lost and wander the planes or make new homes for themselves elsewhere on the Great Wheel.

You can make any creature that isn't a Celestial or Fiend a petitioner by giving it the following traits:

**Plane Locked.** The creature's creature type changes to Celestial or Fiend (DM's choice), and the creature can't leave the Outer Planes. Portals or magic that allow transport beyond the Outer Planes don't affect this creature.

**Soul Shape.** A dead petitioner can be returned to life only by the *true resurrection* spell or the *wish* spell. If affected by these spells, a petitioner chooses whether to return in its original mortal form or as a petitioner.

## DEATH AND THE PLANES

Mortals that die eventually have their souls return as petitioners in far-flung reaches of the Outer Planes. There, they manifest as idealized versions of themselves. These forms might be similar to the forms they had in life or be those of entirely different creatures. A petitioner or another Celestial or Fiend that is destroyed can reconstitute on a plane that shares its alignment after 100 years, or it might choose to become one with that plane and never return. A creature that re-forms on the planes multiple times becomes increasingly dissimilar from its original mortal form.



## STAT BLOCKS BY CHALLENGE RATING

CR	Stat Block	Creature Type
0	Cranium rat squeaker	Aberration
0	Sunfly	Celestial
1	Swarm of sunflies	Celestial
1	Vargouille reflection	Fiend
2	Dabus	Celestial
2	Lantern archon	Celestial
2	Musteval guardinal	Celestial
3	Bariaur wanderer	Celestial
3	Bleak Cabal void soother*	Humanoid
3	Githzerai traveler	Aberration
3	Harmonium peacekeeper*	Humanoid
3	Society of Sensation muse*	Humanoid
3	Transcendent Order instinct*	Humanoid
4	Hands of Havoc fire starter*	Humanoid
4	Heralds of Dust remnant*	Humanoid
4	Hound archon	Celestial
4	Mind's Eye matter smith*	Humanoid
5	Athar null*	Humanoid
5	Cranium rat squeaker swarm	Aberration
5	Fated shaker*	Humanoid
5	Time dragon wyrmling	Dragon
6	Doomguard rot blade*	Humanoid
6	Eater of knowledge	Aberration
6	Equinal guardinal	Celestial
7	Githzerai uniter	Aberration
7	Mercykiller bloodhound*	Humanoid
8	Decaton modron	Celestial
8	Harmonium captain*	Humanoid
8	Transcendent Order conduit*	Humanoid
8	Warden archon	Celestial
9	Avoral guardinal	Celestial
9	Ferrumach rilmani	Celestial
9	Fraternity of Order law bender*	Humanoid
9	Githzerai futurist	Aberration
10	Darkweaver	Aberration
10	Maelephant	Fiend
10	Nonaton modron	Construct
11	Farastu demodand	Fiend
11	Octon modron	Construct
11	Young time dragon	Dragon
12	Cuprilach rilmani	Celestial
12	Doomguard doom lord*	Humanoid
12	Septon modron	Construct
13	Hexton modron	Construct
13	Kelubar demodand	Fiend
14	Shemeshka	Fiend

CR	Stat Block	Creature Type
16	Shator demodand	Fiend
17	Aurumach rilmani	Celestial
17	Baernaloth	Fiend
18	Adult time dragon	Dragon
20	Kolyarut	Construct
22	Planar incarnate	Celestial or Fiend
26	Ancient time dragon	Dragon

\*Appears in the "Faction Agents" section



SUNFLIES INFLUENCED BY VARIOUS OUTER PLANES INHABIT EVERY CORNER OF THE OUTLANDS.





## PLANAR INFLUENCES

The Outer Planes are home to powerful forces of good and evil, chaos and order. Over time, these forces can alter creatures exposed to them. Due to their proximity to the Outer Planes, the inhabitants of the Outlands' gate-towns and nearby regions often exhibit traits associated with specific Outer Planes. Creatures might also have such traits if they dwell in other realms steeped in the energy of an Outer Plane—whether such a place be in the Outlands, on the Material Plane, or elsewhere.

This section provides customization options for creatures exposed to the energies of the Outer Planes for months or years. Creatures influenced by a plane can have as many or as few of these traits as you choose.

### PLANAR ALIGNMENT

In addition to the plane-specific traits you can grant a creature, the influence of a plane changes a creature's alignment to match the plane's alignment, as shown on the Outer Plane Alignments table. If a plane a creature is influenced by has more than one alignment, you choose the creature's alignment from the options listed.

#### OUTER PLANE ALIGNMENTS

Outer Plane	Alignment
The Abyss	CE
Acheron	LN, LE
Arborea	CG
Arcadia	LN, LG
The Beastlands	NG, CG
Bytopia	NG, LG
Carceri	NE, CE
Elysium	NG
Gehenna	NE, LE
Hades	NE
Limbo	CN
Mechanus	LN
Mount Celestia	LG
The Nine Hells	LE
Pandemonium	CN, CE
Ysgard	CN, CG

"Anything you think you know about critters from the Material Plane doesn't apply in the Outlands, Chief. Your dog back home ain't nothing like a hound from the Nine Hells or Mount Celestia. Only thing those planar sorts have in common is that neither wants to hear about how you're 'totally a dog person.'"

—Morte

### THE ABYSS

Creatures influenced by the Abyss gain demonic features, such as horns, scales, and black blood. A creature influenced by the Abyss also gains one or more of following traits of your choice:

**Entropy of the Abyss.** Whenever the creature deals bludgeoning, piercing, or slashing damage, it can change the damage type to necrotic.

**Poison Tolerant.** The creature has advantage on saving throws it makes to avoid or end the poisoned condition on itself.

**Siege Monster.** The creature deals double damage to objects and structures.

### ACHERON

Creatures influenced by Acheron have rough, scarred skin that resembles armor or pitted metal. A creature influenced by Acheron also gains one or more of following traits of your choice:

**Battle Lust.** Whenever the creature reduces another creature to 0 hit points with a melee attack on its turn, it gains 10 temporary hit points, and it can take a bonus action to move up to its speed without provoking opportunity attacks.

**Corrosive Death.** When the creature drops to 0 hit points, it turns into a pile of rust. Any equipment it was wearing or carrying is unaffected.

**Pack Tactics.** The creature has advantage on an attack roll against a target if at least one of the creature's allies is within 5 feet of the target and the ally doesn't have the incapacitated condition.

### ARBOREA

Creatures influenced by Arborea change color to match the season, and their eyes glint with vibrant hues. A creature influenced by Arborea also gains one or more of following traits of your choice:

**Merry Music.** Whenever the creature casts a spell or makes a spell attack, the faint sound of merry music can be heard by it and those affected by its magic.

**Recklessness.** At the start of its turn, the creature can gain advantage on attack rolls during that turn, but attack rolls against the creature have advantage until the start of its next turn.





## ARCADIA

Creatures influenced by Arcadia gain perfectly symmetrical features and appear eternally youthful or vigorous. A creature influenced by Arcadia also gains one or more of following traits of your choice:

**Arcadian Perfection (1/Day).** If the creature fails a Strength, Dexterity, or Constitution saving throw, it can choose to succeed instead.

**Unshakable Resolve.** An invisible, magical aura of confidence and hope surrounds the creature. When another creature that has the frightened condition starts its turn within 5 feet of the creature, the frightened condition affecting it is suppressed for 1 minute. When this suppression ends, the condition resumes if its duration hasn't expired.

## THE BEASTLANDS

Creatures influenced by the Beastlands gain wilder or more animalistic features, such as larger eyes, thicker fur, or more prominent canine teeth. Beasts influenced by the Beastlands are often affected per the *awaken* spell—though normal Beasts also typically range through these areas in large numbers. A creature influenced by the Beastlands also gains one or more of following traits of your choice:

**Speech of Beast and Leaf (Requires the Ability to Speak at Least One Language).** This creature can comprehend and verbally communicate with Beasts and Plants.

**Tracker's Eye.** The creature can see invisible creatures and objects as if they were visible.

**Trackless.** The creature leaves no tracks to indicate where it has been or where it's headed.

## BYTOPIA

Creatures influenced by Bytopia appear carved, constructed, or sculpted by an expert artisan. A creature influenced by Bytopia also gains one or more of following traits of your choice:

**Phantasmal Dweomer (1/Day).** After being in continuous physical contact with a Tiny nonmagical object for 1 minute, the creature can imbue the object with one of the following magical properties (choose one or roll a d6):

**1-3: Light.** The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

**4-6: Sound.** The object continuously emits the creature's choice of a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.

The magical property lasts for 24 hours.

**Sounds of Work.** Whenever the creature casts a spell or makes a spell attack, the faint sounds of hammering and sawing can be heard by it and those affected by its magic.



## CARCERI

Creatures influenced by Carceri appear as if they'd been imprisoned underground for a long period; their hair is matted, their nails or claws are long and dirty, and they have marks as if they were bound by chains or rope. A creature influenced by Carceri also gains one or more of following traits of your choice:

**Burden of Hopelessness.** An invisible, magical aura of hopelessness surrounds the creature. Any other creature that starts its turn within 5 feet of the creature has its speed reduced by 10 feet until it is reduced to 0 hit points, regains hit points, or gains temporary hit points. This reduction never exceeds 10 feet.

**Torturous Teleport.** An invisible, magic-disrupting aura surrounds the creature. Any creature that teleports into or out of a space within 20 feet of the creature must make a DC 15 Constitution saving throw, taking 16 (3d10) force damage on a failed save, or half as much damage on a successful one.

## ELYSIUM

Creatures influenced by Elysium have seasonal flowers sprouting from their heads, and they faintly smell of herbs or spices. A creature influenced by Elysium also gains one or more of following traits of your choice:

**Hardy Body.** The creature no longer needs food or water, and the creature can have no more than 4 levels of exhaustion.

**Peaceful Presence.** An invisible, magical aura of peace surrounds the creature. Any other creature that starts its turn within 5 feet of the creature has disadvantage on attack rolls until it is attacked, takes damage, or witnesses an ally being harmed.

## GEHENNA

Creatures influenced by Gehenna appear haggard and have long, crooked limbs. A creature influenced by Gehenna also gains one or more of following traits of your choice:

**Treasure Sense.** The creature can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of itself.

**Vitality Theft.** An invisible, magical aura surrounds the creature. Whenever another creature regains hit points within 5 feet of the creature, half of those regained hit points (rounded down) go to the creature generating the aura instead.

## HADES

Creatures influenced by Hades often have dour, gray features and feel cold to the touch. A creature influenced by Hades also gains one or more of following traits of your choice:



A UNICORN INFLUENCED BY GEHENNA  
CHARGES THROUGH A PUSTULED FOREST.



**Aura of Gloom.** An invisible, magical aura surrounds the creature. Colors are muted within 30 feet of the creature, and other creatures in that area have disadvantage on Charisma checks and Charisma saving throws.

**Extinguish Light.** Nonmagical flames within 10 feet of the creature are extinguished.

**Larval Rebirth.** When the creature dies, it re-forms somewhere in Hades as a larva (see the *Dungeon Master's Guide*) in 1d10 days.

**Shadowy Form.** Whenever the creature is fully in darkness or dim light, it becomes semi-incorporeal and gains resistance to bludgeoning, piercing, and slashing damage. If the creature takes radiant damage, its Shadowy Form trait is suppressed for 1 hour.

## LIMBO

Creatures influenced by Limbo have their appearance shift at each dawn. Their skin might change color, or their features might morph into unnatural, even abstract, configurations. A creature influenced by Limbo also gains one or more of following traits of your choice:

**Chaotic Magic.** The creature can cast the *thaumaturgy* cantrip, choosing a magical effect at random. Charisma is the spellcasting ability for this spell.

**Churning Chaos.** When the creature scores a critical hit or takes a critical hit, chaotic energy bursts from the creature, creating one the following effects (choose one or roll a d6):

**1–2: Melting Terrain.** For 1 minute, the ground within 20 feet of the creature melts into a mud-like texture, becoming difficult terrain.

**3–4: Miraculous Resilience.** This creature gains temporary hit points equal to half the damage the critical hit dealt (rounded up).

**5–6: Disrupted Gravity.** Each creature within 20 feet of the creature must succeed on a DC 15 Constitution saving throw or rise vertically, up to 20 feet, and remain magically suspended there for 1 minute. While suspended in this way, a creature has the restrained condition.

**Hidden Slaad.** When the creature dies, a *slaad tadpole* bursts from the creature's chest.

## MECHANUS

Creatures influenced by Mechanus have angular, symmetrical features, and their skin gains a metallic sheen. A creature influenced by Mechanus also gains one or more of following traits of your choice:

**Lightning Rod.** Lightning damage can't reduce the creature below 1 hit point. Whenever the creature takes lightning damage, one other creature within 5 feet of it (determined randomly) takes half as much damage.

**Structural Repair (1/Day).** After being in continuous physical contact with a nonmagical object for 1 minute, the creature can magically repair the object as though it had cast a *mending* spell on it.



A NIGHT HAG SELLS LARVAE FRESH FROM THE LOWER PLANES.



"The planes work on you in all sorts of ways, Chief. Sometimes they'll change your hair or give you spots. Other times they'll turn you into the sort of ugly little worm fiends love to snack on. If you're planning to visit one of the Outer Planes, best to keep your stay short—if you ever want to leave at all."

—Morte





A GLEAMING WYVERN IMBUED WITH THE RADIANCE OF MOUNT CELESTIA NAVIGATES A CRYSTALLINE CAVE.

## MOUNT CELESTIA

Creatures influenced by Mount Celestia gain angelic features, such as gold- or platinum-colored skin, eyes, or hair. Spectral feathers might rise from a creature's back, or a halo might crown its head. A creature influenced by Mount Celestia also gains one or more of following traits of your choice:

**Healing Orb.** When the creature dies, its body releases a spectral orb that hovers in the same space and lasts for 1 minute. Any good-aligned creature that starts its turn within 5 feet of the orb regains 1d6 hit points.

**Light.** The creature sheds bright light in a 10-foot radius and dim light for an additional 10 feet. As a bonus action, the creature can suppress this light or cause it to return. The light winks out if the creature dies.

## THE NINE HELLS

Creatures influenced by the Nine Hells gain devilish features, such as horns, a forked tail, or the faint odor of sulfur or smoke. A creature influenced by the Nine Hells also gains one or more of following traits of your choice:

**Flames of the Nine.** Whenever the creature deals bludgeoning, piercing, or slashing damage, it can change the damage type to fire.

**Viper Nest.** When the creature dies, its body disgorges a swarm of poisonous snakes in the same space.

## PANDEMONIUM

A creature influenced by Pandemonium appears as though it were exposed to cold air for a long time, its skin dry and cracked. Its hair might blow in a phantom wind. A creature influenced by Pandemonium also gains one or more of following traits of your choice:

**Hindering Winds.** Cold winds sweep around the creature. Any other creature that enters a space within 20 feet of the creature or starts its turn there has its flying speed halved until the start of its next turn.

**Wailing Screams.** Whenever the creature casts a spell or makes a spell attack, the faint sound of crying and screams can be heard by it and those affected by its magic.

## YSGARD

A creature influenced by Ysgard becomes hearty and muscular. Its scars always appear fresh. When the creature senses danger, it can't help but express joy. A creature influenced by Ysgard also gains one or more of following traits of your choice:

**Warrior's Wrath.** The creature has advantage on melee attack rolls against any target missing at least half its hit points.

**Ysgardian Stand (2/Day).** If the creature has the prone condition at the start of its turn, it can, at that time, end the prone condition on itself and stand up without expending any movement. The creature can't use this trait while it has the incapacitated condition.



# DENIZENS OF THE OUTLANDS

As the Outlands are the crossroads of the Outer Planes, travelers in that realm might encounter any creature in existence, many of which have been influenced by other planes. The following sections detail the various creature types likely to be encountered in the Outlands. Use the tables in these sections to inspire encounters and whole adventures in the Outlands.

## ABERRATIONS

With their inscrutable biologies and agendas, Aberrations might journey to the Outlands pursuing all manner of schemes or sustenance. Slaadi from Limbo are among the most common Aberrations found on the Outlands.

### OUTLANDS ABERRATIONS

#### d4 Encounter

- 1 An **aboleth** travels in a muck-filled, orbicular carriage, seeking to better understand the Outer Planes in preparation for a future world-domination scheme.
- 2 A **beholder** influenced by the Abyss has compound eyes and looks like a floating, cyclopean fly head. It promises not to destroy the characters if they bring it a corpse it has never tasted before.
- 3 A dejected **red slaad** wishes to be reunited with its **slaad tadpole**, but it isn't certain where—or in what—it implanted its egg.
- 4 A hirsute, axe-wielding **flumph** influenced by Ysgard quests across the land, seeking legendary beasts to slay and epic songs to sing.

## BEASTS

Varied Beasts roam the Outlands, with many species being long extinct on Material Plane worlds. Plane-influenced creatures and gigantic or idealized animals from the Beastlands are common.

### OUTLANDS BEASTS

#### d4 Encounter

- 1 An awakened **giant scorpion** owns a custom-made boat and runs a ferry business along a prominent river. It offers its services to characters in need.
- 2 A **triceratops** influenced by Mechanus and composed of simple geometric shapes charges creatures that enter the angular canyons it inhabits. It moves only in straight lines and turns only at right angles.

### PLANAR EXEMPLARS

Some creatures originate on specific Outer Planes. Just as flesh and blood are fundamental to many creatures from the Material Plane, the forces of these creatures' home planes are fundamental to their being. These creatures are manifestations of a plane itself and are altered by other planar influences only under unusual circumstances. The archons of Mount Celestia, the demons of the Abyss, the devils of the Nine Hells, the modrons of Mechanus, and the slaadi of Limbo are just a few examples of such children of the planes.

As a result, it's rare to encounter a group of modrons embracing the chaos of Limbo or devils awash in the natural energy of the Beastlands. It's up to you to decide what creatures are exemplars of their home planes and under what circumstances they might be influenced by other planes.

#### d4 Encounter

- 3 **Stirges** drawn from countless worlds congregate in a tornado-sized, bloodsucking cloud that threatens a gate-town.
- 4 A desiccated **giant frog** influenced by Pandemonium screams whenever it opens its mouth. Its interior is even noisier.

## CELESTIALS

Various Celestials watch over the Outlands, particularly those reaches that border the Upper Planes. Angels and archons (presented later in this book) are particularly common. Some seek to prevent fiendish incursions into the plane, while others try to align the Outlands closer to goodly philosophies.

### OUTLANDS CELESTIALS

#### d4 Encounter

- 1 An **empyrean** calls for aid in taking back a corner of the Outlands overrun by demons.
- 2 Wearing grim armor and displaying a rust-colored horn, a **unicorn** influenced by Acheron challenges all it encounters to mortal combat.
- 3 A fallen **deva**, now neutral aligned, is on permanent vacation. The mellow angel is a font of multiversal secrets, but it shares them only with strangers who prove themselves more relaxed than it.
- 4 A **couatl** influenced by Limbo has color-changing wings and insists passersby convince it that they're worthy of existing. If the couatl isn't convinced, it has a 50 percent chance of either attacking or wandering off.



## CONSTRUCTS

Constructs in the Outlands might be the remnants of forgotten civilizations, servants of plane-walking magic-users, or creations with varied important or ridiculous purposes. Among the most common are modrons, mechanical denizens of Mechanus that seek to enforce order on the plane.

### OUTLANDS CONSTRUCTS

#### d4 Encounter

- 1 A tyrannical **homunculus** rules over the small domain of its long-lost archmage master.
- 2 A beautiful but vain **flesh golem** influenced by Arborea insists on following a character until the character sketches, sculpts, or otherwise artistically renders it.
- 3 A gang of inquisitive **monodrones** and its **duodrone** leader insist on following a character, saying they expect that individual's doom to be "statistically noteworthy."
- 4 A **clay golem** influenced by the Beastlands has been transformed into the walking hive that's home to numerous **swarms of insects** (wasps).

## DRAGONS

All varieties of Dragons can be found in the Outlands, though many dwell in isolated reaches away from the plane's gate-towns. Some remain aloof due to their territorial natures, while others seek to avoid the Mausoleum of Chronopsis, home to the legendary dragon Chronopsis (see *Sigil and the Outlands* for details).

### OUTLANDS DRAGONS

#### d4 Encounter

- 1 An **ancient gold dragon** disguised as a canary gives the characters a nonmagical item and offers them Bahamut's best wishes.
- 2 A lawful good **faerie dragon** with wings like stained glass has been influenced by Mount Celestia. It seeks the characters' aid in recovering a stolen *holy avenger*.
- 3 A **time dragon wyrmling** (presented later in this book) wants help constructing a magical structure that will be important in the future.
- 4 A neutral evil **adult silver dragon** with dull, gray scales has been influenced by Hades. It demands a toll from any who crosses its domain.



MECHANICAL DINOSAURS ROAM AN ORDERLY REALM  
INFLUENCED BY THE LAWFUL ENERGIES OF MECHANUS.



## ELEMENTALS

Elementals of all varieties can be found in the Outlands. Mephits are common and often serve more powerful creatures as messengers.

### OUTLANDS ELEMENTALS

#### d4 Encounter

- 1 **Water elementals** travel in a group that looks like a long, wandering river.
- 2 Some skull-headed **azers** have been influenced by the Nine Hells. They escort a heavily armored caravan of rare ore to the gate-town of Ribcage.
- 3 A wounded **mud mephit** asks the characters to help it deliver a sealed package to a leader in a nearby gate-town.
- 4 A wealthy **dao** that glistens with gemstones has been influenced by Arborea. It leads a parade of glimmering **galeb duhr** between gate-towns as part of a shopping spree for precious rocks.

## FEY

Being close to nature—even the surreal nature of the Outer Planes—Fey dwelling in the Outlands are often influenced by other planes. Fey encountered near a gate-town typically exhibit influences from the town's associated Outer Plane.

### OUTLANDS FEY

#### d4 Encounter

- 1 Revelers joined a group of **satyrs** in their festivities. As the satyrs' celebration has continued for over a year, the revelers seek the characters' help in extricating themselves without offending their hosts.
- 2 A kindly **green hag** influenced by Elysium invites passersby to join her for tea in her cottage made of sweets. She makes some of the best cookies in the Outlands.
- 3 A pack of **blink dogs** tracks a band of **maelephants** (presented later in this book) to prevent them from spoiling lands influenced by the Upper Planes.
- 4 A gnarled **dryad** influenced by Carceri seeks to entrap creatures within the root-snarled, prison-like cavern beneath her grove.

## FIENDS

Denizens of the Lower Planes regularly invade the Outlands, seeking to shift the balance of the realm toward evil. The Blood War, the endless conflict between demons and devils, regularly spills onto the plane and can devastate whole regions.

### OUTLANDS FIENDS

#### d4 Encounter

- 1 A **nycaloth** seeks to capture several monochromatic **hell hounds** influenced by Gehenna. The yugoloth seeks to sell the hounds to Fiends participating in the Blood War.
- 2 After being ambushed by a rival, a **night hag** merchant offers a reward to characters who help her recover her lost inventory: several dozen stray **larvae** (see the *Dungeon Master's Guide*).
- 3 A hero requests the characters' help in gaining the aid of a legendary steed called a **nic'epona**, a **nightmare** influenced by one of the Upper Planes.
- 4 Rival **incubi** seek to recruit the characters to serve either a **balor** warlord or a **pit fiend** general whose fiendish armies are prepared to clash nearby.

## GIANTS

Giants are common in the Outlands. Many gravitate toward regions influenced by planes corresponding with their alignments, but others seek to find the secret realm of the giant god Annam (see *Sigil and the Outlands* for details).

### OUTLANDS GIANTS

#### d4 Encounter

- 1 Several **cyclopes** refuse to let the characters pass through a region where they're constructing a massive ring of beautifully carved standing stones.
- 2 An **ettin** influenced by the Beastlands has one head with bovine features and one head with lupine features. It desperately needs help finding something both heads are willing to eat.
- 3 A **storm giant** seeks the characters' help in finding an offering of significant worth and size to impress the god Annam.
- 4 A jade-skinned **oni** from Bytopia has become separated from the spirit she was bound to protect. She requests aid in catching up to her lost ward.



## HUMANOIDS

Humanoids from across the planes travel the Outlands and number among the most common inhabitants of the gate-towns.

### OUTLANDS HUMANOIDS

#### d4 Encounter

- 1 The characters need to find a wandering **priest** who alone knows the ritual necessary to open a specific portal.
- 2 Several gnome **mag**es seek help recovering their walking castle from a band of aggressive, spine-covered **lizardfolk** influenced by the Abyss.
- 3 The characters stumble across a youthful or elderly **commoner** who doesn't know how they came to be in the Outlands and who wants only to go home.
- 4 A **bandit captain** and his gang seek the characters' help as they plan a heist in the realm of an immortal being, like the Realm of the Norns or Wonderhome (see *Sigil and the Outlands* for details on both locations).

## MONSTROSITIES

Monstrosities are common in the Outlands. Due to the influence of the Outer Planes, many behave differently than they might on the Material Plane.

### OUTLANDS MONSTROSITIES

#### d4 Encounter

- 1 The characters are hired to recover cargo from a crashed vessel brimming with rare technology, but the wreckage is overrun with **rust monsters**.
- 2 The characters have to retrieve a treasure from a group of mischievous **sprites**. The sprites are secretly defended by **mimics** influenced by Elysium that take the form of tiny, whimsical cottages.
- 3 A pride of **displacer beasts** stalks a band of traveling merchants. The merchants seek protection from the predators hunting them for sport.
- 4 A **dri**der influenced by Arborea runs a **giant spider** ranch. She hires the characters to hunt a rare breed of **sunfly** (detailed later in this book) that, when fed to her spiders, will allow them to produce a remarkable type of silk.

## OZOES

Oozes often appear in swampy or subterranean reaches of the Outlands or in regions influenced by the Lower Planes.

### OUTLANDS OZOES

#### d4 Encounter

- 1 A yugoloth arms dealer has captured a hundred **gray oozes** and seeks to sell them in the gate-town of Rigus as a weapon capable of destroying Acheron's floating cubes. A rival hires the characters to steal and dispose of the oozes.
- 2 Within a **gelatinous cube** influenced by Gehenna floats a gigantic fiendish skull. Numerous Fiends revere the cube and interpret depraved schemes and threatening orders from its quivering. A Celestial seeks aid in destroying the cube.
- 3 A bog in a region influenced by Carceri is swamped with countless **black puddings**. The characters are hired to recover a lost relic from the bottom of the bog.
- 4 A chef in the gate-town of Tradegate wants the characters to retrieve royal jelly from a hive of giant bees (use the **giant wasp** stat block). He doesn't note that the hive's honey takes the form of sweet-tasting **ochre jellies**.

## PLANTS

Plants in the Outlands often grow to incredible size, produce remarkable flowers or fruit, and exhibit bizarre shapes and colors. Regions influenced by other planes are typically first recognizable by the effect those planes have on vegetation.

### OUTLANDS PLANTS

#### d4 Encounter

- 1 A young **treant** wants to put down roots. It asks the characters to help it travel around the Outlands so it can find a suitable place to call home.
- 2 A **myconid sovereign** has convinced a group of **githzerai monks** to abandon their teachings and follow its path to serenity. Another githzerai hires the characters to oust the fungal guru.
- 3 An herbalist has cultivated a unique breed of **gas spores**. She hires the characters to convey the spores to her buyer without setting off the fungi.
- 4 A resident of the gate-town of Ecstasy is missing. His garden of **twig blights**—influenced by Elysium to resemble topiary sculptures—haven't been fed and now sow chaos in town.





IN A LANDSCAPE WARPED BY LIMBO'S PURE CHAOS, AN ANIMAL-HEADED ETTIN FIGHTS A MASSIVE, MANY-EYED OOZE.

## UNDEAD

Undead often lurk in the dismal reaches of the Outlands, but some wander the land, either seeking places to spend eternity or preying on the living.

### OUTLANDS UNDEAD

#### d4 Encounter

- 1 The characters find a trapped **crawling claw**. Rather than attacking, the severed hand can lead the characters to the thankful immortal who lost it.
- 2 A **banshee** influenced by Acheron appears as a fallen knight-commander with a legion of **specters**. Guardians of the gate-town of Rigus hire the characters to help banish the phantom army.
- 3 A **lich** seeks to dominate the gate-town of Hopeless and see it dragged into Hades with himself as its ruler. Citizens of the gate-town entreat the characters to keep the gate-town hopeful enough that it doesn't fall into the Lower Plane.
- 4 Several confused **ghost** petitioners (see the introduction to this book) have become lost. They seek someone to pass judgment on their lives and deliver them to the proper planes.

"Some folks have notions about what sorts of creatures they don't expect to see around the Outer Planes. Like undead, for example—as if they can't grok how souls and vampires and zombies might all wind up on the same infinite planes. What can I say? The planes are wild, Chief—I'm unliving proof."

—Morte





# BESTIARY A TO Z

This section presents stat blocks in alphabetical order for creatures suited to planar campaigns.

## ARCHONS

Archons are denizens of the Seven Heavens of Mount Celestia. Created by the powers of order and benevolence, archons defend their home from fiendish incursions and safeguard those threatened by wicked forces. Archons are skilled communicators, able to speak all the languages of the multiverse. When pushed into combat, they prefer to subdue foes. However, against Fiends, archons are wrathful combatants, manifesting the righteous vengeance of Mount Celestia to strike down the wicked.

Each archon's form corresponds to its place within the Celestial hierarchy. When faced in battle, archons radiate the full fury of the Upper Planes, bolstering their allies and cowing their foes.

### HOUND ARCHON

Hound archons are the foot soldiers of Mount Celestia, tasked with protecting the innocent and helpless. Loyal defenders, these bipedal warriors wield blades of shining radiance and can assume canine forms, allowing them to inconspicuously guard peaceable communities as dogs and wolves.



### HOUND ARCHON

Medium Celestial, Typically Lawful Good

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	11 (+0)	14 (+2)	15 (+2)

**Saving Throws** Int +2, Wis +4

**Skills** Insight +4, Perception +6, Stealth +3

**Damage Immunities** lightning

**Condition Immunities** exhaustion, paralyzed

**Senses** darkvision 120 ft., passive Perception 16

**Languages** all

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Aura of Menace.** As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts its turn within 20 feet of the archon must make a DC 12 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of its next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

### ACTIONS

**Multiattack.** The archon makes two Bite attacks. It can replace one of the attacks with a Shining Blade attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or have the prone condition.

**Shining Blade (True Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage.

**Spellcasting.** The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *detect evil and good*  
1/day each: *aid*, *continual flame*

**Teleport.** The archon teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 120 feet of itself.

### BONUS ACTIONS

**Change Shape.** The archon magically transforms into any Medium or Large dog or wolf while retaining its game statistics (other than its size and losing its Shining Blade attack). The archon reverts to its true form if reduced to 0 hit points or if it uses a bonus action to do so.





## LANTERN ARCHON

The lowest-ranked archons, lantern archons greet newly arrived souls to Mount Celestia and light the path for those who traverse the plane with reverence and respect. They appear as glowing, winged balls of vaporous light wrapped in a gleaming metal lattice, although they have no more physical substance than smoke.

When confronting those who approach with ill intentions, lantern archons strike with searing bolts of focused light, flitting from place to place between blasts to confound their foes.

"Some souls'll do anything a flying head with a candle tells them. Not that I'd know anything about that."

—Morte



## LANTERN ARCHON

*Small Celestial, Typically Lawful Good*

**Armor Class** 13

**Hit Points** 22 (5d6 + 5)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	16 (+3)	12 (+1)	6 (−2)	12 (+1)	13 (+1)

**Skills** Perception +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, radiant

**Condition Immunities** exhaustion, grappled, paralyzed, prone, restrained

**Senses** darkvision 120 ft., passive Perception 13

**Languages** all

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Aura of Menace.** As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts its turn within 20 feet of the archon must make a DC 11 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of its next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

**Illumination.** The archon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

**Incorporeal Movement.** The archon can move through creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 5 (1d10) force damage.

### ACTIONS

**Multiattack.** The archon makes two Radiant Strike attacks. It can replace one attack with a use of Teleport.

**Radiant Strike.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

**Spellcasting.** The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *detect evil and good*

1/day: *aid*

**Teleport.** The archon teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 120 feet of itself.

### BONUS ACTIONS

**Shift Radiance.** The archon reduces its Illumination to shed only dim light in a 5-foot radius, or it returns the light to full intensity.



## WARDEN ARCHON

Warden archons are vigilant, ursine guardians of portals and paths connected to goodly realms. They have powerfully built, bipedal bodies with the heads of great bears and eyes like pools of silvery light. When warden archons speak, glimmering radiance shines from within their mouths, punctuating their deep, resonant voices.

A warden archon knows when a creature uses a portal the archon is tasked to guard, and it moves swiftly to interrogate any who cross that planar boundary. If an invader enters the archon's plane, the warden strikes with claw and tooth, using its powerful bite to magically mark the intruder, which the archon pursues relentlessly.

"for immortal guardians, these guys love making reality's issues your problem. Don't pay 'em no mind when they get all, 'Only you can prevent extratemporal moral paradoxes.'"

—Morte



## WARDEN ARCHON

Large Celestial, Typically Lawful Good

**Armor Class** 18 (plate armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	15 (+2)	18 (+4)	18 (+4)

**Saving Throws** Con +6, Wis +7

**Skills** Arcana +5, Athletics +8, Perception +10

**Damage Immunities** lightning

**Condition Immunities** charmed, exhaustion, frightened, paralyzed

**Senses** darkvision 120 ft., truesight 30 ft., passive Perception 20

**Languages** all

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Aura of Menace.** As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts its turn within 20 feet of the archon must make a DC 15 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of its next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

**Eternal Vigil.** The archon can't be surprised. Moreover, it knows when any creature uses a portal it is assigned to guard.

### ACTIONS

**Multiattack.** The archon makes two Claw attacks and one Tracker's Bite attack.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a Medium or smaller creature, the target has the grappled condition (escape DC 18). The archon can have only one creature grappled in this way at a time.

**Tracker's Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a creature, for the next 24 hours, the archon knows the distance and direction to the target while they are both on the same plane of existence.

**Spellcasting.** The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *detect evil and good*

1/day each: *aid*, *continual flame*, *protection from evil and good*, *scrying* (as an action)

**Teleport.** The archon teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 120 feet of itself.



## BAERNALOTH

Baernaloths are tall, gaunt yugoloths who keep to the Gray Wastes of Hades. Their gray, desiccated skin stretches over their bones, and their heads resemble horned equine skulls with ember-like eyes. Sages endlessly debate the nature of baernaloths, and the *Books of Keeping*—ancient tomes detailing the true names of the first yugoloths—report no mention of baernaloths within. Some posit that these enigmatic yugoloths were created by a primal evil power before other yugoloths or that they come from an epoch before the current manifestation of the planes. Baernaloths refuse to say, but most obsess over secrets and obscene lore regarding the far-flung past and inscrutable future of the multiverse. Many of these rare scholars of the profane seek to manipulate reality on a grand scale, while others unleash horrific experiments on the planes. It's said the first demodands of Carceri were created by baernaloths.

Baernaloths spread discord and despair among any creatures they meet. They use their breath, thick with the gloom of Hades, to turn friends against each other and then savor the horror that rises when their victims realize how they've betrayed one another. Baernaloths use their wicked power to keep mortally wounded foes alive, sometimes indefinitely, to prolong their suffering. Even striking against a baernaloth brings misery—they can cause an attacker's old wounds to painfully reopen. All the while, baernaloths are disturbingly detached, observing their victims' agony without emotion.

### A BAERNALOTH'S LAIR

Whether in the hopeless realms of Hades or on the rare occasion they lurk on some other plane, baernaloths lair in remote mountain crags and secluded caves. Their lairs have ample places to house and restrain "guests," particularly those the baernaloths keep hovering at death's door.

The challenge rating of a baernaloth is 18 (20,000 XP) when it's encountered in its lair.

#### LAIR ACTIONS

On initiative count 20 (losing initiative ties), a baernaloth can take one of the following lair actions; the baernaloth can't take the same lair action two rounds in a row:

**Consume Suffering.** Until initiative count 20 on the next round, when a creature in the baernaloth's lair other than the baernaloth takes necrotic or psychic damage or drops to 0 hit points, the baernaloth regains 10 (3d6) hit points.





**Discover Secrets.** The baernaloth uses Spellcasting to cast *detect thoughts*. A creature targeted by the spell cast in this way takes 13 (3d8) psychic damage.

**Recurring Wound.** A creature that doesn't have all its hit points and that the baernaloth can see in its lair must make a DC 19 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

## REGIONAL EFFECTS

A region containing a baernaloth's lair becomes warped by the creature's unnatural presence, which creates one or more of the following effects:

**Persistent Anguish.** Within 10 miles of a baernaloth's lair, when a creature casts a spell that either restores hit points or removes the charmed or frightened condition, the spell fails and is wasted

unless the caster succeeds on a DC 19 saving throw using its spellcasting ability. Once a creature succeeds on the saving throw, it is immune to this regional effect for 24 hours.

**Slow Healing.** Within 10 miles of a baernaloth's lair, a creature other than the baernaloth regains only hit points equal to half its hit point maximum when it finishes a long rest, and it regains only half the usual number of hit points when it spends Hit Dice during a short rest.

If the baernaloth dies, these effects end immediately.

"Like I always say: 'Ignorant and happy beats cosmically knowledgeable and eternally tormented.'"

—Morte



## BAERNALOTH

Large Fiend (Yugoloth), Typically Neutral Evil

**Armor Class** 17 (natural armor)

**Hit Points** 256 (27d10 + 108)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	22 (+6)	16 (+3)	21 (+5)

**Saving Throws** Con +10, Wis +9

**Skills** Arcana +12, Insight +9, Perception +9

**Damage Resistances** cold, fire, lightning, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 19

**Languages** all, telepathy 120 ft.

**Challenge** 17 (18,000 XP)

**Proficiency Bonus** +6

**Legendary Resistance (4/Day).** If the baernaloth fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The baernaloth has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The baernaloth makes one Anguishing Bite attack and one Claw attack. It can also use Teleport.

**Anguishing Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 10 (3d6) psychic damage. If the target is a creature, it can't regain hit points until the start of the baernaloth's next turn.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 17 (5d6) necrotic damage.

**Miasma of Discord (Recharge 5–6).** The baernaloth exhales gray vapors that coalesce at a point it can see within 120 feet

of itself. The vapors fill a 20-foot-radius sphere centered on that point, then vanish. Each non-yugoloth creature in that area must make a DC 19 Wisdom saving throw. On a failed save, the creature takes 35 (10d6) psychic damage and has the charmed condition until the end of its next turn. A creature charmed in this way treats its allies as foes, and the colors of its body and equipment become shades of gray. On a successful save, the creature takes half as much damage only.

**Spellcasting.** The baernaloth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *detect thoughts*, *phantasmal force*, *suggestion*  
1/day each: *cloudkill*, *plane shift* (self only), *screaming* (as an action)

**Summon Yugoloth (1/Day).** The baernaloth has a 50 percent chance of summoning its choice of 1d4 *mezzoloths*, 1 *arcanaloth*, or 1 *baernaloth* (the *mezzoloth* and *arcanaloth* appear in the *Monster Manual*). A summoned yugoloth appears in an unoccupied space within 60 feet of the baernaloth, acts as an ally of the baernaloth, and can't summon other yugoloths. It remains for 1 minute, until it or the baernaloth dies, or until the baernaloth dismisses it as an action.

**Teleport.** The baernaloth teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

## REACTIONS

The baernaloth can take up to three reactions per round but only one per turn.

**Afflict Despair.** When a creature that the baernaloth can see within 60 feet of itself hits with an attack roll or succeeds on a saving throw, the baernaloth forces the creature to reroll the d20 and use the new result.

**Inescapable Pain.** When the baernaloth is damaged by another creature, that creature must make a DC 19 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.





## BARIAUR WANDERER

Hailing from Ysgard, bariaurs are centaur-like Celestials with the lower bodies of goats, humanoid torsos, and curved horns. Some bariaurs sate their wanderlust by exploring their home plane, the Outlands, and the Great Wheel beyond. These bariaur wanderers often serve as guides in the Outlands, assisting visitors by eagerly suggesting gate-town attractions and other points of interest. Throughout their travels, these hardy wanderers absorb ambient planar energies, adapting to the vast and varied terrains of the Outer Planes and frequently taking on aspects of those planes (see the “Planar Influences” section in this book’s introduction).

## BARIAUR WANDERER

Medium Celestial, Typically Chaotic Good

**Armor Class** 14 (studded leather)

**Hit Points** 71 (11d8 + 22)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	15 (+2)	10 (+0)

**Saving Throws** Str +6, Dex +4

**Skills** Athletics +6, Perception +4, Stealth +4, Survival +6

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Celestial, Common

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Portal Sense.** The bariaur can sense the presence of portals within 30 feet of itself, including inactive portals, and instinctively knows the destination of each one. The bariaur knows the distance and direction to the last portal it used as long as they’re on the same plane.

### ACTIONS

**Multiattack.** The bariaur makes two Barbed Javelin or Shortbow attacks.

**Barbed Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. If the target is a creature, its speed is reduced by 10 feet until the start of the bariaur’s next turn.

**Ram.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the bariaur moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 10 (3d6) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or have the prone condition.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 4 (1d8) piercing damage if the target doesn’t have all its hit points.

**Spellcasting.** The bariaur casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

At will: *dancing lights*, *druidcraft*

1/day each: *goodberry*, *pass without trace*, *tongues*

### BONUS ACTIONS

**Mighty Leap.** The bariaur jumps a distance up to its walking speed.





## CRANIUM RAT SQUEAKER

*Tiny Aberration, Unaligned*

**Armor Class** 12  
**Hit Points** 2 (1d4)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

**Senses** darkvision 30 ft., passive Perception 10

**Languages** telepathy 30 ft. (emotions only)

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

**Shared Telepathy.** Any creature touching the cranium rat can use the rat's telepathy if the rat allows it. If the creature knows any language, the creature can use the telepathy to communicate words and emotions.

**Telepathic Shroud.** The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to divination spells.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
**Hit:** 1 piercing damage.

### BONUS ACTIONS

**Illumination.** The cranium rat sheds dim light from its exposed brain in a 5-foot radius or extinguishes the light.

## CRANIUM RAT SQUEAKERS

The cranium rats squeakers of Sigil have no connection to the mind flayers that created their progenitors. Rather, these magical rodents cooperate with the residents of the City of Doors, whether by simply living together or by pursuing greater ambitions. When squeakers collect in large numbers, their swarms merge into a single intelligence with enhanced psionic abilities and the accumulated memories of its constituents.

## CRANIUM RAT SQUEAKER SWARM

*Medium Swarm of Tiny Aberrations, Typically Neutral*

**Armor Class** 12  
**Hit Points** 76 (17d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** telepathy 30 ft.

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Psychic Messenger.** The swarm can use its *sending* spell to target someone familiar to a creature in telepathic contact with the swarm.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

**Telepathic Shroud.** The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to divination spells.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. **Hit:** 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer, plus 22 (5d8) psychic damage.

**Spellcasting (Psionics).** The swarm casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *command*, \* *detect thoughts*, \* *sending*  
 1/day each: *confusion*, \* *dominate monster*

\*To cast this spell, the swarm must have more than half its hit points remaining.

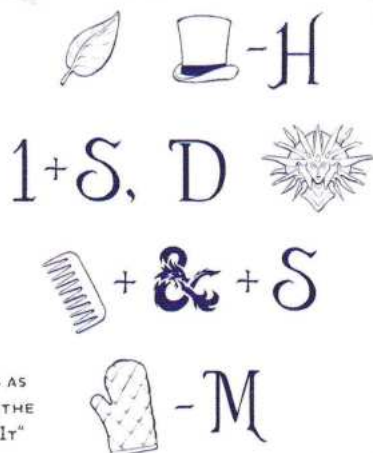
### BONUS ACTIONS

**Illumination.** The swarm sheds dim light from its brains in a 5-foot radius, increases the illumination to bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius, or extinguishes the light.





A DABUS REBUS  
THAT TRANSLATES AS  
"LEAVE AT ONCE, THE  
LADY COMMANDS IT"



## DABUS

Among the bustling throngs of Sigil's streets float gray-skinned, vaguely humanlike figures with curled horns. Where they travel, cracks in the mortar seal shut, stray bricks float back into place, and ruined city blocks are restored. These are dabus, the silent caretakers of Sigil and loyal servants of the Lady of Pain.

Dabus patrol the City of Doors to maintain public buildings, portals, and utilities. They use their innate ability to manipulate Sigil's infrastructure not only to effect repairs but also to combat individuals who disrupt the city's operations or violate the Lady's edicts, hurling bricks at troublemakers and subduing them by causing the streets to sprout grasping cobblestone hands.

When dabus communicate, rather than speaking or signing words, they create esoteric illusory images and symbols in front of themselves. Scholars have yet to determine the origin of dabus's difficult-to-comprehend rebuses, though some speculate their etymology predates Sigil itself.

## DABUS

*Medium Celestial, Typically Lawful Neutral*

**Armor Class** 12

**Hit Points** 44 (8d8 + 8)

**Speed** 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	15 (+2)	14 (+2)

**Saving Throws** Int +5, Wis +4

**Skills** Insight +4, Perception +6

**Condition Immunities** exhaustion

**Senses** darkvision 60 ft., passive Perception 16

**Languages** understands all languages but can't speak; communicates via Symbol Speech

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Physical Restraint.** The dabus doesn't make melee attacks or opportunity attacks, even in self-defense.

**Symbol Speech.** A dabus communicates by creating illusory symbols and pictures that float in the air in front of itself and disappear a few seconds later. A creature that can see such a message can decipher it with a successful DC 10 Intelligence (Investigation) check (no action required).

## ACTIONS

**Multiattack.** The dabus makes two Flying Brick attacks.

**Flying Brick.** *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Grasping Ground (Recharge 6).** The dabus causes a 20-foot-square area of ground it can see within 60 feet of itself to sprout clutching appendages made of stone. Each creature of the dabus's choice in that area must succeed on a DC 13 Dexterity saving throw or take 9 (2d8) bludgeoning damage and have the grappled condition (escape DC 13). While grappled in this way, the creature has the restrained condition. The appendages vanish after 1 minute or if the dabus's concentration ends (as if concentrating on a spell).



## DARKWEAVER

Arachnid predators of the Shadowfell, darkweavers inhabit caves, dungeons, and other dark locales throughout the multiverse, including Undersigil and the windswept darkness of Pandemonium. A darkweaver lurks in the shadows of its lair, waiting for hapless prey to pass by. When a target approaches, the darkweaver fires webs of pure shadow at its quarry, then drags the victim into the darkness.

Darkweavers are fascinated by sensations—particularly taste—and how creatures from across the planes experience reality. For them, the act of eating is an experience to be drawn out and savored, with every meal considered in all its facets. Whether its fare is a demon, an archon, a struggling halfling, or a catatonic mule, all such meals are culinary delights for a darkweaver, served up from the cosmic kitchen that is the multiverse. These spider-like terrors appreciate second-hand descriptions of sensations, especially those they're unlikely to experience in their home environment. A darkweaver's captive might delay being consumed by sharing tales of its experiences, particularly great meals, with the monster. Some might even convince a darkweaver to release them if they promise to return with rare spices or one-of-a-kind meals. Those who manage to escape a darkweaver should think twice about returning to the creature's lair, though, as darkweavers prioritize their appetites over bargains.

### A DARKWEAVER'S LAIR

Darkweavers dwell in lightless caverns, preferring locations touched by pitch-black planes, such as Pandemonium or the Shadowfell. Darkweavers tend to inhabit isolated sites where they can weave webs of shadow undisturbed.

A darkweaver encountered in its lair has a challenge rating of 11 (7,200 XP).

#### LAIR ACTIONS

On initiative count 20 (losing initiative ties), a darkweaver can take one of the following lair actions; the darkweaver can't take the same lair action two rounds in a row:

**Extinguish.** All nonmagical flames within 30 feet of the darkweaver are extinguished. In addition, if this area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**Shadow Fears.** The darkweaver instills frightful magic into its webs. Each creature grappled by the darkweaver's Shadow Web must make a DC 15 Wisdom saving throw. On a failed save, the creature has the frightened condition until the end of its next turn.

**Shadow Step.** If the darkweaver is in dim light or darkness, it teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 60 feet of itself that is in dim light or darkness.

### DARKWEAVER WEBS

A darkweaver's web has a 50 percent chance of having 1d6 cocoons. Roll on the Darkweaver Cocoon Contents table to determine what might be inside each of these shadowy masses.

#### DARKWEAVER COCOON CONTENTS

##### d6 Contents

- 1 Roll a die. If you roll an even number, the cocoon contains the bones of a Humanoid. If you roll an odd number, the cocoon contains the bones of a non-Humanoid creature, such as a flumph or a mule.
- 2 A **swarm of insects** that might be a darkweaver's young
- 3 A corpse holding a jar of *universal solvent* with a slightly stuck lid
- 4 A collection of menus from restaurants in Sigil
- 5 4d12 gold pieces amid a digested slurry
- 6 A halfling **commoner** or **musteval guardinal** (detailed later in this book) that the darkweaver forgot about

"The worst thing about darkweavers isn't that they want to eat you—it's that they want to talk to you while they eat you."

—Morte







## DARKWEAVER

Medium Aberration, Typically Chaotic Evil

**Armor Class** 16 (natural armor)

**Hit Points** 149 (23d8 + 46)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	17 (+3)	14 (+2)	15 (+2)

**Saving Throws** Dex +7, Wis +6

**Skills** Perception +6, Stealth +7

**Damage Resistances** cold

**Damage Immunities** necrotic

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Deep Speech, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Shadowy Form.** While the darkweaver is in dim light or darkness, attack rolls against it are made with disadvantage unless the darkweaver has the incapacitated condition.

**Spider Climb.** The darkweaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Hypersensitivity.** The darkweaver takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### ACTIONS

**Multiattack.** The darkweaver makes two Shadow Web attacks and one Bite attack. It can use Reel after any of these attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 17 (5d6) necrotic damage, and if the target is a creature, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

**Shadow Web.** *Ranged Weapon Attack:* +7 to hit, reach 120 ft., one creature. *Hit:* 16 (3d10) necrotic damage, and the target has the grappled condition (escape DC 15). The shadow web can be attacked and destroyed (AC 16; 20 hit points; vulnerability to radiant damage; immunity to bludgeoning, necrotic, poison, and psychic damage). The darkweaver can grapple up to six creatures at a time using its shadow web.

**Reel.** The darkweaver pulls each creature it has grappled up to 60 feet toward itself.



## DEMODANDS

Demodands, also called gehreleths, are Fiends from the Tarterian Depths of Carceri. Cast into the prison plane long ago for forgotten transgressions, these bitter, wicked creatures have appointed themselves the jailers of the plane. Demodands viciously defend the few known portals that lead out of Carceri and ruthlessly torment other creatures trapped there.

Demodands that manage to leave Carceri know they're doomed to return; a demodand that dies outside Carceri re-forms there in a torturous process that takes 2d20 days. Even those who survive on other planes find themselves eventually dragged back, pulled by some planar tether.

### FARASTU DEMODAND

Farastus, also known as tarry demodands, are the least of the demodands. These violent Fiends ooze thick, sticky tar that sticks to anything it touches. Arrogant and cruel, farastus delight in tormenting those weaker than themselves. Due to their sharp senses and vicious streaks, farastus sometimes work as hunters that track down those who escape Carceri.



### FARASTU DEMODAND

Medium Fiend, Typically Neutral Evil

**Armor Class** 17 (natural armor)

**Hit Points** 195 (26d8 + 78)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	8 (–1)	12 (+1)	16 (+3)

**Saving Throws** Dex +5, Wis +5

**Skills** Perception +9, Stealth +5, Survival +5

**Damage Resistances** cold, fire

**Damage Immunities** acid, poison

**Condition Immunities** paralyzed, poisoned, restrained

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Abyssal, Demodand, telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Boundless Movement.** The farastu ignores difficult terrain, and magical effects can't reduce its speed. It can spend 5 feet of movement to automatically remove the grappled condition from itself.

**Magic Resistance.** The farastu has advantage on saving throws against spells and other magical effects.

**Spider Climb.** The farastu can climb difficult surfaces, including upside down on ceilings, without an ability check.

### ACTIONS

**Multiattack.** The farastu makes two Claw attacks and one Bite attack.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 15, with disadvantage). The farastu has two claws, each of which can grapple one creature.

**Bite.** *Melee Weapon Attack:* +9 to hit (with advantage against a creature the farastu is grappling), reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 24 (7d6) acid damage.

**Spellcasting.** The farastu casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *invisibility* (self only)

1/day each: *dispel magic*, *fog cloud*

**Summon Demodand (1/Day).** The farastu has a 40 percent chance of summoning 1 **farastu demodand**. A summoned demodand appears in an unoccupied space within 60 feet of the farastu, acts as an ally of the farastu, and can't summon other demodands. It remains for 1 minute, until it or the farastu dies, or until the farastu dismisses it as an action.



## KELUBAR DEMODAND

Kelubars, sometimes called slimy demodands, are the bureaucrats of Carceri, existing as intermediaries between farastus and shators. They are squat, and their skin drips with a foul-smelling, acidic slime. Kelubars revel in the subservience of others, and they prefer to do battle with words—or at least to send in their farastu minions—rather than fight directly.

## SHATOR DEMODAND

Shators, known as shaggy demodands, dominate demodand society, ruthlessly commanding their lesser kin. They are hulking creatures covered in fungal growths. Shators are the self-appointed wardens of Carceri, and they keep meticulous records of their subordinates and the prisoners they claim. On the rare occasions that shators find themselves on the Material Plane, they manipulate mortal leaders and philosophers, using them as mouthpieces to spread poisoned words and tempt souls toward Carceri's waiting chains.



## KELUBAR DEMODAND

Medium Fiend, Typically Neutral Evil

**Armor Class** 18 (natural armor)

**Hit Points** 187 (22d8 + 88)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** Dex +6, Wis +7

**Skills** Insight +7

**Damage Resistances** cold, fire

**Damage Immunities** acid, poison

**Condition Immunities** paralyzed, poisoned, restrained

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Abyssal, Demodand, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Proficiency Bonus** +5

**Acidic Secretions.** A creature that touches the kelubar or hits it with a melee attack while within 5 feet of it takes 5 (2d4) acid damage.

**Boundless Movement.** The kelubar ignores difficult terrain, and magical effects can't reduce its speed. It can spend 5 feet of movement to automatically remove the grappled condition from itself.

**Magic Resistance.** The kelubar has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The kelubar makes two Bite attacks.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.

*Hit:* 11 (1d10 + 6) piercing damage plus 18 (4d8) acid damage.

**Spellcasting.** The kelubar casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *invisibility* (self only)

1/day each: *dispel magic*, *scrying* (as an action)

**Spit Acid.** The kelubar spits acid in a line 60 feet long and 5 feet wide. Each creature in that area must make a DC 17 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

**Summon Demodand (1/Day).** The kelubar has a 40 percent chance of summoning its choice of 1d2 **farastu demodands** or 1 **kelubar demodand**. A summoned demodand appears in an unoccupied space within 60 feet of the kelubar, acts as an ally of the kelubar, and can't summon other demodands. It remains for 1 minute, until it or the kelubar dies, or until the kelubar dismisses it as an action.

### BONUS ACTIONS

**Acid Fog (Recharge 6).** The kelubar magically creates a cloud of greenish fog that fills a 20-foot-radius sphere centered on a point within 120 feet of itself. The cloud remains for 1 minute or until the kelubar uses this bonus action again. The cloud is heavily obscured and difficult terrain. Any creature that starts its turn in the cloud or enters the cloud for the first time on a turn must succeed on a DC 17 Constitution saving throw or have the poisoned condition until the end of its next turn.





## SHATOR DEMODAND

Large Fiend, Typically Neutral Evil

**Armor Class** 19 (natural armor)  
**Hit Points** 195 (23d10 + 69)  
**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	17 (+3)	21 (+5)	16 (+3)	20 (+5)

**Saving Throws** Dex +7, Wis +8

**Skills** Perception +13, Stealth +7

**Damage Resistances** cold, fire

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, paralyzed, poisoned, restrained

**Senses** truesight 120 ft., passive Perception 23

**Languages** Abyssal, Common, Demodand, Infernal, telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Proficiency Bonus** +5

**Boundless Movement.** The shator ignores difficult terrain, and magical effects can't reduce its speed. It can spend 5 feet of movement to automatically remove the grappled condition from itself.

**Jailer (1/Day).** The shator can cast the *imprisonment* spell, requiring no material components and using Intelligence as the spellcasting ability (chaining effect only; spell save DC 18).

**Liquefaction Ritual.** The shator can perform a 1-minute ritual that turns all willing farastus and kelubars of its choice within 60 feet of itself into a living liquid form. Each liquefied demodand becomes enough liquid to fill a flask. A demodand's liquefaction lasts until a shator uses an action to end it or a creature opens a container holding the liquid. While liquefied in this way, a demodand has the paralyzed condition, it has immunity to all damage, and any curse affecting it is suspended.

**Magic Resistance.** The shator has advantage on saving throws against spells and other magical effects.

**Numbing Secretions.** A creature that touches the shator or hits it with a melee attack while within 5 feet of it must succeed on a DC 17 Dexterity saving throw or have disadvantage on attack rolls and its speed halved until the end of its next turn.

### ACTIONS

**Multiattack.** The shator makes one Bite attack and two Enervating Trident attacks.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus 26 (4d12) acid damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or have the paralyzed condition until the start of the shator's next turn.

**Enervating Trident.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) necrotic damage.

**Inhibitory Spray (Recharge 5–6).** The shator exhales a spray of slime in a line 100 feet long and 5 feet wide. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 40 (9d8) acid damage and has the paralyzed condition for 1 minute. The creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage only.

**Spellcasting.** The shator casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *invisibility* (self only), *suggestion*

1/day each: *dispel magic*, *plane shift* (to Carceri only), *scrying* (as an action)

**Summon Demodand (1/Day).** The shator has a 50 percent chance of summoning its choice of 1d4 *farastu demodands*, 1d2 *kelubar demodands*, or 1 *shator demodand*. A summoned demodand appears in an unoccupied space within 60 feet of the shator, acts as an ally of the shator, and can't summon other demodands. It remains for 1 minute, until it or the shator dies, or until the shator dismisses it as an action.





## EATER OF KNOWLEDGE

Originally created by the mind flayer god-brain Ilseensine and now produced by some of that god's followers, eaters of knowledge are lumbering, bipedal masses of squelching muscles and exposed brain matter. These rugose hulks collect information from others by devouring brains before returning to their masters with delicious secrets. Unlike illithids, which overwhelm their foes with psionic power, eaters of knowledge use their physical strength to hold prey while burly feeding tentacles crack free their victims' brains. Consuming brains fuels these brutes' psionic power, making eaters of knowledge deadlier with each brain devoured.

"Best to just forget every idiom you've ever learned, Chief. For example, in the Outlands, 'brain food' probably means you."

—Morte



## EATER OF KNOWLEDGE

Large Aberration, Typically Neutral Evil

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	18 (+4)	16 (+3)	15 (+2)

**Saving Throws** Str +7, Int +7

**Skills** Arcana +7, Perception +6

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** passive Perception 16

**Languages** telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Brains Devoured.** When the eater of knowledge is first encountered, roll 1d10 to determine the number of brains it has already consumed.

**Magic Resistance.** The eater of knowledge has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The eater of knowledge makes two Slam attacks. If both attacks hit the same creature and the target is Large or smaller, it has the grappled condition (escape DC 14) and must succeed on a DC 15 Intelligence saving throw or have the stunned condition until the grapple ends.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Extract Brain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Humanoid with the incapacitated condition. *Hit:* 45 (10d8) piercing damage. If this damage reduces the target to 0 hit points, the eater of knowledge kills the target by extracting and consuming its brain.

**Spellcasting (Psionics).** The eater of knowledge casts one of the following spells, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 15). It must have consumed the requisite number of brains to cast the spell, as indicated:

1/day each: *plane shift* (self only, 0 brains), *detect magic* (1 brain), *silent image* (2 brains), *invisibility* (3 brains), *hypnotic pattern* (4 brains), *major image* (5 brains), *telekinesis* (6 brains), *arcane eye* (7 brains), *mislead* (8 brains), *greater invisibility* (9 brains), *mass suggestion* (10 or more brains)





LEFT TO RIGHT: GITHZERAI TRAVELER, GITHZERAI UNITER, AND GITHZERAI FUTURIST

## GITHZERAI

Githzerai descend from an ancient people who were also the progenitors of the githyanki—all of whom were destroyed or transformed by mind flayers. Many githzerai dwell in Limbo, honing their psionic powers by shaping their homes on that chaotic plane. The githzerai described here oftentimes traverse the planes, crossing between them via the portals in Sigil and the Outlands. To learn more about other githzerai, see the *Monster Manual*.

## GITHZERAI FUTURIST

Githzerai futurists have transcended their limits through focused meditation and can now catch glimpses of the future. They foresee the possible outcomes of battles, using those portents to tilt the balance in their favor.

### GITHZERAI FUTURIST

Medium Aberration (Gith), Any Alignment

**Armor Class** 16 (Psychic Defense)

**Hit Points** 149 (23d8 + 46)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	17 (+3)	17 (+3)	13 (+1)

**Saving Throws** Str +6, Dex +7, Int +7, Wis +7

**Skills** Arcana +7, Insight +7, Perception +7

**Senses** truesight 30 ft., passive Perception 17

**Languages** Common, Gith

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Psychic Defense.** While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The githzerai makes three Unarmed Strike or Psychic Bolt attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 11 (2d10) psychic damage.

**Psychic Bolt.** *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 21 (4d8 + 3) psychic damage.

**Spellcasting (Psionics).** The githzerai casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *dispel magic*, *levitate* (self only), *mage hand* (the hand is invisible), *see invisibility*  
1/day each: *plane shift* (self only), *scrying* (as an action), *slow*, *telekinesis*

### REACTIONS

**Future Insight (3/Day).** When the githzerai or a creature it can see makes an attack roll, a saving throw, or an ability check, the githzerai can cause the roll to be made with advantage or disadvantage.



"You'd think studying all the weird wild of the planes would eventually send you over the edge. If it did for the githzerai, they pushed right through and came out on the other side."

—Morte



## GITHZERAI TRAVELER

Medium Aberration (Gith), Any Alignment

**Armor Class** 15 (Psychic Defense)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

**Saving Throws** Str +3, Dex +4, Int +4, Wis +5

**Skills** Perception +5, Survival +5

**Senses** passive Perception 15

**Languages** Common, Gith

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Psychic Defense.** While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The githzerai makes three Unarmed Strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) psychic damage.

**Spellcasting (Psionics).** The githzerai casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *mage hand* (the hand is invisible)

1/day each: *jump*, *plane shift* (self only), *see invisibility*

### BONUS ACTIONS

**Matter Manipulation (Recharge 4–6).** The githzerai manipulates the energy of the plane of existence it's on to produce one of the following effects (choose one or roll a d6):

**1–2: Astral Step.** The githzerai can teleport, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. In addition, its walking speed increases to 40 feet until the start of its next turn.

**3–4: Growth.** Flowers and vines grow around the githzerai until the start of its next turn, then vanish; the ground within 15 feet of the githzerai is difficult terrain for other creatures while the flowers and vines are present.

**5–6: Retaliating Light.** Multicolored lights surround the githzerai until the start of its next turn. For the effect's duration, whenever a creature within 5 feet of the githzerai hits it with a melee attack roll, that creature takes 3 (1d6) force damage, as magic lashes out in retribution.

## GITHZERAI TRAVELER

Githzerai travelers wander the multiverse to train and pursue cosmic enlightenment. These githzerai learn to manipulate planar energies to create wondrous effects.

## GITHZERAI UNITER

Githzerai uniters espouse wisdom and unity rather than violence. Many uniters are members of the Sha'sal Khou, a group of githyanki and githzerai who band together to reunify the gith people. Capable martial artists, uniters are more inclined to disarm and subdue their opponents than destroy them.

## GITHZERAI UNITER

Medium Aberration (Gith), Any Alignment

**Armor Class** 16 (Psychic Defense)

**Hit Points** 123 (19d8 + 38)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	15 (+2)	17 (+3)	16 (+3)

**Saving Throws** Str +4, Dex +6, Int +5, Wis +6

**Skills** Insight +6, Perception +6

**Senses** passive Perception 16

**Languages** Common, Gith

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Psychic Defense.** While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The githzerai makes three Unarmed Strike or Psychic Bolt attacks. It can replace any of these attacks with one use of its Pacifying Touch.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) psychic damage.

**Psychic Bolt.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 17 (5d6) psychic damage.

**Pacifying Touch.** The githzerai touches one creature it can see within 5 feet of itself. The target must succeed on a DC 14 Intelligence saving throw, or the githzerai chooses an action for that target: Attack, Cast a Spell, or Dash. The affected target can't take that action for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a successful save. A target that succeeds on the saving throw becomes immune to this githzerai's Pacifying Touch for 24 hours.

**Spellcasting (Psionics).** The githzerai casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *mage hand* (the hand is invisible), *see invisibility*

1/day each: *plane shift* (self only), *telekinesis*



## GUARDINALS

Nomadic and peaceful, guardinals are animalistic Celestials who hail from Elysium. Guardinals resemble Humanoids with bestial traits. In their daily interactions, guardinals embody the beauty, calm, and righteousness of their home plane. Guardinals can be found throughout the Outlands, especially in Ecstasy, the gate-town to Elysium, and in Faunel, the gate-town to the Beastlands.

While guardinals are usually friendly and slow to anger, their supernatural virtue puts them at odds with the evil beings of the Lower Planes. Guardinals abhor wickedness and strike out against injustice and villainy without hesitation, determined to eradicate forces that threaten beauty and peace.

### AVORAL GUARDINAL

Avorals are eagle-like bipeds with winged arms and keen, golden eyes. Prone to wander, these avian Celestials leave Elysium more frequently than their counterparts, meandering across the Outlands to wherever the winds might take them. Solitary scouts and skirmishers, avorals are nimble aerial combatants, able to swiftly dive at foes from the heavens and tear into them with razor-sharp talons.

### EQUINAL GUARDINAL

The horselike equinals are among the strongest of the guardinals. Equinals have long faces and crested manes, and their powerful, hocked legs carry them over great distances. These good-natured, boisterous Celestials boast their might in contests of strength and rarely back down from a challenge. Tough and courageous, they use their iron-hard fists to pound evil to a pulp. Equinals can also bellow a mighty shout that stops their foes in their tracks.

### MUSTEVAL GUARDINAL

Mustevals are small, mousy guardinals skilled at evading danger. Their speed, stealthy nature, and illusion magic make them adept spies, scurrying through the multiverse to serve greater forces of good.



### AVORAL GUARDINAL

*Medium Celestial, Typically Neutral Good*

**Armor Class** 16 (natural armor)

**Hit Points** 172 (23d8 + 69)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	16 (+3)	16 (+3)	18 (+4)

**Saving Throws** Dex +8, Cha +8

**Skills** Perception +11, Religion +7

**Damage Resistances** radiant

**Condition Immunities** frightened

**Senses** darkvision 120 ft., passive Perception 21

**Languages** Celestial, Common

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Dive Attack.** If the avoral is flying, dives at least 30 feet in a straight line toward a Medium or smaller creature, and ends within 5 feet of it, that creature must succeed on a DC 15 Strength saving throw or take 14 (4d6) piercing damage and have the prone condition.

**Flyby.** The avoral doesn't provoke an opportunity attack when it flies out of an enemy's reach.

### ACTIONS

**Multiattack.** The avoral makes two Talon attacks. It can replace one attack with a use of Spellcasting.

**Talon.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 13 (2d12) radiant damage.

**Spellcasting.** The avoral casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

1/day each: *command*, *hold person*





## EQUINAL GUARDINAL

Large Celestial, Typically Neutral Good

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	17 (+3)	15 (+2)	14 (+2)	12 (+1)

**Saving Throws** Str +9, Con +6

**Skills** Athletics +9, Perception +5, Religion +5

**Damage Resistances** radiant

**Condition Immunities** charmed, frightened

**Senses** passive Perception 15

**Languages** Celestial, Common

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Headfirst Charge.** If the equinal moves at least 30 feet in a straight line toward a creature and ends within 5 feet of it, that creature must succeed on a DC 17 Strength saving throw or take 14 (4d6) bludgeoning damage and have the prone condition.

### ACTIONS

**Multiattack.** The equinal makes two Fist attacks.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 3 (1d6) radiant damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or have the prone condition.

**Shout (Recharge 6).** The equinal lets out a booming shout. Each creature within 30 feet of the equinal must succeed on a DC 14 Constitution saving throw or have the stunned condition until the end of the equinal's next turn.



## MUSTEVAL GUARDINAL

Small Celestial, Typically Neutral Good

**Armor Class** 13

**Hit Points** 38 (11d6)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	14 (+2)	15 (+2)	14 (+2)

**Saving Throws** Dex +5, Cha +4

**Skills** Perception +6, Stealth +7

**Damage Resistances** radiant

**Condition Immunities** frightened

**Senses** passive Perception 16

**Languages** Celestial, Common

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

### ACTIONS

**Multiattack.** The musteval makes two Bone Blade attacks.

**Bone Blade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) radiant damage.

**Spellcasting.** The musteval casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *dancing lights*

1/day each: *disguise self*, *invisibility*

### REACTIONS

**Skirmish Movement.** When a creature ends its turn within 5 feet of the musteval, the musteval can move up to half its speed. This movement doesn't provoke opportunity attacks.





## KOLYARUT

Created by Primus, the leader of the modrons, the Kolyarut is a wondrous machine capable of forging binding contracts between parties. From the Hall of Concordance in Sigil, the Kolyarut judges the needs of planar beings seeking uniquely binding terms and forges ironclad agreements. Those who break these contracts are pursued by maruts (detailed in *Mordenkainen Presents: Monsters of the Multiverse*) and punished in brutally decisive fashion.

In cases where the terms of a contract or a foundational truth of an agreement come into question, the Kolyarut sends a component part of itself into the planes to seek the truth. Also known as kolyaruts, these manifestations of the great machine function as multiversal investigators and pursue answers to specific quandaries. Once their questions have been satisfied, they report back to their creator, allowing the Kolyarut to impose accurate judgments.

Kolyaruts are four-armed beings of magic and machinery. Like maruts, they are inevitables, beings dedicated to the smooth exaction of laws across the planes. Kolyaruts wield blades with deadly efficiency, allowing them to defend themselves on their excursions and slice through any who obscure the truth.

Occasionally, the Hall of Concordance loans kolyaruts to lawful beings who have inherent interest in the orderly functioning of the multiverse, aiding them in seeking answers of planar importance.

## KOLYARUT

Medium Construct (Inevitable), Typically Lawful Neutral

**Armor Class** 18 (natural armor)

**Hit Points** 297 (35d8 + 140)

**Speed** 50 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	19 (+4)	25 (+7)	22 (+6)	18 (+4)

**Saving Throws** Int +13, Wis +12, Cha +10

**Skills** History +13, Insight +12, Perception +12

**Damage Resistances** thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 22

**Languages** all

**Challenge** 20 (25,000 XP)

**Proficiency Bonus** +6

**Immutable Form.** The kolyarut is immune to any spell or effect that would alter its form.

**Legendary Resistance (4/Day).** If the kolyarut fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The kolyarut has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The kolyarut makes four Unerring Blade attacks.

**Unerring Blade.** *Melee Weapon Attack:* automatic hit, reach 5 ft., one target. *Hit:* 24 force damage plus one of the following effects (choose one or roll a d6):

- 1–2: **Disarm.** The target drops one item it is holding of the kolyarut's choice.
- 3–4: **Imbalance.** The target can't take reactions until the start of the kolyarut's next turn.
- 5–6: **Push.** If the target is Large or smaller, the target is pushed up to 15 feet away from the kolyarut.

**Edict of Blades (Recharge 5–6).** The kolyarut moves up to its speed without provoking opportunity attacks and can make one Unerring Blade attack against each creature it moves past. Whenever it hits a creature with an Unerring Blade attack during this movement, each spell of 5th level or lower on the creature ends, and the creature has the incapacitated condition until the end of the kolyarut's next turn.

**Plane Shift (3/Day).** The kolyarut casts *plane shift*, requiring no material components and using Intelligence as the spellcasting ability. The kolyarut can cast the spell normally, or it can cast the spell on an unwilling creature it can see within 60 feet of itself. If it uses the latter option, the targeted creature must succeed on a DC 18 Charisma saving throw or be sent to a teleportation circle in the Hall of Concordance in Sigil.

## REACTIONS

**Parry.** The kolyarut adds 6 to its AC against one attack roll that would hit it. To do so, the kolyarut must see the attacker and be wielding a melee weapon.





A MAELEPHANT EXPELS POISONOUS GAS FROM ITS TRUNK AT A GROUP OF WOULD-BE THIEVES.

## MAELEPHANT

Respected as guardians by villains across the multiverse, maelephants are Fiends with pachyderm-like heads. They can exhale toxic fumes that cause foes to temporarily forget their combat training, spell-casting abilities, and other skills.

Maelephants strike bargains with wicked spellcasters and entities of the Lower Planes, pledging to guard a site or object for decades. The Fiends fulfill their end of the bargain with unwavering loyalty, steadfastly tending to their posts per the terms of their agreement.

### MAELEPHANT

Large Fiend, Typically Lawful Evil

**Armor Class** 15 (half plate armor)

**Hit Points** 161 (17d10 + 68)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	16 (+3)	12 (+1)

**Saving Throws** Str +8, Con +8

**Skills** Perception +7

**Damage Resistances** acid, fire, lightning

**Damage Immunities** poison

**Condition Immunities** frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Infernal

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Magic Resistance.** The maelephant has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The maelephant makes one Barbed Trunk attack and two Glaive attacks.

**Barbed Trunk.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 13 (2d12) poison damage. If the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the target has the restrained condition. While it is grappling a creature, the maelephant can't use its barbed trunk to attack other creatures.

**Glaive.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

**Mind Poison (Recharge 5–6).** The maelephant expels poisonous gas from its trunk in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 39 (6d12) poison damage and has the poisoned condition. While poisoned in this way, the creature loses all weapon and skill proficiencies, it can't cast spells, it can't understand language, and it has disadvantage on Intelligence saving throws. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage only and is immune to this maelephant's Mind Poison for 24 hours.

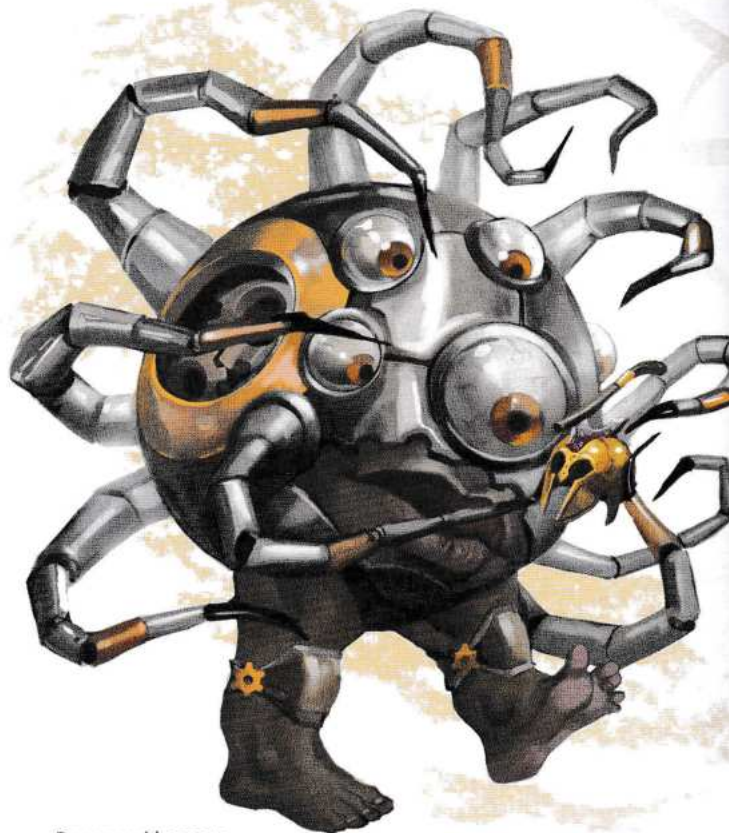


## MODRONS

Constructed on the plane of Mechanus, modrons are partially mechanical beings that belong to a strict hierarchy. Each modron dutifully obeys commands from the rank directly above it and in turn acts as the superior to the rank directly below it, passing down commands from paragons of law to the lowliest monodrone. While most modrons are the lower-ranked base modrons—monodrones, duodrones, tridrones, quadrones, and pentadrones—the upper-tier hierarch modrons hold leadership positions, maintaining order in Mechanus and the realms beyond. For more information on modrons, see the *Monster Manual*.

### DECATON MODRON

The least of the hierarchs, decatons monitor the physical well-being of base modrons. Two stubby legs support their spherical bodies, and ten mechanical tentacles sprout out from their rounded frames in all directions. Their heads contain ten eyes to readily observe the operations of surrounding base modrons. In emergencies, a decaton can discharge a bolt of electricity from each of its ten eyes, synchronizing them to deadly effect.



DECATON MODRON

### DECATON MODRON

*Large Construct, Typically Lawful Neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 144 (17d10 + 51)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	15 (+2)	15 (+2)	11 (+0)

**Saving Throws** Int +5, Wis +5

**Skills** Perception +8

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 18

**Languages** Modron, telepathy 120 ft.

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Axiomatic Mind.** The decaton can't be compelled to act in a manner contrary to its nature or its instructions.

**Combat Ready.** The decaton has advantage on initiative rolls.

**Disintegration.** If the decaton dies, its body disintegrates into dust, leaving behind anything it was carrying.

### ACTIONS

**Multiaction.** The decaton makes three Tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and if the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the decaton can't use this tentacle against other targets. The decaton has ten tentacles, each of which can grapple one target.

**Lightning Rays (Recharge 6).** The decaton unleashes a barrage of lightning bolts from its eyes. Each creature within 30 feet of the decaton must make a DC 13 Dexterity saving throw, taking 38 (7d10) lightning damage on a failed save, or half as much damage on a successful save.

**Spellcasting.** The decaton casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *detect magic*, *dispel magic*, *mending* (as an action)  
1/day each: *plane shift* (self only), *protection from evil and good*



## HEXTON MODRON

When the armies of Mechanus mobilize against the forces of chaos, hextons are the field generals who command modron troops. These hulking hierarchs lead groups of modrons in endeavors outside Mechanus, with the most notable example being the Great Modron March. Hextons have solid frames that bristle with six shining flanges. They boast a pair of arms and tentacles, both of which end in powerful pincers.



"You wanna learn Modron? Yeah, I speak it. Lesson one: 'beep boop.' That means 'Hello, friend, I mean you no harm.' Really, I swears it!"

—Morte, amid surely innocent snickering

## HEXTON MODRON

*Huge Construct, Typically Lawful Neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 209 (22d12 + 66)

**Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	19 (+4)	17 (+3)	15 (+2)

**Saving Throws** Int +9, Wis +8

**Skills** Perception +13

**Damage Resistances** lightning, psychic

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 23

**Languages** all, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Proficiency Bonus** +5

**Axiomatic Mind.** The hexton can't be compelled to act in a manner contrary to its nature or its instructions.

**Combat Ready.** The hexton has advantage on initiative rolls.

**Disintegration.** If the hexton dies, its body disintegrates into dust, leaving behind anything it was carrying.

**Legendary Resistance (4/Day).** If the hexton fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The hexton makes one Pincer attack and two Tentacle attacks.

**Pincer.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) force damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or have the incapacitated condition until the end of its next turn.

**Tentacle.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and if the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the hexton can't use this tentacle against other targets. The hexton has six tentacles, each of which can grapple one target.

**Spellcasting.** The hexton casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic*, *dispel magic*, *mending* (as an action)  
1/day each: *plane shift* (self only), *protection from evil and good*

### REACTIONS

The hexton can take up to three reactions per round but only one per turn.

**Counter Magic.** The hexton attempts to interrupt a creature it can see that is casting a spell. If the spell is 3rd level or lower, it fails and has no effect. If the spell is 4th level or higher, the hexton makes an Intelligence check (DC 10 + the spell's level). On a success, the spell fails and has no effect.

**Lightning Rebuke.** When a creature within 120 feet of the hexton damages it, the hexton magically retaliates with an arc of lightning. The creature must make a DC 17 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.



## NONATON MODRON

When modrons act against the will of Primus, nonatons are charged with bringing those rogue units into line. These inspectors also interrogate captured trespassers of Mechanus. Nonatons have wormlike bodies studded with nine mechanical arms.

"I've known a few modrons in my day. Most are gullible, harmless sorts. Watch out for those hierarch modrons, though. Not only can't they take a joke, they'll blame you for disrupting the lawful working of the multiverse then try to measure how much your powdered bones weigh."

—Morte



NONATON  
MODRON



## NONATON MODRON

Large Construct, Typically Lawful Neutral

**Armor Class** 16 (natural armor)

**Hit Points** 161 (19d10 + 57)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	16 (+3)	16 (+3)	13 (+1)

**Saving Throws** Int +7, Wis +7

**Skills** Investigation +7, Perception +11

**Senses** truesight 120 ft., passive Perception 21

**Languages** Modron, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Axiomatic Mind.** The nonaton can't be compelled to act in a manner contrary to its nature or its instructions.

**Combat Ready.** The nonaton has advantage on initiative rolls.

**Disintegration.** If the nonaton dies, its body disintegrates into dust, leaving behind anything it was carrying.

## ACTIONS

**Multiattack.** The nonaton makes three Arm attacks and uses Pillar of Truth or Spellcasting.

**Arm. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage, and if the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the nonaton can't use this arm against other targets. The nonaton has nine arms, each of which can grapple one target.

**Pillar of Truth.** The nonaton chooses a point on the ground that it can see within 60 feet of itself. A 60-foot-tall, 20-foot-radius cylinder of magical force rises from that point. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) force damage, and the creature reverts to its original form (if it's in a different form) and can't assume a different form until the end of its next turn. On a successful save, a creature takes half as much damage only.

**Spellcasting.** The nonaton casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect magic*, *dispel magic*, *mending* (as an action)  
1/day each: *plane shift* (self only), *protection from evil and good*





IRINA NOROSOL

A HEXTON MODRON (TOP), A SEPTON MODRON (MIDDLE), AND TWO OCTON MODRONS (BOTTOM) OVERSEE THE SMOOTH FUNCTIONING OF DEVICES ON THE PLANE OF MECHANUS.



## OCTON MODRON

At the head of Mechanus's sectors are the octons, hierarch modrons that oversee daily governance. They provide data to other hierarchs, such as productivity reports to septons and diagnostic data to decatons. Octons have eight mechanical tentacles which they use to manipulate objects and defend themselves, spinning them in a bludgeoning whirlwind.

## SEPTON MODRON

Septons are auditors of base modrons in Mechanus, recording the activities in each of the plane's sectors to ensure operations are in perfect order. They are easily identified by their seven flexible limbs.

### OCTON MODRON

*Large Construct, Typically Lawful Neutral*

**Armor Class** 18 (natural armor)  
**Hit Points** 187 (22d10 + 66)  
**Speed** 30 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	17 (+3)	16 (+3)	14 (+2)

**Saving Throws** Int +7, Wis +7  
**Skills** Perception +11  
**Damage Resistances** psychic  
**Senses** truesight 120 ft., passive Perception 21  
**Languages** Modron, telepathy 120 ft.  
**Challenge** 11 (7,200 XP) **Proficiency Bonus** +4

**Axiomatic Mind.** The octon can't be compelled to act in a manner contrary to its nature or its instructions.

**Combat Ready.** The octon has advantage on initiative checks.

**Disintegration.** If the octon dies, its body disintegrates into dust, leaving behind anything it was carrying.

### ACTIONS

**Multiattack.** The octon makes three Tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 9 (2d8) lightning damage.

**Whirlwind of Tentacles (Recharge 5–6).** The octon rapidly extends and spins its ring of tentacles. Each creature within 20 feet of the octon must succeed on a DC 16 Strength saving throw or be pulled up to 10 feet in a straight line toward the octon. Then, the octon makes two Tentacle attacks against each creature within 10 feet of itself.

**Spellcasting.** The octon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect magic*, *dispel magic*, *mending* (as an action)  
1/day each: *plane shift* (self only), *protection from evil and good*

"You ever notice how certain modrons sort of look like some kind of wacky dice?"

—Morte



### SEPTON MODRON

*Large Construct, Typically Lawful Neutral*

**Armor Class** 17 (natural armor)  
**Hit Points** 204 (24d10 + 72)  
**Speed** 30 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	18 (+4)	16 (+3)	14 (+2)

**Saving Throws** Int +8, Wis +7  
**Skills** Perception +11  
**Damage Resistances** lightning, psychic  
**Senses** truesight 120 ft., passive Perception 21  
**Languages** all, telepathy 120 ft.  
**Challenge** 12 (8,400 XP) **Proficiency Bonus** +4

**Axiomatic Mind.** The septon can't be compelled to act in a manner contrary to its nature or its instructions.

**Combat Ready.** The septon has advantage on initiative checks.

**Disintegration.** If the septon dies, its body disintegrates into dust, leaving behind anything it was carrying.

### ACTIONS

**Multiattack.** The septon makes four Tentacle attacks and uses Lightning Network or Spellcasting.

**Tentacle.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and if the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the septon can't use this tentacle against other targets. The septon has seven tentacles, each of which can grapple one target.

**Lightning Network.** The septon conjures a field of electricity that fills a 30-foot cube originating from itself before dissipating. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) lightning damage and has the stunned condition for 1 minute. On a successful save, a creature takes half as much damage only. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Spellcasting.** The septon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *detect magic*, *dispel magic*, *mending* (as an action)  
1/day each: *plane shift* (self only), *protection from evil and good*, *sending*



## PLANAR INCARNATE

The Upper and Lower Planes are fundamental manifestations of good and evil, law and chaos. In the most dire and fateful circumstances, these planes can manifest primal embodiments of their might. These expressions of a plane's power are called planar incarnates, and they appear as roiling energies with features distinct to the plane that created it. They protect their home from destructive or otherwise antithetical forces, then merge back into their plane of origin.

Planar incarnates are akin to natural disasters that work to protect and further the virtues and vices of the planes they originate upon. Those from the Lower Planes might appear as roiling waves of fiendish flames or other sinister forms, while those

from the Upper Planes often appear as blooms of light and wild growth or similarly majestic shapes. On the rare occasions that planar incarnates appear on another plane, they might take either form or appear as unique manifestations of the philosophies they embody.

### PLANAR INCARNATE

*Gargantuan Celestial or Fiend, Any Alignment*

**Armor Class** 20 (natural armor)

**Hit Points** 333 (18d20 + 144)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	15 (+2)	20 (+5)	20 (+5)

**Skills** Perception +12

**Damage Immunities** necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious

**Senses** truesight 120 ft., passive Perception 22

**Languages** all

**Challenge** 22 (41,000 XP)

**Proficiency Bonus** +7

**Legendary Resistance (3/Day).** If the incarnate fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The incarnate has advantage on saving throws against spells and other magical effects.

**Planar Form.** An incarnate on the Upper Planes is a Celestial. An incarnate on the Lower Planes is a Fiend.

**Siege Monster.** The incarnate deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The incarnate makes two Slam or Energy Bolt attacks.

**Slam.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 27 (3d12 + 8) force damage.

**Energy Bolt.** *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 32 (5d12) necrotic damage if the incarnate is a Fiend or radiant damage if the incarnate is a Celestial.

**Planar Exhalation (Recharge 5–6).** The incarnate exhales concentrated energy native to its plane in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, a creature takes 52 (8d12) necrotic damage if the incarnate is a Fiend or radiant damage if the incarnate is a Celestial, and the creature has the blinded condition until the end of the incarnate's next turn. On a successful save, a creature takes half as much damage only.

### REACTIONS

The incarnate can take up to three reactions per round but only one per turn.

**Searing Gaze.** In response to being hit by an attack roll, the incarnate turns its magical gaze toward one creature it can see within 120 feet of itself and commands it to combust. The target must succeed on a DC 20 Wisdom saving throw or take 16 (3d10) fire damage.

**Teleport.** Immediately after a creature the incarnate sees ends its turn, the incarnate teleports up to 60 feet to an unoccupied space it can see.





## RAZORVINE BLIGHT

Travelers of Sigil and the Lower Planes take care to avoid razorvine, a creeping plant named for its prickly stems and cutting leaves. While razorvine is normally a mere environmental nuisance or deterrent, razorvine that absorbs the blood of a vampiric passerby can awaken into a terror known as a razorvine blight.

Razorvine blights lay ambushes on well-traveled paths by standing still to appear as ordinary razorvine. When unassuming travelers pass by the seemingly inanimate plant, the blight strikes, revealing its twisted, humanlike form and lashing out with razor-sharp vines to feed its bloodlust.

While razorvine blights are usually dangerous, in Sigil they sometimes mimic the behaviors of the city's other inhabitants—for better or worse. At least one blight, known as Patch, spreads copies of itself across the city, creating a spy network of copies with mysterious goals.

"folks hate razorvine, but it's really only a problem if you've got skin."

—Morte



### RAZORVINE BLIGHT

*Medium Plant, Typically Neutral Evil*

**Armor Class** 12

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	5 (-3)	10 (+0)	3 (-4)

**Skills** Stealth +4

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft. (can't see beyond this radius), passive Perception 10

**Languages** understands Common but can't speak

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**False Appearance.** If the blight is motionless at the start of combat, it has advantage on its initiative roll. If a creature hasn't observed the blight move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the blight is animate.

**Spider Climb.** The blight can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The blight makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +4 to hit (with advantage if the target is missing any of its hit points), reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Life-Draining Vines (Recharge 6).** Snaking vines erupt from the blight. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 9 (2d8) slashing damage on failed save, or half as much damage on a successful one. If at least one of the creatures that failed this save isn't a Construct or an Undead, the blight regains 9 hit points.



## RILMANI

Rilmani protect the balance between the forces and philosophies of the multiverse. They seek to maintain planar equilibrium, assuring that good, evil, law, or chaos never grow too powerful or too weak. To the rilmani, each of these forces is fundamental to the multiverse's existence. Whenever one threatens to tip the balance in its favor or a plane is on the verge of collapse, the rilmani act to even the odds.

While the rilmani might be found anywhere, they're most frequently encountered on their home plane, the Outlands, where they work to ensure that no force overexerts itself on the Concordant Opposition.

Rilmani are bipedal, with bodies of living metal that ranges in appearance from cold iron to brilliant gold. Most have smooth faces with few features, and their extraordinary anatomies often act in defiance of natural forces.

### AURUMACH RILMANI

From redoubts near the Spire in the Outlands, aurumachs oversee the preservation of the cosmic status quo, serving as leaders and strategists of the rilmani. Employing mysterious magic, occult calculations, and networks of informants, aurumachs monitor forces across the planes. Only when planar balance is under threat of total collapse do these elusive, gold-skinned beings leave the Outlands, manifesting gleaming blades to destroy those that threaten multiversal stability.

### CUPRILACH RILMANI

Cuprilachs infiltrate places of power throughout the multiverse, serving as spies and assassins. They strike surgically, following the orders of aurumachs without question or emotion.

Cuprilachs have wiry copper frames, with torsos that float above their waists, separated by a hovering, polished sphere. Agile and armed with an arsenal of deceptive magic, cuprilachs do whatever they must to complete their missions.

### FERRUMACH RILMANI

Ferrumachs are the foot soldiers of the rilmani, preserving the balance between the planes through martial force. They vigilantly defend the Spire and fight at the command of aurumachs to protect the neutrality of the multiverse. Ferrumachs gleam with the sheen of bare iron. Their bodies are honed to razor edges, and from it they can fling bolts of sharpened metal.

## AURUMACH RILMANI

*Large Celestial, Typically Neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 285 (30d10 + 120)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	18 (+4)	21 (+5)	18 (+4)	16 (+3)

**Saving Throws** Dex +11, Int +11

**Skills** Arcana +11, History +11, Perception +10

**Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** truesight 120 ft., passive Perception 20

**Languages** all, telepathy 120 ft.

**Challenge** 17 (18,000 XP)

**Proficiency Bonus** +6

### ACTIONS

**Multiattack.** The aurumach makes three Manifested Blade or Gleaming Ray attacks.

**Manifested Blade.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) force damage.

**Gleaming Ray.** *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 24 (3d12 + 5) force damage.

**Spellcasting.** The aurumach casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 19):

At will: *detect magic*, *detect thoughts*

1/day each: *fly*, *geas* (as an action), *slow*, *suggestion*

### BONUS ACTIONS

**Aura of Blades.** The aurumach manifests a spectral, golden aura of blades around itself. While this aura is manifested, each creature that starts its turn within 10 feet of the aurumach must make a DC 19 Dexterity saving throw, taking 16 (3d10) force damage on a failed save, or half as much damage on a successful one. The aura disappears after 1 minute, when the aurumach has the incapacitated condition or dies, or when the aurumach uses a bonus action to end it.

**Invoke Weakness (Recharge 5–6).** The aurumach attempts to use its magic to weaken the defenses of a creature it can see within 120 feet of itself. The target must succeed on a DC 19 Wisdom saving throw or become cursed until the end of the aurumach's next turn. The next time the aurumach hits the cursed target with a Manifested Blade or Gleaming Ray attack, the target takes an extra 27 (6d8) force damage.





## CUPRILACH RILMANI

Medium Celestial, Typically Neutral

**Armor Class** 16 (natural armor)

**Hit Points** 202 (27d8 + 81)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

**Saving Throws** Dex +9, Cha +6

**Skills** Perception +6, Stealth +13

**Damage Resistances** psychic

**Senses** truesight 120 ft., passive Perception 16

**Languages** any four languages, telepathy 120 ft.

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

### ACTIONS

**Multiattack.** The cuprilach makes three Burnished Blade or Bolt attacks.

**Burnished Blade.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 13 (2d12) psychic damage.

**Bolt.** *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 13 (2d12) psychic damage.

**Spellcasting.** The cuprilach casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect magic*, *disguise self*

1/day each: *alter self*, *fog cloud*, *silence*

### BONUS ACTIONS

**Assassin's Agility.** The cuprilach takes the Dash or Disengage action, or it makes one Burnished Blade attack.

### REACTIONS

**Uncanny Dodge.** The cuprilach halves the damage it takes from an attack that hits it, provided it can see the attacker.



## FERRUMACH RILMANI

Medium Celestial, Typically Neutral

**Armor Class** 18 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	15 (+2)	14 (+2)	10 (+0)

**Saving Throws** Str +8, Con +8

**Skills** Athletics +8, Perception +6

**Damage Resistances** psychic

**Senses** truesight 120 ft., passive Perception 16

**Languages** any two languages, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Bladed Edges.** A creature takes 10 (3d6) slashing damage if it starts its turn grappling or being grappled by the ferrumach.

**Skewering Charge.** If the ferrumach moves at least 20 feet in a straight line toward a Large or smaller creature and ends within 5 feet of it, that creature must succeed on a DC 16 Strength saving throw or have the grappled condition (escape DC 18) and take 10 (3d6) piercing damage.

### ACTIONS

**Multiattack.** The ferrumach makes three Sharpened Limb or Bolt attacks.

**Sharpened Limb.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 11 (2d10) psychic damage.

**Bolt.** *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 11 (2d10) psychic damage.

**Spellcasting.** The ferrumach casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *detect magic*

1/day each: *dispel magic*, *ice storm*



AN AURUMACH RILMANI GUARDS AGAINST PLANAR  
IMBALANCES IN THE OUTLANDS.





# SHEMESHKA

Shemeshka the arcanaloth is one of Sigil's most ambitious and notorious crime bosses. From her multiplanar casino, Fortune's Wheel, she manipulates secrets and fates across the planes. Shemeshka and her plots are further detailed in the adventure *Turn of Fortune's Wheel*.

## SHEMESHKA

Medium Fiend (Yugoloth), Neutral Evil

**Armor Class** 17 (natural armor)

**Hit Points** 162 (25d8 + 50)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	21 (+5)	16 (+3)	18 (+4)

**Saving Throws** Dex +7, Int +10, Wis +8, Cha +9

**Skills** Deception +9, Insight +8, Perception +8

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid, poison

**Condition Immunities** charmed, poisoned

**Senses** truesight 120 ft., passive Perception 18

**Languages** all, telepathy 120 ft.

**Challenge** 14 (11,500 XP)

**Proficiency Bonus** +5

**Legendary Resistance (4/Day).** If Shemeshka fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Shemeshka has advantage on saving throws against spells and other magical effects.

**Special Equipment.** Shemeshka carries a magic crown called the *Razorvine Tiara*. In the hands of anyone other than Shemeshka, the *Razorvine Tiara* functions as a *tentacle rod* that deals slashing damage instead of bludgeoning damage.

## ACTIONS

**Multiattack.** Shemeshka uses Arcane Flux or Spellcasting. She then makes one Claw attack or one attack with her *Razorvine Tiara*.

**Arcane Flux.** Shemeshka causes a surge of arcane energy to burst around one creature she can see within 120 feet of herself. The target must make a DC 18 Dexterity saving throw. On a failed save, the target takes 45 (7d12) force damage and has the incapacitated condition until the end of its next turn. On a successful save, the target takes half as much damage only.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 14 (4d6) poison damage.

**Razorvine Tiara.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 10 (3d6) slashing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or its speed is halved and it has disadvantage on attack rolls and saving throws until the end of its next turn.



**Spellcasting.** Shemeshka casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *alter self*, *darkness*, *invisibility* (self only), *mage hand*, *prestidigitation*

2/day each: *detect thoughts*, *dimension door*, *suggestion*

1/day each: *banishment*, *contact other plane* (as an action), *mind blank*

## BONUS ACTIONS

**Teleport.** Shemeshka teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see.

## REACTIONS

**Fell Counterspell (3/Day).** Shemeshka utters a magical word to interrupt a creature she can see that is casting a spell. If the spell is 5th level or lower, it fails and has no effect. If the spell is 6th level or higher, Shemeshka makes an Intelligence check (DC 10 + the spell's level). On a success, the spell fails and has no effect. Whatever the spell's level, the caster gains the poisoned condition until the end of its next turn.



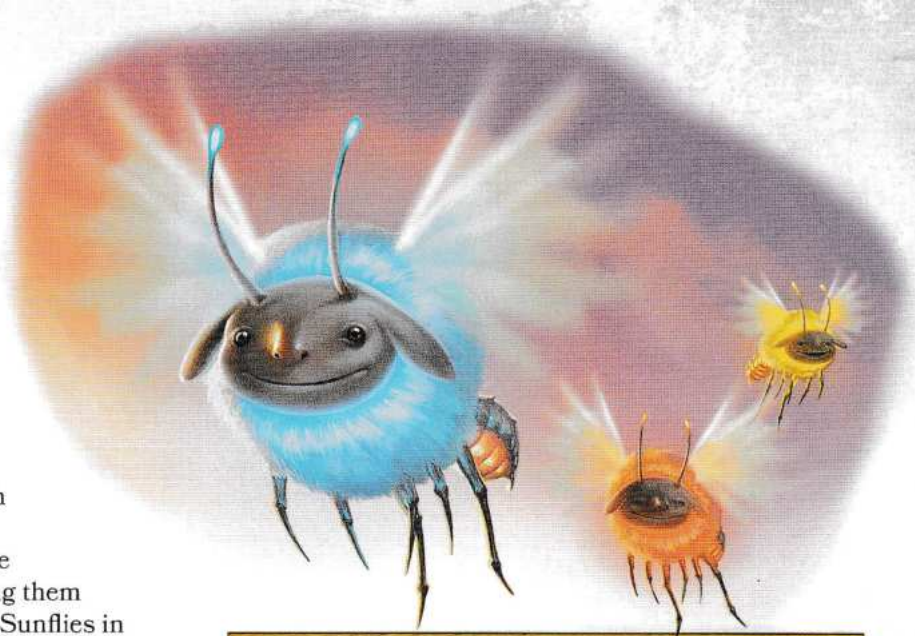
# SUNFLIES

Sunflies are whimsical, buzzing inhabitants of the Outer Planes. They travel widely and are important indicators of the health of the realms in which they reside; when sunflies struggle, so do the places they inhabit. Sunflies have stingers that they use to inject natural toxins into other creatures. Planar magic can alter a sunfly's toxin so that its effect is different depending on which Outer Plane the sunfly is on.

Many inhabitants of the planes have strong feelings about sunflies, viewing them as loathsome pests or adorable pets. Sunflies in Sigil are often the pets of doting, highly protective owners.

"Did you know that if you hold a sunfly up to your ear, you can hear what it's like to be stung by a sunfly?"

—Morte



## SUNFLY

*Tiny Celestial, Typically Chaotic Good*

**Armor Class** 13

**Hit Points** 2 (1d4)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	10 (+0)	4 (-3)	10 (+0)	6 (-2)

**Senses** passive Perception 10

**Languages** understands Celestial but can't speak

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

### ACTIONS

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. Additionally, if the sunfly is on an Outer Plane, it injects the target with a toxin, the effect of which is determined by the sunfly's location:

**Upper Plane.** The target sheds bright light in a 5-foot radius until the end of its next turn.

**Neutral Plane.** If the target is concentrating on a spell or similar effect, it makes the Constitution saving throw with disadvantage to maintain its concentration.

**Lower Plane.** The target's speed is reduced by 5 feet until the end of its next turn.

### BONUS ACTIONS

**Illumination.** The sunfly sheds bright light in a 5-foot radius and dim light for an additional 5 feet, or it uses a bonus action to extinguish the light.

## SWARM OF SUNFLIES

*Medium Swarm of Tiny Celestials, Typically Chaotic Good*

**Armor Class** 13

**Hit Points** 22 (5d8)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	4 (-3)	10 (+0)	6 (-2)

**Senses** passive Perception 10

**Languages** understands Celestial but can't speak

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny dragonfly. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Stings.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (3d4 + 3) piercing damage, or 5 (1d4 + 3) piercing damage if the swarm has half of its hit points or fewer. Additionally, if the swarm is on an Outer Plane, it injects the target with a toxin, the effect of which is determined by the swarm's location:

**Upper Plane.** The target sheds bright light in a 5-foot radius until the end of its next turn. During that time, the invisible condition has no effect on it.

**Neutral Plane.** If the target is concentrating on a spell or similar effect, it loses its concentration.

**Lower Plane.** The target's speed is reduced by 10 feet until the end of its next turn.

**Dazzling Lights (Recharge 6).** The swarm shines its lights in a dazzling display. Each creature within 15 feet of the swarm must succeed on a DC 10 Constitution saving throw or have the stunned condition for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### BONUS ACTIONS

**Illumination.** The swarm sheds bright light in a 15-foot radius and dim light for an additional 15 feet, or it uses a bonus action to extinguish the light.



## TIME DRAGONS

These sleek dragons harness the power of time to manipulate the past, present, and future. Time dragon wyrmlings are born with shining scales and have horns that are barely more than nubs. As they master the flow of time, their horns grow with branching, rainbow-hued veins suggestive of time's paths and possibilities.

Ancient time dragons can create temporal gates connected to specific times and places in the multiverse. Using these, they and allied creatures can travel anywhere in time to affect fate-determining moments or to banish threats beyond the flow of time. As a result of their ability to travel between ages, time dragons often seem unstuck from the usual flow of time and have a flexible view of what is, what was, and what will be.

Time dragons prize historical records, objects representative of lost cultures, and treasures from long-gone creators. They are fascinated by time-manipulation magic and forgotten knowledge.

Those who stumble upon a time dragon's hoard might find invaluable historical information from eras past.

### A TIME DRAGON'S LAIR

Time dragons often lair in the ruins of ancient civilizations or temples to dead gods and do their utmost to preserve these historical sites. A time dragon's insatiable desire for knowledge means it's likely to have more than one such lair.

The challenge rating of an ancient or adult time dragon increases by 1 when it's encountered in its lair.

"Don't pick fights with dragons, and especially not ones that already remember eating you."

—Morte



### ANCIENT TIME DRAGON

*Gargantuan Dragon, Typically Neutral*

**Armor Class** 22 (natural armor)

**Hit Points** 536 (29d20 + 232)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	27 (+8)	18 (+4)	23 (+6)

**Saving Throws** Dex +10, Con +16, Wis +12, Cha +14

**Skills** Arcana +16, History +24, Perception +20, Stealth +18

**Senses** blindsight 60 ft., darkvision 120 ft.,

passive Perception 30

**Languages** all

**Challenge** 26 (90,000 XP)

**Proficiency Bonus** +8

**Cycle of Rebirth.** If the dragon dies, its soul coalesces into a steely egg and teleports to a random plane of existence. The egg is immune to all damage and hatches into a time dragon wyrmling after 1d100 years. The dragon retains all memories and knowledge it gained in its previous life.

**Legendary Resistance (5/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The dragon makes three Rend attacks.

**Rend.** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 10 (3d6) force damage.

**Time Breath (Recharge 5–6).** The dragon exhales a wave of shimmering light in a 90-foot cone. Nonmagical objects and vegetation in that area that aren't being worn or carried crumble to dust. Each creature in that area must make a DC 24 Constitution saving throw. On a failed save, a creature takes 52 (8d12) force damage and is magically weakened as it is desynchronized from the time stream. While the creature is in this

state, attack rolls against it have advantage, it has the poisoned condition, and other creatures have resistance to all damage it deals. On a successful save, the creature takes half as much damage only. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves.

**Time Gate (1/Day).** The dragon conjures a 20-foot-diameter, circular portal in the space between its horns or in an unoccupied space it can see within 30 feet of itself. The portal links to a precise location on any plane of existence at a point in time up to 8,000 years from the present, whether past or future. The portal lasts for 24 hours or until the dragon's concentration ends (as if concentrating on a spell). The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is transported to the destination, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by the dragon from opening in the rulers' presence or anywhere within their domains.

### REACTIONS

The dragon can take up to three reactions per round but only one per turn.

**Reactive Rend.** After using Legendary Resistance or in response to being hit by an attack roll, the dragon makes one Rend attack.

**Slow Time.** Immediately after a creature the dragon can see ends its turn, the dragon targets a creature it can see within 90 feet of itself that is weakened by its Time Breath. Until the weakened effect ends on the target, its speed becomes 0, and its speed can't increase.

**Time Slip.** The dragon halves the damage it takes from an attack made against it, provided it can see the attacker. The dragon can then immediately teleport, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.





WITHIN THE MAUSOLEUM OF CHRONEPSIS, AN ANCIENT TIME DRAGON GUARDS HOURGLASSES MEASURING THE FATES OF DRAGONS ACROSS THE PLANES.





AN ADULT TIME DRAGON UNLEASHES ITS TIME BREATH, WEAKENING A PARTY OF ADVENTURERS.

## ADULT TIME DRAGON

*Huge Dragon, Typically Neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 250 (20d12 + 120)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	23 (+6)	16 (+3)	20 (+5)

**Saving Throws** Dex +8, Con +12, Wis +9, Cha +11

**Skills** Arcana +12, History +18, Perception +15, Stealth +14

**Senses** blindsight 60 ft., darkvision 120 ft.,

passive Perception 25

**Languages** all

**Challenge** 18 (20,000 XP)

**Proficiency Bonus** +6

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The dragon makes three Rend attacks.

**Rend.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) force damage.

**Time Breath (Recharge 5–6).** The dragon exhales a wave of shimmering light in a 60-foot cone. Nonmagical objects and vegetation in that area that aren't being worn or carried crumble to dust. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 36 (8d8) force damage and is magically weakened as it is desynchronized from the time stream. While the creature is in this state, attack rolls against it have advantage, and it has the poisoned condition. On a successful save, a creature takes half as much damage only. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves.

### REACTIONS

The dragon can take up to three reactions per round but only one per turn.

**Reactive Rend.** After using Legendary Resistance or in response to being hit by an attack roll, the dragon makes one Rend attack.

**Slow Time.** Immediately after a creature the dragon can see ends its turn, the dragon targets a creature it can see within 60 feet of itself that is weakened by its Time Breath. Until the weakened effect ends on the target, its speed becomes 0, and its speed can't increase.

**Time Slip.** The dragon halves the damage it takes from an attack made against it, provided it can see the attacker. The dragon can then immediately teleport, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.



## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the ancient or adult dragon can't take the same lair action two rounds in a row:

**Temporal Fling.** The dragon attempts to fling a creature it can see within 60 feet of itself forward through time. The target must succeed on a DC 18 Wisdom saving throw or take 26 (4d12) psychic damage and move 1 round forward in time. A target moved forward in time vanishes for the duration. When the effect ends, the target reappears in the space it left or in an unoccupied space nearest to that space if it's occupied.

**Temporal Lag.** The dragon slows time for each creature within 60 feet of itself. Until initiative count 20 of the next round, the affected creature can move or take an action on its turn, not both. The creature also can't take a reaction or a bonus action.

## YOUNG TIME DRAGON

*Large Dragon, Typically Neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	20 (+5)	15 (+2)	17 (+3)

**Saving Throws** Dex +5, Con +9, Wis +6, Cha +7

**Skills** Arcana +9, History +13, Perception +10, Stealth +9

**Senses** blindsight 30 ft., darkvision 120 ft.,  
passive Perception 20

**Languages** Draconic plus any four languages

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks.

**Rend.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.  
*Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) force damage.

**Time Breath (Recharge 5–6).** The dragon exhales a wave of shimmering light in a 30-foot cone. Nonmagical objects and vegetation in that area that aren't being worn or carried crumble to dust. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 31 (7d8) force damage and is magically weakened as it is desynchronized from the time stream. While the creature is in this state, attack rolls against it have advantage. On a successful save, a creature takes half as much damage only. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on two of these saves.

**Timeline Divergence.** The dragon chooses a space it can fit into within its lair. The dragon exists simultaneously in its space and the chosen space until initiative count 20 on the next round. Whenever it moves or takes an action, the dragon chooses which version is moving or acting. If an effect or attack can target both the dragon's spaces at the same time, the dragon is affected only once.

## REGIONAL EFFECTS

The region surrounding an ancient or adult time dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

**Time Dilations.** Time fluctuates within 3 miles of the lair. Short rests taken within this area take 10 minutes or 2 hours (your choice).

**Timelessness.** Beasts, Humanoids, and Plants within 3 miles of the lair age only 1 year for every 10 years that pass.

If the dragon dies, these effects fade over the course of 1d10 days.

## TIME DRAGON WYRMLING

*Medium Dragon, Typically Neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	17 (+3)	13 (+1)	17 (+3)

**Saving Throws** Dex +3, Con +6, Wis +4, Cha +6

**Skills** Arcana +6, History +9, Perception +7, Stealth +6

**Senses** blindsight 10 ft., darkvision 120 ft.,  
passive Perception 17

**Languages** Draconic plus any two languages

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks.

**Rend.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.  
*Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) force damage.

**Time Breath (Recharge 5–6).** The dragon exhales a wave of shimmering light in a 15-foot cone. Nonmagical objects and vegetation in that area that aren't being worn or carried crumble to dust. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 27 (6d8) force damage and is magically weakened as it is desynchronized from the time stream. While the creature is in this state, attack rolls against it have advantage. On a successful save, a creature takes half as much damage only. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## VARGOUILLE REFLECTION

Vargouilles are flying Fiends that resemble disembodied Humanoid heads with wings. While most vargouilles roam the planes to curse Humanoids and create more vargouilles, a variant known as the vargouille reflection resides in Undersigil. When a vargouille reflection spots a Humanoid target, it takes on that creature's visage, terrifying that creature by appearing as its own disembodied head.

### VARGOUILLE REFLECTION

*Tiny Fiend, Typically Chaotic Evil*

**Armor Class** 12

**Hit Points** 22 (5d4 + 10)

**Speed** 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	2 (-4)

**Damage Resistances** cold, fire, lightning, psychic

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Abyssal, Infernal, and any languages it knew before becoming a vargouille, but it can't speak

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Magic Resistance.** The vargouille has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) psychic damage.

**Abyssal Curse.** The vargouille targets one Humanoid within 5 feet of itself that has the incapacitated condition. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target's Charisma decreases by 1 after each hour, as its head takes on fiendish aspects, and its Charisma can't increase. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell. When the cursed target's Charisma becomes 2, the target dies, and its head tears from its body and becomes a new vargouille reflection. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete ends the curse and restores the target's Charisma.

**Horrific Reflection (Recharge 5–6).** The vargouille's head mimics that of a Humanoid the vargouille can see within 120 feet of itself. The target must succeed on a DC 12 Wisdom saving throw or take 10 (3d6) psychic damage and have the frightened condition for 1 hour or until the vargouille loses concentration (as if concentrating on a spell). If the target's saving throw is successful or if the effect ends on it, the target is immune to the Horrific Reflection of all vargouille reflections for 1 hour.





# FACTION AGENTS

This section presents stat blocks in alphabetical order for members of Sigil's twelve ascendant factions. These groups and a summary of their beliefs appear on the Ascendant Factions of Sigil table. All are detailed further in *Sigil and the Outlands*.

## ASCENDANT FACTIONS OF SIGIL

Name	Summary
Athar	Claim the gods are frauds
Bleak Cabal	Find no sense in the multiverse
Doomguard	Celebrate destruction
Fated	Take all they can
Fraternity of Order	Discover laws to find truth
Hands of Havoc	Free society through chaos
Harmonium	Enforce peace through might
Heralds of Dust	Believe we're already dead
Mercykillers	Bringers of merciless justice
Mind's Eye	Seekers of godhood
Society of Sensation	Find truth through experience
Transcendent Order	Act unfettered by thought

## ATHAR NULL

The Athar deny the legitimacy of gods, believing the so-called deities are merely powerful spellcasters. To combat false gods, Athar nulls train to negate the powers of those with magic. Nulls work in the shadows, serving as assassins and spies for the Athar.

## BLEAK CABAL VOID SOOTHER

A void soother cares for creatures struck by curses and the negative effects of the planes. These warriors go to dangerous planes and areas torn by conflict to provide relief to those they find there.

## DOOMGUARD DOOM LORD

Doom lords are the highest-ranking members of the Doomguard, embodying the multiverse's inevitable collapse into dust. Doom lords' mere presence snuffs the life from weaker foes, and the stoutest walls crumble before them.

"Sigil's factions aren't all alike, Chief. You got the ones that'll talk your ears off and then club you, and the ones that'll club you and then talk your ears off. Important difference there."

—Morte



## ATHAR NULL

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 14 (leather armor)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	15 (+2)	14 (+2)	10 (+0)

**Saving Throws** Dex +6, Wis +5

**Skills** Investigation +8, Perception +5, Stealth +6

**Senses** passive Perception 15

**Languages** Common plus two more languages

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Avoidance.** If the null is subjected to an effect that allows it to make a saving throw to take half as much damage, it instead takes no damage if it succeeds on the saving throw, and half as much damage if it fails.

## ACTIONS

**Multiattack.** The null makes two Force Dagger attacks.

**Force Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 13 (3d8) force damage. *Hit or Miss:* The dagger magically returns to the null's hand immediately after a ranged attack.

## BONUS ACTIONS

**Defier's Whim.** The null takes the Dash, Disengage, or Use an Object action.

## REACTIONS

**Nullify Spell (3/Day).** The null utters a magical word of cancellation to interrupt a creature it can see that is casting a spell. If the spell is 3rd level or lower, it fails and has no effect. If the spell is 4th level or higher, the null makes an Intelligence check (DC 10 + the spell's level). On a successful check, the spell fails and has no effect.





## BLEAK CABAL VOID SOOTHER

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 16 (breastplate)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	15 (+2)	10 (+0)

**Saving Throws** Con +3, Wis +4

**Skills** Medicine +4

**Senses** passive Perception 12

**Languages** Common plus one more language

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

### ACTIONS

**Multiattack.** The void soother makes two Mace or Void Bolt attacks.

**Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) force damage.

**Void Bolt.** *Ranged Spell Attack:* +4 to hit, range 90 ft., one target. *Hit:* 9 (2d8) force damage.

**Spellcasting.** The void soother casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance*, *light*

1/day each: *calm emotions*, *lesser restoration*, *remove curse*, *protection from energy*

### BONUS ACTIONS

**Soothing Word (3/Day).** The void soother speaks a magical word of mercy, healing one creature it can see within 60 feet of itself. The target regains 4 (1d4 + 2) hit points.



## DOOMGUARD DOOM LORD

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 18 (plate armor)

**Hit Points** 202 (27d8 + 81)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	15 (+2)	14 (+2)	18 (+4)

**Saving Throws** Str +9, Con +7

**Skills** Perception +6

**Damage Immunities** necrotic

**Senses** passive Perception 16

**Languages** Common plus three more languages

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

**Aura of Doom.** Any creature that starts its turn within 10 feet of the doom lord must make a DC 16 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. If the doom lord doesn't have the incapacitated condition, it can suppress or resume this aura at the start of its turn (no action required).

**Siege Monster.** The doom lord deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The doom lord makes two Entropic Greatsword or Entropic Javelin attacks.

**Entropic Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (3d6) necrotic damage. A creature killed by this attack has its body and everything it is wearing or carrying, except for magic items, reduced to ash.

**Entropic Javelin.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 14 (4d6) necrotic damage. A creature killed by this attack has its body and everything it is wearing or carrying, except for magic items, reduced to ash.





FACTOLS HASHKAR, DARKWOOD, AND RHYS, ALONG WITH OTHER SIGIL LEADERS, DEBATE IN THE HALL OF SPEAKERS.



## DOOMGUARD ROT BLADE

Rot blades are the entropic levers through which the Doomguard quickens the natural decay of the multiverse. These members wield weapons immersed in necrotic energy, which can turn their enemies to ash.

## FATED SHAKER

Fated shakers are bullies who shake down those indebted to the faction's tax collectors and evictors. These enforcers use their magic to intimidate and subjugate those who try to stand up to them.

## FRATERNITY OF ORDER LAW BENDER

Members of the Fraternity of Order find and exploit loopholes in the laws of the multiverse. Law benders are magistrates who skirt the rules of probability and space, moving freely and manipulating the outcomes of actions around them.

### DOOMGUARD ROT BLADE

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 18 (plate armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	15 (+2)

**Saving Throws** Str +7, Con +6

**Skills** Perception +3

**Damage Resistances** necrotic

**Senses** passive Perception 13

**Languages** Common plus two more languages

**Challenge** 6 (2,300 XP) **Proficiency Bonus** +3

### ACTIONS

**Multiattack.** The rot blade makes two Entropic Blade or Entropic Javelin attacks.

**Entropic Blade.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 7 (2d6) necrotic damage. A creature killed by this attack has its body and everything it is wearing or carrying, except for magic items, reduced to ash. *Hit or Miss:* The rot blade can cause the blade to emit a burst of entropic magic in a 10-foot-radius sphere centered on the weapon. Each creature in that area other than the rot blade must succeed on a DC 13 Constitution saving throw or take 6 (1d12) necrotic damage. The blade can emit entropic magic in this way only once per turn.

**Entropic Javelin.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 13 (2d12) necrotic damage. A creature killed by this attack has its body and everything it is wearing or carrying, except for magic items, reduced to ash.

"Did I mention the factions that skip the talking and just club you? You gotta respect the efficiency there."

—Morte



### FATED SHAKER

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 13 (16 with mage armor)

**Hit Points** 76 (17d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	15 (+2)	16 (+3)	15 (+2)

**Saving Throws** Int +5, Wis +6

**Skills** Insight +6, Investigation +5, Perception +6

**Senses** passive Perception 16

**Languages** Common plus two more languages

**Challenge** 5 (1,800 XP) **Proficiency Bonus** +3

### ACTIONS

**Multiattack.** The shaker makes two Golden Rod or Radiant Bolt attacks.

**Golden Rod.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) radiant damage.

**Radiant Bolt.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 14 (2d10 + 3) radiant damage.

**Spellcasting.** The shaker casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *mage armor*, *mage hand*

1/day each: *enlarge/reduce*, *fly*, *suggestion*

### BONUS ACTIONS

**Commanding Words.** The shaker speaks magical words to order a creature it can see within 30 feet of itself. The target must succeed on a DC 14 Wisdom saving throw or be affected by one of the following effects (choose one or roll a d4):

**1–2: Grovel.** The target takes 14 (4d6) psychic damage, drops whatever it is holding, and has the prone condition.

**3–4: Cower.** The target takes 10 (3d6) psychic damage and has the frightened condition until end of its next turn.





LEFT TO RIGHT: DOOMGUARD ROT BLADE, FATED SHAKER, AND FRATERNITY OF ORDER LAW BENDER

## FRATERNITY OF ORDER LAW BENDER

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 137 (25d8 + 25)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	12 (+1)	19 (+4)	16 (+3)	14 (+2)

**Saving Throws** Con +5, Wis +7

**Skills** Insight +7, Perception +7

**Senses** passive Perception 17

**Languages** Common plus three more languages

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

### ACTIONS

**Multiattack.** The law bender makes three Arcane Burst attacks and uses Power of Authority or Spellcasting.

**Arcane Burst.** *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 90 ft., one target. *Hit:* 17 (2d12 + 4) force damage.

**Power of Authority.** The law bender targets a creature it can see within 60 feet of itself. The target must succeed on a DC 16 Intelligence saving throw or take 10 (3d6) psychic damage and have the incapacitated condition for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the incapacitated condition on itself on a success. A target that succeeds on the saving throw becomes immune to this law bender's Power of Authority for 24 hours.

**Spellcasting.** The law bender casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability:

At will: *dispel magic*, *fly*, *mage armor*, *mage hand*, *prestidigitation*

### BONUS ACTIONS

**Spatial Loophole.** The law bender teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

### REACTIONS

**Probability Loophole (3/Day).** When the law bender or a creature it can see makes an attack roll, a saving throw, or an ability check, the law bender can cause the roll to be made with advantage or disadvantage.



## HANDS OF HAVOC FIRE STARTER

The pyromaniacal agents known as fire starters burn away oppressive systems through chaos and flame. They wield hammers that emit magical flames—perfect for smashing and burning.

## HARMONIUM CAPTAIN

Harmonium captains lead peacekeeper patrols throughout Sigil. They bolster their subordinates in battle and bring the authority of the Harmonium crashing down on suspects with their commands.

## HARMONIUM PEACEKEEPER

Peacekeepers wear distinctive red plate armor and wield planar mancatchers, polearms whose metal pincers prevent criminals clamped in their grasp from teleporting away, making them excellent at catching wrongdoers in Sigil.

### HANDS OF HAVOC FIRE STARTER

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 16 (breastplate)  
**Hit Points** 65 (10d8 + 20)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	16 (+3)	11 (+0)

**Saving Throws** Str +5, Con +4  
**Damage Resistances** fire  
**Senses** passive Perception 13  
**Languages** Common plus one more language  
**Challenge** 4 (1,100 XP) **Proficiency Bonus** +2

#### ACTIONS

**Multiattack.** The fire starter makes two Havoc Hammer or Havoc Flask attacks.

**Havoc Hammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) fire damage. If the target is a creature, magical flames cling to it, causing it to take 3 (1d6) fire damage at the start of each of its turns. Immediately after taking this damage on its turn, the target can make a DC 13 Dexterity saving throw, ending the effect on itself on a successful save.

**Havoc Flask.** *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 13 (2d12) fire damage. If the target is a creature, magical flames cling to it, causing it to take 3 (1d6) fire damage at the start of each of its turns. Immediately after taking this damage on its turn, the target can make a DC 13 Dexterity saving throw, ending the effect on itself on a successful save.

After the fire starter throws the flask, roll a d6; on a 3 or lower, the fire starter has no more flasks to throw.



HANDS OF HAVOC  
FIRE STARTER

### HARMONIUM CAPTAIN

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 20 (plate armor and shield)  
**Hit Points** 110 (17d8 + 34)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

**Saves** Str +7, Wis +6  
**Skills** Perception +6  
**Condition Immunities** charmed, frightened  
**Senses** passive Perception 16  
**Languages** Common plus one more language  
**Challenge** 8 (3,900 XP) **Proficiency Bonus** +3

**Aura of Command.** Allies within 30 feet of the captain are immune to the charmed and frightened conditions. This aura is suppressed while the captain has the incapacitated condition.

#### ACTIONS

**Multiattack.** The captain makes three Harmonium Blade attacks. The captain can also use Dictate if available.

**Harmonium Blade.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 10 (3d6) lightning damage.

**Dictate (Recharge 5–6).** The captain verbally commands up to three creatures it can see within 60 feet of itself. This magical command must be to undertake an action or to refrain from taking actions (for example, “Throw down your weapons”).

A target must succeed on a DC 14 Wisdom saving throw or have the charmed condition for 1 minute, during which time it follows the captain's command. The effect ends early if the target takes damage or if it successfully completes the command. A target automatically succeeds on its saving throw if the command is directly harmful to itself, such as commanding it to walk into fire.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.





HARMONIUM CAPTAIN

HARMONIUM PEACEKEEPER

## HARMONIUM PEACEKEEPER

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 18 (plate armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Common plus one more language

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Pack Tactics.** The peacekeeper has advantage on an attack roll against a creature if at least one of the peacekeeper's allies is within 5 feet of the creature and the ally doesn't have the incapacitated condition.

### ACTIONS

**Electrified Mancatcher.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 4 (1d8) lightning damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 13). Until the grappled condition ends, the target has the restrained condition and can't teleport, the peacekeeper can't make Electrified Mancatcher attacks, and the target takes 8 (1d10 + 3) lightning damage at the start of each of its turns.



HERALDS OF  
DUST REMNANT

## HERALDS OF DUST REMNANT

Remnants are Dusters who sought undeath via rituals but failed. Liaisons and spies, these agents exist in a halfway point between life and death.

## HERALDS OF DUST REMNANT

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	17 (+3)	14 (+2)	11 (+0)

**Skills** Arcana +5, Perception +4, Stealth +6

**Damage Resistances** necrotic

**Senses** passive Perception 14

**Languages** Common plus three more languages

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

### ACTIONS

**Multiattack.** The remnant makes two Necrotic Surge attacks.

**Necrotic Surge.** *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage.

**Spellcasting.** The remnant casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mage armor*, *mage hand*, *prestidigitation*  
1/day each: *bane*, *dimension door*, *web*

### BONUS ACTIONS

**Phase (2/Day).** The remnant becomes partially incorporeal for as long as it maintains concentration on the effect (as if concentrating on a spell). While partially incorporeal, the remnant has resistance to bludgeoning, piercing, and slashing damage.



## MERCYKILLER BLOODHOUND

Clad in black armor and spiked gauntlets that end in steel claws, bloodhounds hunt down those guilty of serious offenses in Sigil. These trackers pursue their targets across the planes.

## MIND'S EYE MATTER SMITH

Members of the Mind's Eye believe the power to transcend the multiverse lies in every individual. Matter smiths harness this innate power to reshape reality in Sigil's Great Foundry, manifesting useful tools from nothing.

### MERCYKILLER BLOODHOUND

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 18 (plate armor)

**Hit Points** 104 (16d8 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	12 (+1)	15 (+2)	8 (-1)

**Skills** Perception +8, Survival +8

**Senses** passive Perception 18

**Languages** Common plus one more language

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Portal Sense.** The bloodhound can sense the presence of portals within 30 feet of itself, including inactive portals, and instinctively knows the destination of each portal.

### ACTIONS

**Multiattack.** The bloodhound makes three Clawed Gauntlet attacks.

**Clawed Gauntlet.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 10 (3d6) necrotic damage.

### BONUS ACTIONS

**Marked for Pursuit (3/Day).** The bloodhound attempts to place a magical mark on a creature it can see within 30 feet of itself. The target must succeed on a DC 13 Charisma saving throw or become cursed for 24 hours. A creature missing any of its hit points has disadvantage on this saving throw. While cursed in this way, the bloodhound can sense the direction and distance to the target as long as the two are on the same plane of existence. If the target isn't on the same plane, the bloodhound knows what plane the target is on.

"Want to know all there is to know about a faction? Just take a look at their factol. You can always tell which ones have grand visions for the planes, and which ones have grand visions for their bank vaults."

—Morte



### MIND'S EYE MATTER SMITH

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

**Saving Throws** Int +4, Cha +5

**Skills** Investigation +4, Perception +6

**Senses** passive Perception 16

**Languages** Common plus two more languages

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

### ACTIONS

**Multiattack.** The matter smith makes two Manifested Force attacks.

**Manifested Force.** *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

**Spellcasting.** The matter smith casts one of the following spells, using Charisma as the spellcasting ability:

At will: *mage armor*, *mage hand*, *prestidigitation*

1/day each: *create food and water*, *fabricate* (as an action)

### BONUS ACTIONS

**Planar Smithing.** The matter smith magically manipulates the energy of the plane of existence it's on to produce one of the following effects (choose one or roll a d4):

**1–2: Chains.** The matter smith creates spectral bindings around a creature it can see within 30 feet of itself. The target must succeed on a DC 13 Dexterity saving throw or have the restrained condition until the end of its next turn.

**3–4: Magic Shield.** The matter smith conjures a floating, spectral shield that grants the matter smith a +5 bonus to its AC until the shield disappears at the start of the matter smith's next turn. The first time a creature misses a melee attack roll against the matter smith while the shield is conjured, that creature takes 7 (2d6) force damage.





MIND'S EYE  
MATTER SMITH



MERCYKILLER  
BLOODHOUND

SOCIETY OF SENSATION  
MUSE



## SOCIETY OF SENSATION MUSE

The muses of the Society of Sensation are performers who enthrall crowds with spectacle and minor sensory experiences. When threatened, they beguile their foes, placating their enemies with magical displays.

### SOCIETY OF SENSATION MUSE

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 14 (leather armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	15 (+2)	14 (+2)	17 (+3)

**Saving Throws** Dex +5, Cha +5

**Skills** Insight +4, Perception +4, Performance +7, Stealth +5

**Senses** passive Perception 14

**Languages** Common plus two more languages

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

### ACTIONS

**Multiattack.** The muse makes two Beguiling Resonance attacks.

**Beguiling Resonance.** *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 90 ft., one target. *Hit:* 9 (2d8) psychic damage. If the target is a creature, it must succeed on a DC 13 Charisma saving throw or have disadvantage on the next attack roll it makes until the end of its next turn.

**Spellcasting.** The muse casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights*

1/day each: *comprehend languages*, *hypnotic pattern*

### BONUS ACTIONS

**Enchanting Presence.** Each creature within 30 feet of the muse must make a DC 13 Wisdom saving throw. On a failed save, the creature has the charmed condition for 1 minute. On a successful save, the creature becomes immune to any muse's Enchanting Presence for 24 hours.

Whenever the muse deals damage to the charmed creature, the charmed creature can repeat the saving throw, ending the effect on itself on a success.



# TRANSCENDENT ORDER CONDUIT

Members of the Transcendent Order train to act without thinking, eliminating thought behind action. Conduits react with the cadence of the multiverse. Their sharp reflexes border on precognition, allowing them to unconsciously act before their foes.

## TRANSCENDENT ORDER INSTINCT

Elite martial artists, instincts have learned to fight unburdened by thought, deflecting the blows of their enemies in rapid succession.

### TRANSCENDENT ORDER CONDUIT

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 18 (Unarmored Defense)

**Hit Points** 97 (15d8 + 30)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	10 (+0)	18 (+4)	12 (+1)

**Saving Throws** Wis +7, Cha +4

**Skills** Acrobatics +7, Performance +4, Perception +7

**Senses** passive Perception 17

**Languages** Common plus one more language

**Challenge** 8 (3,900 XP) **Proficiency Bonus** +3

**Instinctive Reflexes.** The conduit has advantage on initiative rolls, and it can't have disadvantage on attack rolls.

**Unarmored Defense.** While the conduit is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

#### ACTIONS

**Multiattack.** The conduit makes three Unarmed Strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, the conduit can choose one of the following additional effects (up to once per turn each):

**Incapacitate.** The target must succeed on a DC 15 Constitution saving throw or have the incapacitated condition until the end of the conduit's next turn.

**Push.** The target is pushed up to 10 feet horizontally away from the conduit.

#### REACTIONS

The conduit can take up to three reactions per round but only one per turn.

**Deflect Attack.** In response to being hit by an attack roll, the conduit partially deflects the blow. The damage the conduit takes from the attack is reduced by 1d10.

**Don't Be There.** When the conduit must make a saving throw, it can move up to half its speed without provoking opportunity attacks. If its new position moves it out of range or otherwise makes it impossible to target by the effect, the conduit avoids the effect entirely.



TRANSCENDENT ORDER CONDUIT (LEFT) AND  
TRANSCENDENT ORDER INSTINCT (RIGHT)

### TRANSCENDENT ORDER INSTINCT

*Small or Medium Humanoid, Any Alignment*

**Armor Class** 16 (Unarmored Defense)

**Hit Points** 49 (9d8 + 9)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	12 (+1)

**Saving Throws** Wis +5, Cha +3

**Skills** Acrobatics +5, Performance +3, Perception +5

**Senses** passive Perception 15

**Languages** Common plus one more language

**Challenge** 3 (700 XP) **Proficiency Bonus** +2

**Unarmored Defense.** While the instinct is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

#### ACTIONS

**Multiattack.** The instinct makes three Unarmed Strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

#### REACTIONS

The instinct can take up to three reactions per round but only one per turn.

**Deflect Blow.** In response to being hit by a melee attack roll, the instinct partially deflects the blow. The damage the instinct takes from the attack is reduced by 1d6.



# PLANAR ENCOUNTERS

The following tables present random encounters adventurers might face across the Outlands or in other realms influenced by the Outer Planes. These tables are divided by the alignment of the planes affecting a region. Unless otherwise noted, creatures marked with an asterisk (\*) appear in this book, while the rest are described in the *Monster Manual*.

If you wish to further customize these encounters, use traits detailed in the "Planar Influences" section earlier in this book.

## CHAOTIC PLANAR ENCOUNTERS

d100	Encounter
01–08	1d6 <b>bariaur wanderers</b> *
09–16	1 <b>monodrone</b> that has gone rogue and seeks the meaning of the multiverse
17–24	1d6 <b>swarms of sunflies</b> *
25–31	1d4 <b>red slaadi</b>
32–38	1 <b>swarm of cranium rat squeakers</b> .* Roll a die. If the number is even, these cranium rats have set up a tiny shop. If the number is odd, these cranium rats have also set up a tiny shop but are con artists.
39–46	1d6 <b>pteranodons</b>
47–55	1d4 <b>Mercykiller bloodhounds</b> * tracking a planar criminal
56–62	1d8 <b>berserker</b> petitioners (see the introduction of this book)
63–72	A rift-like portal connecting to a random plane
73–79	1 <b>ettin</b> with two different animal heads
80–85	1 <b>green slaad</b> disguised as a lost explorer from the Material Plane
86–90	1d6 <b>vrocks</b> seeking to dragoon captives into the Blood War
91–97	A location the characters passed hours ago
98–00	1 chaotic <b>empyrean</b> seeking companions to undertake a mighty quest



## EVIL PLANAR ENCOUNTERS

d100	Encounter
01–07	1d6 <b>vargouille reflections</b> *
08–16	1 <b>night hag</b> selling 2d6 <b>larvae</b> (see the <i>Dungeon Master's Guide</i> )
17–23	1d4 <b>razorvine blights</b> *
24–31	A force of 3d10 <b>hobgoblins</b> and 1 <b>hobgoblin warlord</b>
32–38	1 <b>gnoll fang of Yeenoghu</b> and 2d6 <b>gnolls</b>
39–47	1 <b>ultroloth</b> and 1d4 <b>mezzoloths</b>
48–53	1 <b>darkweaver</b> * that calls from its shadowy lair
54–63	A portal to a Lower Plane that whispers sinister promises
64–69	1 <b>shator demodand</b> * seeking its lost prisoners
70–77	2d6 <b>nightmares</b>
78–84	1 <b>githyanki knight</b> mounted on 1 <b>young red dragon</b>
85–91	1 <b>lich</b> in a sinister walking citadel
92–98	A Blood War battlefield where 1 <b>marilith</b> general leads demons against 1 <b>ice devil</b> general and its devils
99–00	1 <b>baernaloth</b> * with a sinister magic item

## GOOD PLANAR ENCOUNTERS

d100	Encounter
01–09	1 <b>sunfly</b> * carrying a tiny dessert
10–16	1 <b>lantern archon</b> * leading a group of 2d4 <b>commoner</b> petitioners (see the introduction of this book) who are prone to getting lost
17–22	1d6 <b>musteval guardinals</b> * on a secret mission
23–28	1 <b>time dragon wyrmling</b> *
29–35	1d4 <b>hound archons</b> *, each with a <b>mastiff</b> tracking dog
36–41	A friendly, awakened <b>swarm of bats</b>
42–48	1d4 <b>cloud giants</b> on a floating island
49–56	1 <b>druid</b> studying an inert, magical animal sculpture made of thousands of tanzanite crystals
57–63	1 <b>treant</b> comprised of cacti, coral, or mushrooms
64–70	1 <b>avoral guardinal</b> * seeking a lost animal petitioner (see the introduction of this book)
71–80	A portal to an Upper Plane that beckons with promises of eternal peace and comfort
81–87	1 <b>gold dragon</b> (your choice of young, adult, or ancient)
88–95	1 <b>planar incarnate</b> (Celestial form)
96–00	1 <b>solar</b> angel sent to bestow a blessing (see the <i>Dungeon Master's Guide</i> ) on a character



## LAWFUL PLANAR ENCOUNTERS

### d100 Encounter

- 01–06 A **warden archon**\* guarding a portal to a dangerous plane
- 07–13 1 **imp** who claims to speak for an archdevil
- 14–21 1d6 **Hands of Havoc fire starters**\*
- 22–29 1 **maelephant**\*
- 30–36 1 **flumph** petitioner (see the introduction of this book) that's excited to learn about the planes
- 37–42 1 **decaton modron**\* and 2d6 **quadrones** on their way back to Mechanus
- 43–48 1 **guardian naga** storyteller
- 49–54 1 **gynosphinx** who guards secret wisdom
- 55–61 1d6 **knight**s on a quest across the planes
- 62–69 1 **nonaton modron**\* in a walking citadel that looks like a giant modron
- 70–76 1d4 **couatls**
- 77–84 1 **Mind's Eye matter smith**\* testing a new invention
- 85–90 1 **beholder** petitioner (see the introduction of this book) scheming against a rival who's still alive
- 91–97 1 **pit fiend** who claims to speak for an archdevil
- 98–00 1 **hexton modron**\* leading a march of hundreds of lesser modrons

## NEUTRAL PLANAR ENCOUNTERS

### d100 Encounter

- 01–07 1d6 **thri-kreen** looking for a way back to their Material Plane home
- 08–15 A mysterious being who communicates via 1 **cranium rat squeaker**\*
- 16–22 1d4 **Society of Sensation muses**\* undertaking increasingly daring feats
- 23–31 1 **smoke mephit** carrying challenges between archmage rivals
- 32–38 1 **eater of knowledge**\*
- 39–46 2d12 **commoner** petitioners (see the introduction of this book) fleeing 1d4 **farastu demodands**\* and 1 **kelubar demodand**\*
- 47–55 1 **cuprilach rilmani**\* on an assassination mission
- 56–64 1 **equinal guardinal**\* messenger
- 65–71 1d4 **githzerai travelers**\*
- 72–79 1 **kolyarut**\* seeking a contract breaker
- 80–86 1 **aurumach rilmani**\*
- 87–92 1 **githzerai futurist**\* with a warning about a character's future
- 93–98 1 **flameskull** claiming to be the famed planar explorer Morte
- 99–00 1 **ancient time dragon**\* (50 percent chance the time dragon is from the past, 50 percent chance it's from the future)



"Don't go thinking you've got a handle on the planes now, Chief. That's the surest way to find out you don't know the first thing about how they really work."

—Morte



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