



THE CITY OF DOORS



CREDITS

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Based on the 2nd Edition Planescape Campaign Setting

BOILERPLATE

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RELATIONSHIPS

1 - City Matters

- 1 - Tout and Clueless Mark
- 2 - Offered a bribe, accepted a bribe
- 3 - Debtor and Debt Collector
- 4 - Co-owners of a Razorvine Cutting Service
- 5 - Renter and Landlord
- 6 - Craftsperson and Apprentice

2 - Faction Matters

- 1 - Xaositect Prophet and Interpreter
- 2 - Guvner Legal Advocate and Harmonium Cop
- 3 - Mercykiller and Ex-Convict
- 4 - Sensate Artist and Muse
- 5 - Dustman and Recently Bereaved
- 6 - Anarchist Proselytizer and Faction Loyalist

3 - Adventuring

- 1 - Wizard and Apprentice
- 2 - Bard and Groupie
- 3 - Cleric and Worshipper
- 4 - Rogue and Victim
- 5 - Barbarian and Sidekick
- 6 - Paladin and Disbeliever

4 - Blood

- 1 - Tiefling and human parent
- 2 - Twins, raised on different planes
- 3 - Githzerai and Githyanki
- 4 - Immortal and distant descendant
- 5 - Half-dragon siblings, one elven, one dwarven
- 6 - Ancient construct and the one who activated it

5 - Crime

- 1 - Assassin and accidental witness
- 2 - Bookie and their 'Protection'
- 3 - Does the books, skimming a little off the top
- 4 - Black market dealer and their best customer
- 5 - Plotting to bring a god into Sigil together
- 6 - Magical item counterfeiter and their distributor

6 - Romance

- 1 - Unrequited love
- 2 - Boths sides of a very bad breakup
- 3 - Rivals for the same third party's affections
- 4 - Met as participants in an *interesting* ritual
- 5 - Members of the same abstinent religious order
- 6 - Accidentally took a love potion,
desperately trying to fix the problem

...IN SIGIL

NEEDS

1 - To Get Revenge

- 1 - On the person who brought you to Sigil
- 2 - On the thieves who took everything you owned
- 3 - On the client who insulted your work
- 4 - On the murderers who killed your family
- 5 - On the church where you used to worship
- 6 - On the cowards who abandoned you

2 - To Get Rich

- 1 - By turning in a dangerous criminal
- 2 - By publishing the book you can't quite finish
- 3 - By selling the family heirlooms
- 4 - By winning the patronage of a powerful faction
- 5 - By clearing a dungeon as an adventurer
- 6 - By scamming everyone who's ever trusted you

3 - To Get Power

- 1 - By making a deal with a planar outsider
- 2 - By organizing an Indep labor strike
- 3 - By collecting magical artifacts
- 4 - By starting a cult
- 5 - By controlling a useful portal
- 6 - By being promoted above your rivals

4 - To Get Rid Of

- 1 - The curse on your family line
- 2 - The bounty hunter on your trail
- 3 - Your innocence
- 4 - The memories that haunt you
- 5 - Your reputation as the neighbourhood gossip
- 6 - This contract you can't fulfill

5 - To Indulge

- 1 - The geas that controls you
- 2 - A gambling addiction
- 3 - Your constant and dangerous curiosity
- 4 - Your unholy talent for Necromancy
- 5 - In every pleasure of the flesh
- 6 - A unique taste for art

6 - To Get at the Truth

- 1 - About how the city changes shape
- 2 - About the balance of chaos and order
- 3 - About the prophecy you inherited
- 4 - About your original home plane
- 5 - About the magical device beneath your house
- 6 - About why the drinks at the Ubitquitous Wayfarer are so goddamn good

...IN SIGIL

LOCATIONS

1 - Living It Up

- 1 - Fortune's Wheel
- 2 - The Civic Feshall
- 3 - Extraplanar Bank Vault
- 4 - Art & Curio Galleria
- 5 - A balcony overlooking the Singing Fountain
- 6 - The Rowan Academy of Learning

2 - Shady Spots

- 1 - Hive Ward Pawn Shop
- 2 - Manor Backdoor Entrance
- 3 - Glue Factory
- 4 - Bleaker Charity
- 5 - The Smoldering Corpse Bar
- 6 - Temple of Vecna

3 - Everyday Sigil

- 1 - Fell's Tattoo Parlor
- 2 - Clerk's Ward Community Garden
- 3 - The Ubiquitous Wayfarer
- 4 - The Necromancy Guild's Apprentice Hall
- 5 - The offices of Sigil's #1 tabloid, The Lady's Eye
- 6 - Everything-Onna-Stick in the Great Bazaar

4 - Portals and Mazes

- 1 - Maze Alley
- 2 - Portal between a wardrobe and a sewer
- 3 - Fake window pointing out the edge of Sigil
- 4 - Portal to the foot of the spire, where magic fails
- 5 - Recently opened portal to the Abyss... in a church
- 6 - The favored portal of a major smuggling ring

5 - Planar-aligned

- 1 - Modron dormitory and storage unit
- 2 - Ethereal Planar Embassy
- 3 - Temporary Slaadi campsite
- 4 - The Friendly Fiend Magic Shop
- 5 - A stable for travellers from the Plane of Fire
- 6 - The Prime Exotics Pet Shop

6 - Dangerous

- 1 - Fiendish supply cache in the Slags
- 2 - A secret passage into the City Armory
- 3 - Razorvine brambles
- 4 - An abandoned wizard's laboratory
- 5 - Cranium rat nest
- 6 - A garden of viper trees

...IN SIGIL

⊕BJECTS

1 - Valuable

- 1 - A beautiful book of watercolors
- 2 - A vial of the blood of Aoskar
- 3 - A hourglass belonging to the dragon god of fate
- 4 - Heartwine from Curst
- 5 - A copy of The Dabus-Common Phasebook
- 6 - An incomplete phylactery

2 - Weapons

- 1 - A lucky broken bottle
- 2 - A magical net woven by a Bebilith
- 3 - An obsidian ritual dagger
- 4 - A vial of Crawler Mucus with no label
- 5 - A scroll of delayed blast fireball
- 6 - A gleaming hero's sword

3 - Information

- 1 - A page from The Secret History of Sigil
- 2 - An enchanted crystal ball
- 3 - A subscription to the tabloid, The Lady's Eye
- 4 - A book from the Guvner's Law Library of Sigil
- 5 - A wax-sealed will and testament
- 6 - Map of the sewers, uncannily accurate

4 - Transportation

- 1 - A sedan chair carried by giant ants
- 2 - A summoned Nightmare, paid for 72 hours
- 3 - A bariaur friend with a rickshaw
- 4 - The best boots you've ever owned
- 5 - An invisibility cloak
- 6 - A flying carpet rented out by the hour

5 - Sentimental

- 1 - A hat made out of a stuffed baby beholder
- 2 - A pocket-sized pet mimic
- 3 - A second place trophy from the Thieves Guild
- 4 - Your uncle's old pipe and Arborian tobacco
- 5 - Heavily used ten foot pole, slightly scorched
- 6 - Imported Torillian Death Cheese

6 - Risky

- 1 - Idol of the Lady of Pain
- 2 - Radioactive sand from the Glowing Dunes
- 3 - The bones of a powerful Factol
- 4 - Wand of Immunity to Fear. *All* fear.
- 5 - An invitation to meet Shemeska the Maruader
- 6 - The Society of the Luminiferous Aether's best hallucinogens

...IN SIGIL

INSTA-SETUP

Relationships in Sigil

For three players...

- Co-owners of a Razorvine Cutting Service
- Plotting to bring a god into Sigil together
- Unrequited Love

For four players, add...

- Immortal and distant descendant

For five players, add...

- Wizard and Apprentice

Needs in Sigil

For three players...

- To get revenge on the client who insulted your work

For four or five players, add...

- To indulge your unholy talent for Necromancy

Locations in Sigil

For three, four, or five players...

- An abandoned wizard's laboratory

Objects in Sigil

For three or four players...

- An obsidian ritual dagger

For five players, add...

- An idol of the Lady of Pain

REFERENCES

Relationships

1:1 - Clueless - A first-time visitor to Sigil, someone from a Prime world like Faerun with no real knowledge of the outer planes.

1:4 - Razorvine - Sigil's only native plant, like kudzu lined with knives. Falling into a patch can kill you, but it makes good firewood.

2:1 - Xaositect - One of Sigil's 12 factions, the 'Chaosmen' are known for their scramblespeak, disorganization, and dada-esque devotion to absolute nonsense as truth.

2:2 - Guvner - Another of Sigil's 12 factions, the Fraternity of Order runs the city courts. They are fascinated by laws of all varieties, even in nature.

2:2 - Harmonium - This faction runs the City Watch. Sigil counts on the other factions to keep the 'Hardheads' from putting their own laws first.

2:3 - Mercykiller - Of course Sigil's faction obsessed with justice is left to run the prisons. The 'Red Death' punish the guilty at any cost. Better to keep them off the streets.

2:4 - Sensate - The Society of Sensation's members chase enlightenment through experience and pleasure. They may not have an official role in the city, but with so many hands in Sigil's art and culture, it hardly matters.

2:5 - Dustman - This faction handles moving Sigil's dead to mortuaries and graveyards in other planes while pursuing their own search for a nirvana-like True Death.

2:6 - Anarchist - Can you be a faction if your whole goal is tearing down the system? Sigil calls this loose collection of safe-houses and arguments the Revolutionary League, so apparently the answer is "yes!"

4:1 - Prime - Someone from one of the worlds of the Prime Material Plane, not a native of Sigil, the Outer Planes, Elemental Planes, or similar.

4:3 - Githzerai - Righteous psionic philosophers of the plane of Limbo, the Githzerai hate their cousin race, the Githyanki.

4:3 - Githyanki - Cruel and militaristic psionic pirates from the Astral Plane, the Githyanki hate their cousin race, the Githzerai.

5:5 - Gods in Sigil - There are no gods in Sigil. The Lady of Pain bars them from every entrance, allowing only their servants and worshippers.

Needs

3:1 - Planar Outsider - A creature composed out of the essence of one of the Outer Planes, such as a celestial, devil, demon, slaadi, or genie.

3:2 - Indeps - Sigil's faction that isn't a faction, with no factol and no official philosophy. It's hard to believe in nothing except your own individual freedom, and harder when that 'neutrality' makes you a target.

6:1 - The City - An impossible place, a shapechanging city on the inside of a torus, with a sky full of buildings obscured by smoke or rain. How?

6:2 - The Balance - Call it the Unity of Rings, or the Rule of Threes, or the Balance, but there's a pattern to the world. Some try to tip it in their direction, some try to maintain it, and some try to draw power from it.

6:6 - The Ubiquitous Wayfarer - This tavern has entrances in three different districts of the city, all leading to the same building in the Lower Ward. By reputation, there's at least another dozen portals hidden inside, earning the Wayfarer the love of many a planeswalker.

REFERENCES

Locations

- 1:1 - Fortune's Wheel** - A tavern and casino where you can gamble all night or sit at the bar tended by a living dragon's head. Sigil's most famous figures gather here on the regular.
- 1:2 - The Civic Festhall** - Sigil's grandest theater never shows the same play twice. The headquarters of the Sensates are made of a thousand kinds of stone and contain a thousand different experiences.
- 1:5 - The Singing Fountain** - The water falling through this enormous metal fountain makes incredible music as it goes. Drink from the edge and your voice will also come out as water-song, at least for a moment.
- 1:6 - The Rowan Academy of Learning** - The Fated's academy doesn't just train tax collectors. This faction employs hundreds of teachers in the Clerk's Ward, with classes available to the public for a mere 500 gp.
- 2:1 - The Hive Ward** - This ward's all neglected slums and desparate inhabitants wrapped around a morbid and miserable core. Ragpicker's Square houses the Mortuary, where the Dustmen ply their funeral trade.
- 2:4 - Bleakers** - The Bleak Cabal knows life has no meaning. This faction runs the asylums of Sigil, catering to those who've discovered the hopeless nature of the world through personal experience.
- 3:1 - Fell** - The dabus Fell no longer serves the Lady of Pain, instead serving up magical tattoos to patrons of his shop in the Market Ward.
- 3:2 - The Clerk's Ward** - Home to the administrators and craftsmen of Sigil, as well as the taverns and shops that cater to the city's middle class.
- 3:3 - The Ubiquitous Wayfarer** - See Needs, 6:6
- 3:6 - The Great Bazaar** - A huge open-air market, sprawling in only the way an infinite city can allow. An Indep guide is key to finding your way.
- 4:1 - Mazes** - The Lady of Pain's punishment of choice for those she doesn't wish to simply kill: a demiplane prison split from the city with one incredibly well-hidden exit to grant the torture of hope.
- 5:1 - Modrons** - Embodiments of law, but without the dignity of choice. These natives of Mechanus appear as mechanical cubes and other shapes, with a bit of biology thrown in as an afterthought.
- 5:2 - The Ethereal Plane** - A realm of mist and protomatter where demiplanes are born and inhabitants travel by the power of thought.
- 5:3 - Slaadi** - Ever seen a giant bipedal frog? Now imagine that with more claws, teeth, and tattoos. Chaos always follows these natives of Limbo.
- 5:4 - The Friendly Fiend** - A lovely little magic shop run by the eponymous A'kin, a powerful and suspiciously generous Arcanoloth.
- 6:1 - The Slags** - When the Blood War comes to Sigil, it's the Hive Ward that suffers. Battling Demons and Devils melted this area into wreckage.
- 6:2 - The City Armory** - Home to the Doomguard, Sigil's entropy-worshipping weaponsmiths, the City Armory sells tools to end everything to anyone who visits their faction HQ in the Lady's Ward.
- 6:3 - Razorvine** - See Relationships, 1:4
- 6:5 - Cranium Rats** - Individually, they're vermin. In large groups, they're a hive mind, a spellcaster, and a dangerous predator.
- 6:6 - Viper Trees** - Viper Trees are often planted as guards or watchdogs. Every branch is a twisting poisonous snake and everyting that walks beneath the tree is potential prey.

REFERENCES

Objects

- 1:2 - Aoskar** - Once popular as the god of portals, the Lady of Pain killed Aoskar and banned his name from her city. Legend has it that Aoskar's blood will act as a key to any portal in the multiverse.
- 1:3 - Chronoepsis** - This draconic god of fate, death, and judgement does nothing but watch over his collection of hourglasses, each of which represents the life of a single dragon.
- 1:4 - Curst** - One of the border towns between Sigil and the outer planes, Curst sits on the edge of Carceri, consumed with impotent vengeance.
- 1:5 - The Dabus** - These wandering wild-haired repair crews speak in rebus puzzles if they speak at all, and as manifestations of the city and servants of the Lady's will, they speak very rarely indeed.
- 2:2 - Bebelith** - These spider-like barbed horrors prey on all the creatures of the Abyssal plane, no matter how powerful.
- 2:4 - Crawler Mucus** - A powerful poison that paralyzes unlucky souls on contact, harvested from the bodies of corpse eating monsters.
- 3:1 - The Secret History of Sigil** - Sigil's Fated faction have always valued information. Their legendary records contain the city's darkest secrets.
- 3:4 - Guvners** - See Relationships, 2:2
- 4:2 - Nightmare** - These black steeds with glowing red eyes serve evil creatures of all varieties and hate all life they do not serve.
- 4:3 - Bariaur** - Horned centaurs from the plane of Ysgard, these ram-people are known for their carefree wanderlust and their ferocious sense of right and wrong.
- 5:4 - Arboria** - A plane of bountiful wilderness and estatic glory, where passion and freedom are the laws of nature. Home to god-claimed mountains and many creatures of good.
- 6:1 - Idol of the Lady of Pain** - Worship of the Lady of Pain is forbidden. Violate this law, and the Lady herself may appear to imprison you in a maze or eviscerate you with a flicker of her shadow.
- 6:2 - The Glowing Dunes** - Incredibly radioactive dunes of metallic dust, sitting at the edge of the para-elemental planes of Magma and Radiance.
- 6:3 - Factols** - Every one of Sigil's 15 factions has a leader, if they want one. Factols advocate for their faction's philosophy and play at politics.
- 5:5 - Shemeska the Marauder** - Arcanoloth, Queen of Spies, as rich as any of Sigil's Golden Lords, and as mercurial as all of them combined. That's Shemeska, the King of the Cross Trade. People don't tell her 'no'.
- 6:6 - The Society of the Luminous Aether** - An exclusive and expensive social club for wizards. Bound demon for a doorman, huge occult library, they've got the works.