

A Cutter's Guide to The Streets of Sigil

Overview

Sigil is somewhere between a dungeon and a city. While there isn't open conflict, petty crime and theft abound. If a fight breaks out, perhaps a basher knows his way around a street fight, but if you just aimlessly bang around The Cage you're liable to end up in the dead book. Here are some suggestions for navigating these treacherous streets.

Going Places

There's not much in the way of true landmarks in Sigil, and the place changes more often than you'd think. As such, most cagers will tell you how to get to somewhere based on where something else is. When you find out where important places are, you'll get a little reminder note that mentions the place and what's next to it. When you need to get somewhere, see if you have a set of notes that draw you from point A to point B, in which case you get there without incident. If there's a gap, but you know where you're going, a **streetwise** check is in order, with a failure indicating some kind of unlucky run-in.

Being Places

Some places have an average level, so pay attention to that before you go starting fights. If there's no level, it's a safe and mostly non-violent place. A berk'd have to do something really barmy before the call for initiative came in a place like that, and doing so is liable to put them in the dead book.

The Chant

In Sigil, the Chant's the thing. Everybody's trading rumors, gossip, and valuable info. Everything you do is likely to start stirring up chant about you, and who knows who'll pay for what. Moreover, ask too many questions and cutters get peery. Quite simply, each time you decide to gather info with a **Streetwise**, **Diplomacy**, **Bluff**, or **Intimidate** check, you **gain 1 notoriety**. Each point of it is -1 to any of the aforementioned checks. If a situation crops up where you decide to eavesdrop using **Stealth**, you can go ahead and ignore the first 5, and only gain 1 if the check fails. There may be other consequences to failing checks depending on your notoriety. People with something to hide won't be happy to see someone they know has been asking around. At the end of each day, each player drops 1 notoriety, and the player with the lowest drops another. Keep in mind the checks represent use of exceptional skill. If you are able to competently interact with Sigillites and not try anything to bold, you may find that the information is simply given to you without a check and without gaining notoriety.

Bribes

If you're going to garnish someone, there's a good chance they won't need much convincing beyond that. If you ever pay someone more than their threshold, they'll step aside from whatever they were blocking you from, or divulge

whatever you needed to hear from them. Someone's threshold is how much it would cost to hire a tout of the same level for a day. If you underbid, you can still add 1 to your check for every 25gp you've spent. However, be open to the fact that dramatically overshooting bribes is extremely suspicious AND makes you seem like a ripe target. If you overbribe by a little, you'll gain an **extra 1 notoriety**. If it was a lot, things may also get ugly.

A word on skill checks

Most everything you do in Sigil is easy or difficult depending on the level of who you interact with. The DCs will be from the level of the person you interact with, and they will be easy, normal, or hard depending on how you roleplay and the situation at hand. Easy DCs should have a high rate of success no matter how bad your skill is, so it's safe to take an option that makes sense story-wise even if your character is weak in that area. Even Hard DCs of level will be trivial to someone trained with a strong associated stat.

Touts and Hirelings

A tout can show you the way around sigil for a price. Their per diem is proportional to their level, and is roughly 1/24th the cost of a magic item of that level. The hirelings handout has more details on pricing and the kinds of touts you can hire. To gain any benefit described, the tout must be at least your level or higher.

Gaining Information

amid a pile of tiny pieces of paper are the locales, language, and goings-on of sigil. When you successfully glean rumors, you draw a piece of paper. If it's something about The Cant (or language of Sigil) you can draw again once. If you ever roll a natural 20, beat a check by 10 (once per day) or roleplay an especially effective maneuver/speech, draw twice. Hidden among the information is at least one thread (and maybe more, depending on how lazy the DM was by the time game day comes) that will lead you back to the natural world. Combine that with your locations to visit the people you learn about, and follow the trail to get back home.

Coming to blows

A pack of adventurers are likely to draw attention, and maybe (probably) put a few overconfident bashers in their place. Still, anyone short of the Powers (the gods and demon princes) could be in the city. In Sigil, you get more information up front about how tough your fight is. In addition, even a pack of bashers running a red one might be willing to parlay before it's too late, or back off in exchange for a bribe (see above), or all that power could cost them speed if try to give em the laugh. Consider your options at any points in a fight. You've got numerous ways to avoid utter defeat, but if you ignore them all, even the DM can't stop you from walking in The Lady's shadow.

