

Mercenaries of Sigil

Sigil, the City of Doors, is a sprawling metropolis that defies the laws of reality, floating atop an endless spire at the center of the multiverse. Every alley, market stall, and shadowed archway might hide a portal to another plane—if you know the key. It's a place where gods are forbidden, fiends and celestials rub shoulders in smoky taverns, and factions of dreamers, philosophers, and schemers vie for control of belief itself. Ruled by the enigmatic and terrifying Lady of Pain, Sigil is a city of infinite possibilities, where adventurers can change the fate of worlds... if they survive.

Who Are You?

You are an inhabitant of the multiverse and through luck or calamity, found your way to the City of Doors. You might be from the blessed upper planes, the unpleasant lower planes or even from the normal lands of the material plane. You know two things: you can't go back where you came from and you will need money and friends to survive Sigil.

The Multiversal Truths of Sigil

- Sigil is called the City of Doors for its portals to all the planes of the multiverse. Some portals shift or vanish without warning, leading to unexpected journeys.
- Sigil draws wanderers, outcasts, and beings from across the multiverse—planar creatures, eccentric scholars, ancient entities, and adventurers from distant worlds all call it home. No one is too strange in Sigil.
- Though mortals of all faiths roam the streets, gods themselves cannot enter Sigil. It's a divine-neutral ground where priests walk among fiends and angels without fear of celestial intervention.
- Twelve factions, divided in their philosophies and responsibilities in the city, vie for control and seek to grow their influence.
- The silent, floating Lady of Pain controls the city with absolute authority. Her word is law, and even gods fear her. Cross her, and you might find yourself flayed alive—or worse, lost forever in the Mazes.

Your Character

You are a planar immigrant who arrived in Sigil less than a month ago and have decided to join up with other newcomers you trust to form a band of hirelings, willing to take dangerous assignments and make a home in the city of Doors.

You begin at 3rd level and are expected to reach level 12-15. You can create a character using character options from the *2024 Player's Handbook*, *Mordenkainen Presents: Monsters of the Multiverse* and *Sigil and the Outlands*. Build well-rounded characters who are willing to risk their lives by visiting the different planes for assignments, explore the bustling City of Doors, negotiate with its factions and build a home in Sigil.

You Start... Nowhere

The adventure begins in the Rakshasa's Handshake, a seedy tavern in Undersigil. A mysterious patron has contacted you personally or your group to retrieve a family heirloom from a person who used to live in Nowhere, the slums of Undersigil. This person was recently sent to a prison-like demiplane by the Lady of Pain. The patron sees great promise in you, and tells you that if you succeed on this task, they will reward you handsomely and help you find a base of operations. Something tells you this task is more dangerous than it seems, but you are desperate and low on funds. You take the job.

