

The Lady's Ward

Of all the wards this is considered the richest and most powerful. Within its boundaries are the City Barracks, The Court, The Prison, and the Armoury, things that within the city make for "real wealth and power". People with both money and influence set their cases in The Lady's Ward, and many of the city's temples are based there. It is the quietest and more orderly (as possible as either of those things are here) ward in the city. Greatly contrasting the feel of the rest of the city, most often it is cold and lifeless in comparison, the regular hurly-burly of street life is missing, as pretty much everyone not in the Lady's Ward are scared of certain hired mercenaries that work as guard, and private police force for the elite. This doesn't make it an honest ward, although anyone picking purses out of nobles pockets would get snatched up in an instant, the criminals of The Lady's Ward think on a grander scale, the risks are great, but so are the rewards, and only the finest of burglars can worm their way through the magical protections and alarms that safeguard the ward's treasures, and only the wisest of thieves can avoid the revenge that is sure to follow such an endeavour.

- **The Prison (In The Cage: Guide To Sigil p.43)**

- The Sons of Mercy's headquarters looks like everything anyone fears. It's a mass of grim stone and spikes, surrounded by broad avenues. While no longer controlled by the Mercykillers, it still has the reputation that were someone to wander by they would hear a faint wail from within, and if they did they would just keep walking. (**Planescape Campaign setting p.316**)
- The "Shifters Manacles" used in the Prison are designed to prevent them from plane-shifting away. Design by the Mercykillers long ago when they got sick of seeing beings who could shift at will fly from their cage. The thing is they had to be mass produced quickly, so they're big and heavy, don't shrink or expand to fit the being wearing them. Attempting to shift while wearing them not only fails, but also deals damage to the wearer.

- **The Temple of the Abyss (In The Cage: Guide To Sigil p.45)**

- The Temple stands in honour of all the Abyssal Lords, and houses the best-known and most reliable portal to the Abyss. It's a dark and horrible place that's tolerated because it gets certain things done discreetly. The current high priest is Nostheroth of the Humber Scales, who is guarded by a retinue of powerful Tanar'ri.
- The Serpent Griffon Golems of the Temple have slain hundreds of intruders, and the priests never clean the beast's claws, to better warn off others. Unlike most golems, these actually devour their screaming victims whole (according to shaken by reliable witnesses). Their construction is known only to the high priest and the temple's patrons, the Abyssal Lords. Most figure it's too gruesome to put into practice for any of the most depraved mages, so the dark of it isn't sought after, despite the golems' obvious power. (**in the Cage p.45**)

- **Temple of Hermes**

- Most planars don't concern themselves with any single power, but Hermes has a wide and varied following among Sigil's travellers. Not just because his temple is said to be connected to Mount Olympus (no one knows how to activate the portal, but Arborean fruits and vegetables come out by the cart load every morning).

- **The Tower of the Wyrms (In the Cage, p.44)**

- Filled with inhuman cries and well-armed, crisply-saluting guards, the Tower of the Wyrms is the holding pen for troublemakers and petty thieves who have caught the attention of Our Lady. The Tower stands not far from the Prison, and is run by the Sons of Mercy. Those that are smart never mention the place by name, it's unlucky. Those who do are jinxed/cursed and the only way to shed the hex is to cross a Harmonium palm with silver or gold, much to the annoyance of even the richest of the Sons of Mercy. The tower is named for the faction symbol of the Mercykillers who used to
- constantly stand watch on its walls, a sort of winged snake that the Cagers call "The Wyrms" or "the Dragon" though experts in the area insist it's really called a wyvern but no one really pays them any attention, (those members of the Sons of Mercy who still work in the tower, are closer to the old faction's methods than their current leader would like). The Wyrms serve more function than just as a mascot, the venom it produces induced delirium.
 - The Wyrms
 - Over countless generations that the strain of Wyvern known as the Mercykiller Wyrms has been in the city, it has been bred for ferocity and for the exquisite functionality of its venom, not for intelligence or hunting skills. Its wings are mostly vestigial nubs, able to flap and carry it for a minute or two before its weight brings it to the ground. The creature is fiercely guarded, and anyone bothering it will suffer the full wrath of the guards stationed there and hounded throughout the city.
 - Wyrms Venom is a valued commodity, since it is the primary ingredient in the City's version of a Potion of Truth, which functions like any other potion of the same name.

Those forced to drink the potion (usually by pinching their nose and forcing it down their mouth, either the drink or drown) will be affected for 1-6 rounds.

- **The Barracks** (The Factol's Manifesto, p. 92. In the Cage: A Guide to Sigil, p. 32, Planescape Campaign Setting [Boxed set] — Sigil and Beyond, p. 80)
 - Previous HQ to the Harmonium, now HQ to the Sons of Mercy (Martyrs). The area around the Barracks in The Lady's Ward remains calm and orderly, faction members see to that.
 - Located on the opposite end of the ward to the Armoury, the City Barracks with its surrounding quarter is a restful place, much quieter than the seething chaos of the other wards. It's easy to know when someone is getting closer to the Barracks, the streets are near serene, even empty on occasion. The peace is punctuated by the imposing presence of the imposing gargantuan slab of stone treated as a building. With its spiked grey slate roof, it mostly appears dull, much less intimidating than the Tower of the Wyrms, but it is impenetrable, and can house more than 1000 people.
- **The City Court**
 - Of all the places in The Lady's Ward, this area's got the most life. Everybody, it seems, comes here sooner or later. The entire area is divided between public and private halls. In the public halls, you'll find criminals, citizens, witnesses, advocates, clerks and accusers, plus the Sons of Mercy guards and the dabus and experienced Judges. It seems like disorganised chaos, and it is in some ways, but the current advisory Council with the help of the Dabus do what they can to keep it scheduled and timed out. In the Private parts of the Court, you won't find anyone other than the judges and their guests. There the judges meet to discuss cases and reach their decisions, often referring to the - - immense library of laws previously assembled by the Harmonium, now cultivated by Dabus and volunteers from the Council.
- **Trabans Forge**
 - Located behind the day market in a side street downward from the Noble District, this permanently smoke spewing smithy produced fine non-magical armour. The Ancient Traban specialises in highly ornamental plate mail, suitable for triumphs, parades, and battle. All work is done to order, and costs on average one to five thousand times the normal price, depending on the workmanship.
- **Zadara's Manor (Uncaged: Faces of Sigil, p. 117.)**
 - The Home of the Titan Zadara who funds quite the high number of arcanists, inventors and others she finds worth her time and money. Like all Titans Zadara has a unique power related to her personality, she can judge a person at a glance whether one day they might achieve something of significance and so she aids them in what they do, so they might be in some position to aid her in the future.
- **Liberty Hall Tavern (The Factol's Manifesto, p. 96)**
 - While it is a tavern, it has a pretty sedate atmosphere compared to other alehouses, where off-duty Harmonium come to unwind. It even has a Notary Club (for members) and an Officer's Club. It also has a secret portal in a back room that leads to the town of Melodia on Arcadia; they guard this fact well, usually having a 100 or more harmonium at any given time.
- **Tussa's Greenhouse (Uncaged: Faces of Sigil, p. 124)**
 - A place where Tussa grows herbs, flowers, and plants for teas, medicines, gates keys and so on. It's one of the few patches of green, growing stuff in all of smoggy Sigil.
- **Square Bar (The Factol's Manifesto, p. 116)**
 - Everything in this place looks perfectly square, the floor, tables, cross section of every beam, even the walls are painted in square designs, all of them lining up with each other.
- **Plague Victims' Monument**
- **Tripicus' Study**
 - A Bariaur guardian scholar from elysium.
- **Interplanar Importers Merchant House & Restaurant (The Factol's Manifesto, p. 115)**
 - The most upscale Anarchist safe-house in the Lady's Ward, it's also used as a safe house for a number of other factions, rooms rented out by the anarchists.
- **Untra's Arcana**
 - A magic component shop, specialising in wizard and arcane items
- **Singing Fountain**
- **Palace of the Jester (A Guide to Sigil, p. 40)**
 - A ridiculously huge hall, the Palace is a neutral ground for the richest and most powerful of Sigil to meet in (enforced) peace. Run by Jeremo the Natterer ("the Lady's Jester") who has influence in the city's civil government.
- **Vlrc's Clocktower**
- **Dusty Wig Boarding House**
 - Run by Bialla, (**faces of Sigil p.14**)
- **Twelve Factol's Restaurant & Tavern**

- An underground establishment, a tiny slice of unexpectedly boisterous and messy life found nowhere else in The Lady's Ward. (rumour has it the place includes a passage into the Catacombs).
- Temple of the Lords of the Nine
 - A Temple to the highest ranking Devils in the Nine Hells
- Temple of Zeus
- Temple of the Sovereign Sage
- Monarchs' Temple
- Temple of Gruumush
- Azure Iris Boarding House
 - A rather expensive Inn mainly utilised by higher ups in the Wheel who have to use a passageway connecting the two buildings. Those who have the coin to pay a pretty penny can pay those at the bar to have access to the Iris' rooms, as a discreet locale for meetings and business dealings.
- Fortune's Wheel Gambling Hall (In the Cage: A Guide to Sigil, p. 36.)
 - A tavern and inn that appeals to the high rollers of Sigil. Finest food and drink, accompanied by a few rooms where plenty of gambling takes place, including the eponymous Wheel mounted on the wall (the item that named the place, odds are terrible save for one golden square that pays 1000 to 1, so there's always a crowd around the table), The common room is called the Dragon Bar, the size of a great hall and twice as rich, named after an enormous carved dragon's head that arches over the bar's mirror and frames the bar itself, rumour has it the dragon enforces peace in the Wheel whenever guests too boisterous.
- Temple of Io
 - Io is the chief deity worshipped by dragons, the god of dragonkind, balance, and peace, seen by his people as the creator of all things.
- Penbrum's Parchments and Papers warehouse
- Geldabs Bakery
- Petitioner's Square
 - The square in between the Prison and the Tower of the Wyrms, empty til there's an execution, then it's packed full
- Temple of Garl Glittergold
- Temple of Diancastra
- Temple of Maglubiyet
- Temple of Zivilyn
- Temple of Primus
- Temple of Apollo
- Temple of Diancecht
- Statue of Bigby
- Temple of Frigga
- Golden Bariaur Inn
 - This inn caters to upper planar clientele and those with a delicate or refined sensibility. Named after its doorman, a tawny bariaur named Goldenmaine who looks like he had a leonal grandparent
- Temple of Pelor
- Temple of Brahman
- Temple of Koriel
- Temple of Corellon Larethian
- Temple of Odin
- Temple of Ptah
- Temple of Daragor
- Temple of Moradin
- Temple of Muamman Duathal
- Park of the Infernal and Divine
 - One of few outdoor parks in Sigil, celebrating both divine and infernal aspects of all creation with beautiful statues of some of the most important deities and hideous statues of the most horrific fiends.
- Temple of Shang-Ti
- Temple of Baravar Cloakshadow
- Great Library
 - This facility is run by the Dabus themselves who spend most of their time making sure that clerks from faction libraries don't walk off with valuable books or fill the shelves with smuggled propaganda. It's a place that struggles to assert its independence, there is nothing about the factions or any other organisation here.
- Office of the Master of Portals
- Screaming Tower
 - A 250ft tall twisted and hollow structure built atop a natural portal to the Elemental plane of Air, every house huge gusts of winds erupt and blow through the holes, creating painful wailing noises which earns the tower its name.

- Tower of the Prophet (Expedition to the Demonweb Pits [Adventure], p. 23)
 - A temple with direct links to the upper layers of Mount Celestia through the Celestial Eye of the Prophet, a powerful construct that can use divine power to create prophecies for those deemed deserving. Run by Warden Archons, Humbart and Grenata.
- The SilkWorm Clothing

The Lower Ward

This ward gets its name from the many portals to the Lower Planes that are found here. These doorways have changed the place, so there is more smoke, steam, and cinders in the air than there should be. The Lower Ward is the source of most of the foul industrial smog that sometimes chokes the city. Too long in the ward and a Cagers throat gets raw and their eyes teary, After a while the quantity of foul miasma absorbed by their skin gives it a sickly pallor.

- The Great Foundry
 - The foundry is at the centre of the ward, all around it huddles lightless warehouses, smoky mills, ringing forges, and a host of other small workshops. Most of the city's craftspersons are concentrated in this district. Once the shattered temple of a murdered god was the headquarters to the Athar who said all gods are frauds, they have since been kicked out of the city by The Lady of Pain.
- Shattered Temple
 - Once the headquarters of the Faction Athar, the ruined temple of a once-mighty god serves as a lasting reminder of the fallibility of beings that call themselves gods, and the destructive power of the Lady of Pain, an entity that tolerates no worship. It is a ruin, but it is well kept, there is enough shelter and safety for day to day activities, but the place is overgrown in razorvine and the ground around it has coarse grasses growing through the cracks in the stone floors, creating a "natural" atmosphere that is unusual in Sigil.
- Friendly Fiend Magic Shop
 - Magical trinkets and curio shop run by the mysterious, disarmingly polite yugoloth A'kin.
- Happy Candies Sweet Shop
- The Golden Bell Pawnshop (In the Cage: A Guide to Sigil, p. 50)
 - This pawn shop trades in damn near everything. It's run by an alu-fiend fence, and her human husband (marisha the Fox, pincher the Exile, crookshank)
- Grossif's Paints Warehouse
- Harbinger House
 - A tiny asylum run by the now disbanded (mostly) faction Believers of the Source, for reasons unknown, It contains many who are too crazy for the Prison and too dangerous for the Gatehouse Asylum.
- Ubiquitous Wayfarer Inn
 - This Tavern has entrances across the city, due to a variety of portals that lead to its location.
- Sleepy Dwarf Gem Exchange
- Society of the Luminiferous Aether
 - A work Mage's gentleman's club, with access only for members and their guests. Very exclusive and expensive to join, entrance is guarded.
- Sod Dirk's Forge (Harbinger House [Adventure], p. 28)
 - A small smithy run by Sod Dirk, a half-elf who was found dead in his forge.
- Black Sail Tavern & Inn (In the Cage: A Guide to Sigil, p. 48)
 - A quiet tavern frequented by craftsmen who work near the armoury and the border of The Lady's Ward. Built from the remnants of an ancient galleon, though none know how it ended up in Sigil.
- Harmonium's Lower Ward Garrison
- Red Pony Alehouse
 - Loud, violent, and just the way the clients like it. Regular brawls are more of an entertainment there than they are actual conflicts.
- Dirk and Firkin Greenhouse/Alehouse
 - A cross between a greenhouse and tavern, it's popular among upper planar types and those who want to get away from the Wards smoggy, polluted Air, simple wholesome food and strong drink.
- Mermaid's Cups Feshall
 - It's a strip club, (the book takes almost half a page to explain it...)
- Styx Oarsman Bar
 - A Tavern that caters to fiends, particularly the Tanar'ri. It's possible for non-fiends to bribe their way in, but ill-advised.
- Brokah and Miccah's Pawn Shop
 - A show willing to buy, sell and identify items.
- Sword and Buckler Alehouse
 - Frequented by bodyguards, mercenaries, and those in need of their services.
- Giltspur's Auction Block

- An Auctionhouse where Giltspur sells various items, offers rooms for rent and can identify items. He speaks boisterous and rapidly, energetically moving from one sale to the next, His brother is the auctioneer at the slave auction block.
- Hooded Lantern Alehouse
 - Frequented by countless thieves who meet up to find one another and plan jobs.
- Cinder's Magic Shoppe
 - A shop mainly dealing in the buying, selling and identifying of scrolls, and any other item or object used to cast a spell (such as wands or rings).
- Aalek's Oddities
 - A store that allows the buying, selling and identifying of certain items. Usually more obscure arcane jewellery.
- Anze's Anvil Smithy
- Speckled Rat Alehouse
 - A cheap dive for the poorest of the ward, preyed upon by the dustmen, who always have a representative on hand to buy the rights of a person's body after they die.
- Parted Veil Bookshop
 - cramped , overstuffed bookstore where one can find almost any title as has been written.
- Hands of Time Clockwork Shop/Guildhall
 - A shop that specialises in anything with moving parts, and itself is a constantly shifting mechanical sculpture. Run by a strange mix of Modrons, aasimon, dwarves and gnomes, and is almost a guild in itself.
- Vault of the Ninth World Warehouse
 - Vault of the Ninth World is both the name of the floating head that manages the warehouse, as well as the name of the warehouse itself. They are cheerful and eager to provide high quality customer service. In spite of this it's not clear that Vault of the Ninth World is sentient as it seems to follow a pre-programmed script when discussing anything.
- Wizard's Mark Components Shop
- Generous Coin Mercantile
- Soused Duck Tavern
- Penns Print hop
- **Thelinagra's Chaos Shaping Studio (Uncaged: Faces of Sigil, p. 124)**
 - Thelinagra is never the same person twice, she teaches the art of chaos shaping, where she forms statues out of chaos-matter and even makes custom weapons out of karach, a transmuting metal. But an observant student would notice her looks change slightly from lesson to lesson, this is because she's really an entity from limbo who shaped a body for herself out of blobs of chaos-stuff, but even her disciplined force of will can't maintain its form perfectly for 24 hours a day. She's set on sticking around sigil though, and sharing the dark of chaos shaping with any who care to learn.
- Face of Gith Tavern
 - This establishment is frequented by Gith, all being alone together drinking silently and sullenly. They enjoy no company but their own, and they enforce the policy with drawn steel.
- Siege Tower Smithy
 - A weapons shop based in a siege tower with no windows or entrances, that can only be accessed through a portal on the drawbridge across the way, as with all portals you need a key to open it.
- Hamry's Caskets
 - Hamrys is a coffin-maker, an incredibly talkative individual, who will gladly answer any questions you have. He has always been talkative but has been described as manic since his father died.
- Bones of the Night
 - This place is managed by Lothar the Old, Master of the Bones, who steals secrets from the bones of the dead and trades information to his own inscrutable ends.
- Flyers haberdasher Clothier (The Factol's Manifesto, p. 124)
- Tenth Pit Alehouse (In the Cage: A Guide to Sigil, p. 59)
 - A fiendish bar where sadomasochism is the order of the day, far beyond anything considered acceptable by mortals with a bit of kink. Has become oddly popular among the Sensates of late, though, if only to get an easy taste of true pain.
- Harmonium's 1st Hive Ward Garrison
- Green Iron Forge
- Court of Woe
 - A private court managed by the Dustmen and presided over by a nalfeshnee, which takes spillover cases from the city court.
- White Casket Tavern
 - Morbid and disturbing like a necromancer's lab, this bar caters exclusively to the Dustmen, zombie servants and enslaved ghouls make up most of the staff.
- Green mill Tavern

- A Beautiful tavern that caters mostly to elves and sylvan clients, the mill really works and elven breads are produced fresh daily.
- New Market
 - A market square set up for ease of access rather than venture across the city to the Bazaar.
- Ascension Drinking Hall (Harbinger House [Adventure], p. 20)
 - A high class establishment noted for its ethereal ale, a drink that literally evaporates on the tongue, quenches thirst and produces a soothingly intoxicating effect.
- Tavrat Chol Moc Tannery
 - A tannery surrounded by Gates that most of the city's fiends make their way through.
- Logu's Bath Powder Warehouse (Harbinger House [Adventure], p. 26)
- The Ditch
 - A stinking mire of a canal that marks the border between the lower and hive wards, favoured dumping ground for corpses and other such things.
- Grinning Imp Tavern (In the Abyss [Adventure], p. 4)
 - A tiny establishment that serves beverages from all over the multiverse. Prices are high, but any drink a person could want is available, from Krynn dwarven spirits to Olympian wine. Shapeshifters usually comprise the regular clientele, lycanthropes, polymorphed fiends, doppelgangers, and the like. A place where tall tales are told regularly, it doesn't accept silver coins, as a courtesy to their lycan patrons.
- Heldonivers Candles Shop
- Tashad's Barber Shop
 - The location for the portal to the first layer of the Abyss. Reported to be opened by any scrap of rusty iron (not steel)
- The Wound That Bleeds Monument
- Worm's Guts Restaurant
- Zacatr Cathedral
 - Monstrous church, once HQ of the Zactars. Most locals believe it is cursed.
- Gates of the Clueless
 - Gates between the Lower and Hive Wards
- Taker's Lock (In the Cage: A Guide to Sigil, p. 49)
 - The rather hazardous dock used to get onto the "waters" of the ditch

The Hive Ward

Life in the Hive is the worst of all places, unless of course someone enjoys living in the heart of decay, where anyone's life is cheaper than the cost of someone else's next meal. Life here is seldom boring, but is also short and deadly. Honest work here is scarce.

- Seafarers Arch
 - The arch below the bridge that spans worlds
- Bridge that spans Worlds
 - A bridge across the ditch
- Fhurling Bridge
- Office of Vermin and Disease Control
 - A building run by the loquacious Phineas T. Lost XXXIX, who often will talk about the growing vermin infestation, mentioning there are bounties available in exchange for proof that the rats are being eradicated, a half copper to copper per cranium rat turned in to him. He also has a pack of wererats camping out in his basement
- Zaddfum Trestle
- Temple of Aoskar (defunct)
- Sharegrave's Guildhouse
 - Run by a tall, lanky and paranoid man in Ragpicker's Square. He is also in charge of the Collectors in the Hive, who work to gather up corpses to sell to the Dustmen in the Mortuary.
- Ku'atraa's Warehouse
 - A small warehouse owned and organised by Ku'atraa, who works relentlessly taking inventory and organising boxes and shipments, it's believed they sometimes take shipment from the night market.
- Arlo's Flophouse
 - Quite possibly the cheapest and dirtiest place to stay even in the Hive. run by a short, balding and abrasive man.
- Gathering Dust Bar
 - Serves as a secondary HQ for the dustmen. This is also where they get people to sign their Dead Contracts, giving away the rights to their corpses after their death in exchange for a few sorely needed coppers in life. The bar is tended by zombie workers and smells of vinegar rather than formaldehyde.
- Smouldering Corpse Bar

- So called for the burning man kept above its entrance, it's a place where tongues get wet and stories are shared. A rustic place with scarred metal tables that capture the heat shot up from the furnaces below by the vents in the floor.
- Slave Auction Block
 - Run by Deran, who while selling slaves tries their best for it to not be unfair.
- **Mortuary (In the Cage: A Guide to Sigil, p. 113.)**
 - Run by the Dustmen, who dispose of most every body that turns up unclaimed around the city,
- **Gatehouse**
 - Managed by the Bleak Cabal, the Gatehouse Asylum is packed near to bursting with countless people broken by the planes or life.
- Roaring Balor Inn
- **Gatehouse Night Market (In the Cage: A Guide to Sigil, p. 111.)**
 - Never quite in the same place every night, the Night Market is where you can go to buy or sell anything across the city, especially anything stolen or illegal.
- Quakes Place Tavern (The Factol's Manifesto, p. 155)
 - A rather strange place, where every few days Quake and her employees rearrange the walls, often repainting them or replacing furniture inside. They like to change the name too, but not necessarily at the same time that they physically move it to a new location.
- Bottle & Jug Tavern
 - A foreboding, fortress-like tavern staffed largely by fensir. Open secret there's a vicious boxing arena behind the bar run by the proprietor.
- Cold Bowl Soup Kitchen (The Factol's Manifesto, p. 29.)
 - Run by Addle Pated, the head and only cook at the kitchen, a tiefling whose outlook on life isn't very bleak, it's downright cheerful. Their form of madness took a strange turn several years ago and after an extended stay in the Mad wing of the Gatehouse, he's been a giddy maniac ever since. The kitchen sits in the grimmest and most dispiriting part of the Hive. Still Addie's happy to be working, they're constantly chattering on to the poor people who line up for a meal.
- Parakk the Ratcatcher (In the Cage: A Guide to Sigil, p. 102)
 - An assassin for hire, who controls a hoard of rats. Describing themselves as an "us", they also catch rats, and release them into a Demiplane apparently.
- **Weary Head Pub (Uncaged: Faces of Sigil, p. 68.)**
 - A smoke filled pub deep in the Hive Ward, there a body can see poetic, musical and artistic acts that'll assault every last one of their senses. Self proclaimed geniuses take the stage nightly to bring woe to the crowd, that is unless any of the performers are too melancholy to perform which the audience sees as a triumph.
- Butcher's Block Alehouse & Inn
 - An alehouse operated by an aged ogre named Trunfeld Three-teeth who collects information as a hobby and sells it to anyone with coin to spend.
- **Ylem's Tower (Uncaged: Faces of Sigil, pp. 78, 116)**
 - Ylem's a monodrone (shaped like a quadrone, exactly 6ft tall) from mechanus who was on their regular modron march, but got waylaid. A rogue modron who has taken up the study of magic. It has a great interest in the creation of life and as it can no longer like other modrons split to make new entities, he dreams of one day creating life of its own. No one knows why it chose to settle down in the Hive. <https://planescape-6.obsidianportal.com/characters/ylem>
- Allesha's Pantry (In the Cage: A Guide to Sigil, p. 106)
 - The best known and best funded charity kitchen in the Hive, run by Allesha Sheevis. Nobody is turned away, and the food is free. It also puts up those who are willing to donate a little work each day, or drop a coin in the donation box.
- Green Stone Stables
 - Mounts to rent or purchase, though their quality is rather dubious
- Benni's Tap Room (In the Cage: A Guide to Sigil, p. 102)
 - A haunt of Marble district big shots, serving mistberry wine and other expensive drinks.
- Zero Alehouse (In the Cage: A Guide to Sigil, p. 103)
 - The Bleaker's tavern of choice for seeing and being seen.
- House of the Griffin Tavern (The Factol's Manifesto, p. 116.)
 - One of many Anarchist Bases across the Hive Ward, the house of the Gryphon caters to the low. The place takes its name from its tough, smart proprietor the Gryphon (is a strong human). This thirtyish woman has a piercing gaze and sharp tongue, she sees bar-fights in her place as the progression of entropy and approves of the anarchists actions.
- Sister Cade's Church (Uncaged: Faces of Sigil, p. 123.)
 - When something goes missing from a body in Sigil, Sister Cade always seems to end up with stuff that other folks lose. Plenty of people scoff and believe her to be stealing, they say she does it to lure people to her church to convert them, but she never sticks with any particular power for more than a

fortnight, she's worshipped at least 39 different deities. Apparently she finds 3 or four new things at her lost and found every morning.

- Blood Pit Fighting Arena (The Eternal Boundary [Adventure], p. 10)
 - A famous pit fighting arena in the city. A series of run down warehouses conceals a ring with room for hundreds of spectators. It's the favoured form of fighting in the Hive.
- Weary Spirit Infirmary (In the Cage: A Guide to Sigil, p. 121.)
 - A free hospital for those with a death wish. The Healers shun magical methods and freely experiment in "radical" new surgical techniques on anyone who can be baited in with the promise of a bed and meal.
 - A pit 20 feet in diameter filled with brown water, serves as a bathing pool. Filthy patients from the Weary Spirit Infirmary are required to bathe before they're taken to an examination room
- Scratch Wall (In the Cage: A Guide to Sigil, p. 115.)
 - A stone wall where it seems everyone in the city comes to make their mark, through using a chisel on the soft stone or a piece of chalk.
- Boneyard Pond (In the Cage: A Guide to Sigil, p. 125)
 - A rain pool where Orsmonder leaves carcasses too rancid to sell, the bones accumulate quickly.
- Orsmonder's Meats (In the Cage: A Guide to Sigil, pp. 101, 112.)
 - A sketchy butcher that will buy pretty much any carcass, regardless of how rancid it may be.
- Shrinking Tavern (In the Cage: A Guide to Sigil, p. 102.)
 - A grunge dive bar, that has a hairless rat like being chained to the wall, every night someone gets drunk enough to try and sample the sweat which causes the drinker to shrink in size, the shrunken drunk is thrown into a glass tank with a hungry lizard and everybody stands back to watch the fun.
- Prime Exotics (In the Cage: A Guide to Sigil, p. 126.)
 - A pet store that sells common animals from the prime material planes as exotic pets
- Snapped Finger Tavern (In the Cage: A Guide to Sigil, p. 102)
 - A place known for its nightly fights. There's no furniture, the patrons keep smashing it up, so everybody stands while swilling ale.
- The Slags
 - A scar on the already hideous Hive, a neighbourhood that was destroyed during a sudden intrusion through a portal of a war centuries if not millennia ago, something taints the place ever since, making any attempt to rebuild futile
- Old Mebbeth Hospice
- Slaughterhouse Tavern
- Tylero's Steel
- Tenement of Thugs
- The Arcane Remains
- The Knife in the River

The Clerk's Ward

- Hall of Records
 - Once home to the Fated, now a place where remnants of the faction run Sigils Mint and keep records of everything the city needs to keep an eye on, from deeds of ownership to the census to tax rolls.
- Trianym
 - A public forum moderated by Sura Ekness, with daily debates on a variety of topics. Anyone may participate with Sura's approval, and a good showing can lead to an invitation to the Hall of Speakers.
- Trioptic Nic'Epona Statue
 - Gargantuan statue of a three-eyed Nic'Epona (magical sort of horse). The base of the statue holds 2 portals to the prime, elysium, and celestia. It is guarded by a hired band of doomguard.
- Hall of Speakers (In the Cage: A Guide to Sigil, p. 72.)
 - This is where the high-level business of running Sigils government is handled here by the Advisory Council. Representatives gather to debate and enact legislation, as well as set more unofficial policy.
- Power of the One Statue (The Factol's Manifesto, p. 124)
- Indusium Tavern
- Healing Hovel
- Tome of Magic Components Shop
- Scribes Rest Pub
- Silverhorn's General Store
- Lady Drayon's Boarding House
- Ragnaal & Fluuz Scriptorium
- Davots, Trilliams, and Snoob LTD
- Balthazar's Office (Doors to the unknown, p. 11)

- Balthazar Thames considers himself a solver of mysteries, a finder of lost objects and persons, and a friend for hire. He sells his services to all but the most obviously evil personages.
- Paltry's Pastries
- Jeena Ealy's Compound
 - Home to retired explorer and writer, who has a series of best-selling books about life in some of the most unpleasant parts of the planes. Due to advancing age, she now hire adventures to gather information for her
- Cup of Freedom Library (Something Wild [Adventure], p. 17)
 - An open reference library fully funded by the Revolutionary League, they wish to bring as much pure information to the masses of Sigil as possible, after all, knowledge is the key to throwing off the chains of oppression.
- Black Wind Tavern
 - Enforces a strict policy of silence, anyone who speaks is shown the door
- Tensar's Employment Service
 - This service connects people with jobs across Sigil, but has very high standards
- Daughters of Light HQ
 - A loose confederation of people unified with a single cause, they don't like the revolutionary league.
- Goncalves' Tailor Shop
 - A tailor where anyone can enter and buy items, but not selling or identifying.
- Brothel for Slating Intellectual Lusts
 - (the name of the brothel is a typo, should be sating)
- Iannis' Advocacy Office
 - Iannis is an advocate of Sigil, he lives and works from his office, helping citizens deal with matters of law by providing legal counsel, Mainly through arranging legacies or wills. Plagued by his daughter's death and recent fire, Iannis is not in the best of spirits.
- Art and Curio Galleria
 - An art gallery run by Yvana, with many art pieces on display, she enjoys explaining and discussing each piece of art on display.
- Finam's Study
 - A linguist who spends much of their time taking relatively little pay to teach many beings the common language, as well as any other language should they ask.
- Civic Feshall (The Factol's Manifesto, p. 134. In the Cage: A Guide to Sigil, p. 63. Planescape Campaign Setting [Boxed set] — Sigil and Beyond, p. 84.)
 - A place to go for an evening's entertainment, where one can find almost any kind of performance, art exhibition, on show at all hours of the day and night.
- Velvet Harness Boarding House (In the Cage: A Guide to Sigil, p. 62.)
 - Each room includes a grain trough, floor mattress, and a sunken bathtub.
- Pestle and Kilnn's Apothecary
 - A general store located in the Clerk's Ward, sells a number of items standard to Sigil, but not native to more prime planes.
- Greengage Cider Shop
 - A tavern that caters to the smaller races, specialising in cider of the halfling goddess Sheela Peryroyl
- Vrischika's Curiosity Shoppe
 - An exotic Item shop owned by Vrischika the Importer and maintained by her servant, Standish. It's an ovoid building with an unusually long flight of stairs leading up to it. Many exquisite and rare objects of a large variety can be bought from here.
- Milori the Translator (Uncaged: Faces of Sigil, p. 64)
 - She speaks of the Dabus with admiration and empathy "when dabus speak their minds, it's all out in the open, pictures for everyone to see. Problem is, as primes say, a picture's worth a thousand words. No one's sure what they mean. The Dabus are different, and folks don't want to go to the trouble to figure them out."
- Jerkot's Imports
 - A front for a group of planar thieves who covet the treasure rumoured to lie beyond the four Doors, they keep attempting to coerce information out of Fell the Dabus. It is also the HQ for the Society of the Locked Door, who are dedicated to closing all portals forever.
- Slumbering Lamb Boarding House
 - A modest and affordable inn, unpretentious boarding house where rooms cost a paltry 5cp per night (includes free bowls of cucumber soup)
- Sullen Moon Tavern (In the Cage: A Guide to Sigil, p. 62.)
 - Popular among tieflings, the building is replete with abstract sculptures and dog skin rugs.
- Planar Trade Consortium (Uncaged: Faces of Sigil, p. 30.)
- Iron Spittle Pub (The Factol's Manifesto, p. 65)
- Lazz School of Vivid Unpleasantness (In the Cage: A Guide to Sigil, p. 74)

- An art school and salon that is currently the centre of a variety of artistic movement focusing on jarring, cacophonous, and otherwise controversial styles, performances, and music.
- Heshter's Arms Inn (In the Cage: A Guide to Sigil, p. 62)
- Silver Spire Inn
- **Hall of Information**
 - Run as an adjunct to the Hall of Records, the Hall is run to assist anyone (for free) who needs to deal with Sigil's Civil service.
- Hiland Pastries
- Whole Noted Inn
- **Factologium Museum**
 - A history and propaganda museum dedicated to the City's facts, present and former.
- **Tear of the Barghest Tavern**
 - Favoured by moneylenders and landlords, features candlelit tables, curtained booths, and expensive drinks (a glass of Elysium red wine costs 4 sp); the high prices attract bodies interested more in thoughtful conversation than drink.
- **Eyes of Elysium Tavern**
 - Serves nothing but imported water from Thalsia (1gp per pitcher, tasting faintly of limes)
- Bindings Bookshop
- **Tea Street transit Dispatch Office** (In the Cage: A Guide to Sigil, p. 74)
 - Provides pony-drawn cabs (carriages) from the Hall of speakers/Records that will carry anyone to virtually any destination.
- Crooked Sword Tavern
- **Iron Heart Alehouse**
 - Famous for its metal chairs and almond brandy, popular with the Fated.
- Grundlethum's Automatic Scribe Print-Shop
- Bounded Space Tavern
- Mirror Will's Apothecary
- Weaver's Guildhall
- Streetsweeper's Yard

The Market Ward

- **The Great Bazaar (In the Cage: A Guide to Sigil, p. 96)**
 - A grand plaza that is home to a sprawling vibrant market that never closes, the Bazaar is also home turf of the Free League, who make sure with the rules of commerce that the deals are fair and honest, mostly anyway. Unlike most other faction headquarters, the Great Bazaar isn't contained to a single building, it's spread out over a magnificent open-air plaza, a huge square of tents, shops, and stalls.
 - Everyone is considered a potential customer, which means everyone gets more or less treated the same.
- **Masty's Tavern (In the Cage: A Guide to Sigil, p. 84)**
 - Sells fine wines for 1sp per glass, attracting a better class of Cutter.
- S&J Transport (In the Cage: A Guide to Sigil, p. 82)
- **Wooly Cupgrass' Laboratory (Uncaged: Faces of Sigil, p. 22)**
 - Alchemist's lab whose proprietor can identify nearly any liquid, magical or not. He's not just a maker of potions, oils, scents, and poisons, he's an enthusiastic tester of the stuff, and he tests everything by drinking it down. Found an unmarked vial of white liquid from pandemonium, no one can recall a time he refused what was handed to him. Assassins bring him the vilest concoctions, he just drinks, smacks his lips, and tells them to add a bit more nightshade.
- Sons of Mercy Market Ward Garrison
- Beranto's Map Shop (Doors to the Unknown [Adventure], p. 48)
- Girreht's Jewelcraft (Faction War [Adventure], p. 24)
- **Deadfinger's Tavern**
 - Favoured by thugs.
- Bronze Bezants loanshop (Faction War [Adventure], p. 24)
 - A rigorously honest loan agency, with standards to match
- **Turby Inn (In the Cage: A Guide to Sigil, p. 84)**
 - While the Inn itself isn't that nice, renters put up with the dirty blankets and creaking beds for the special breakfast Turby serves to all his guests, beautifully marinated steaks made from imported Larvae from the Gray Waste.
- **Harys Hatchis' Promotions Office (Uncaged: Faces of Sigil, p. 44)**

- “I could Sell a Megaphone to a Dabus”
- The city is full of promotions made by Harys for his numerous clients. The Cage is dotted with vibrant posters, noisy with songsters touting sales, and even occasionally showered with leaflets from flying bags. Harys often turns to his spellbook, using pyrotechnics to announce a sale at a clients shop, many Cagers have shaken their head or laughed out loud when a gargantuan cinnamon tart (trumpeting the expansion of hiland pastries) hovered over their neighbourhood.
- Severed Head Weapons & Armour Shop (In the Cage: A Guide to Sigil, p. 86)
 - Weapons and Armour sold here are made from green steel, imported from the wastelands of Avernus in the plane of Baator. Lighter than normal steel, and can be processed into razor-fine edges, often allowing for Baatorian weapons to be more damaging. Their green steel plate armour is light, but stronger.
- **Red Lion Inn (Factol's Manifesto, p. 84)**
 - The building's quite a sight, more than 450 feet long, with jagged pillars rising 200 feet into Sigils sky. Its flat roof serves as a landing field for air-borne travellers, as well as aerial quarters for hippogriffs, griffons, and other flyers. The Lion caters to mostly hybrid beings, centaurs, bariaur, satyrs, and the like. The inside of the inn's on a scale comfortable to such creatures outside the humanoid norm, no chairs, and tables that are either waist-level (for those who prefer to stand on all fours) or knee-level (for those who want to lie down in the soft rushes covering the floor. Spacious stalls for centaurs (and those similar), and cosy dens with a single opening, any humanoid individuals if not accompanied by a hybrid companion are given the once over and then almost certainly brushed off.
- Imel's Happy Tongue Restaurant (In the Cage: A Guide to Sigil, p. 81)
 - A popular restaurant with fine food and a casual atmosphere, and a bit of a story to tell by the owner, a former cipher named Imel Brustur
- Tressym's Tours (In the Cage: A Guide to Sigil, p. 89)
 - Grants tours of other planes.
- Warbling Blades Silversmithy (The Factol's Manifesto, p. 82)
- Hynighter's Horses
- **Fell's Tattoo Parlour**
 - Studio run by a disgraced Dabus, whose tattoos can come to life at the most opportune (or inopportune) moments
- Chinzpeter's Used Clothing (Uncaged: Faces of Sigil, p. 124)
 - A shop in the market ward that sells durable second-hand clothing, head-gear, and footwear. The terminally sombre students of the Lazz School of Vivid Unpleasantness, haunt the dusty shop day and night.
- **Tivvum's Antiquities (Sigil and Beyond, p. 57, Uncaged: Faces of Sigil, p. 86)**
 - This store is in a tower with green marble walls. It is known as a good place to buy portal keys and is run by Alluvius Ruskin, a tiefling Old and frail.
- Debtors Pole (In the Cage: A Guide to Sigil, p. 96)
 - A notice pole that names any who have skipped on their pay, any in need of coin might check the pole, as merchants all over the city post names of those who haven't paid their bills. Some names have rewards attached.
- Chirper's Inn (In the Cage: A Guide to Sigil, p. 93)
 - A sprawling Inn that doubles as a tourist trap, anyone is welcome as long as they keep the peace and have money to spend. A variety of attractions and small specialty shops are built into the building, including a small theatre and a display of exotic creatures' skulls.
- Temple of Bane (defunct)
- Divinities Clockwork Pet Shop
- Jandor's Music Boxes
- **Grammie**

The Guildhall Ward

Flame Pits Bathhouse (In the Cage: A Guide to Sigil, p. 84, Sigil and Beyond, p. 89)

- A bath house that serves clientele with unusual and unique needs or desire, including open lava pools, noxious oozes, and purest water untouched by any contaminants
- Nittman's Aerial Tours (In the Cage: A Guide to Sigil, p. 84)
 - For an unforgettable ride, a person should visit here to rent flying mantas, thin pieces of brass cut into the shape of manta rays that fly through the city, and works as a flying carpet, 10gp per half-hour.
- Rechvad's Persona Lavisum (Faction war, p. 65)
 - It's a place where customers could temporarily alter their personality in any way they choose. The 60 year old anarchist mage created a magical process that could transform a person's personality into

someone else's. He hoped this method would help the Revolutionary League members infiltrate and subvert other factions. Unfortunately the process, while effective, had an unpredictable duration.

- Chapel Perilous
 - Once a simple middle-class tenement, this stone building now serves as the Headquarters for the Eschaton, they take no steps to bring about anyone's end, their simple plans consist of proclaiming the coming apocalypse, awaiting it with as many believers as they can convert and rising from the ashes to become the new masters of whatever's left in the New Beginning.
- Airion's Boarding House (In the Cage: A Guide to Sigil, p. 84)
 - For those needing a longer stay, Airion's boarding house provides room, and board (breakfast and lunch, no dinner), hot water (10 gallons per day, and all the pumpkin tea a cutter can drink for 3gp a week.
- Talun Underfoot's Burrow
 - Talun Underfoot, a wealthy halfling from Oerth, commissioned an actual burrow to be dug for him in the artificial hill that was created from a few tons of real Oerthian soil.
- Blue Toad Inn (In the Cage: A Guide to Sigil, p. 9)
- Ensin's Discount Elixirs (In the Cage: A Guide to Sigil, p. 95)
 - A potion shop run by the wizard Ensin who cuts corners to produce cheap, weak potions in mass quantities.
- Woodman's retreat Tavern (In the Cage: A Guide to Sigil, p. 84)
 - An establishment where everything is made of wood, the owners enforce a strict no smoking policy.
- Yawning Rat Inn (In the Cage: A Guide to Sigil, p. 84)
 - A dive that serves nothing but cheap wheat Ale, and it's barely better than puddle water, but for 2sp you can buy a whole barrel, so who's gonna complain.
- **Great Gymnasium (In the Cage: A Guide to Sigil, p. 96, Sigil and Beyond, p. 88)**
 - Run by the Transcendent Order, the Gymnasium is to health and relaxation as the Festhall is for entertainment. It also serves as the most Neutral of neutral in the city, where even Celestials and Tanar'ri can meet in peace.
 - With its gold-flecked marble walls, plush velvet carpets and onyx chandeliers, the Great Gymnasium is perhaps the most luxurious of all the faction headquarters. The Ciphers take their relaxation as seriously as their physical training. Here, you're more likely to find members in hammocks than their noses in books. Sounds louder than a whisper are considered unnecessary noise, unless you're in the workout rooms.
- Escort Guildhall(In the Cage: A Guide to Sigil, p. 87)
 - This organisation of able, trustworthy cagers focuses on training and education, their members are required to memorise all the major streets in Sigil. They are kept informed of obstacles, such as a dead giant blocking Bellwhistle Lane, and optimum routes. Members have 3 concentric blue circles tattooed on the forehead.
- Harim Festhall (The Factor's Manifesto, p. 116)
 - A friendly little establishment, furnished in soft cushions, the Harim has a theme of decadence with overtones reminiscent of desert evenings. It has five metallic domes overhead and a large open courtyard enchanted to resemble a lush ivy-covered refuge.
- Builders' Fellowship Guildhall (In the Cage: A Guide to Sigil, p. 87)
 - With more than 300 carpenters, roofers, and stonecutters, this is arguably the ward's largest guild. The fellowship works closely with the city to secure construction and maintenance contracts for public buildings; their members wear 3 copper bands on the left wrist.
- Stone & Cog Construction (Uncaged: Faces of Sigil, p. 124)
 - An outfit that designs, constructs, and renovates all manner of buildings in the Cage.
- The Other Place Spa (Uncaged: Faces of Sigil, p. 46)
 - A luxurious spa across the street from the Great Gymnasium, with a reputation unsurpassed outside the Upper Planes.
- Sons of Mercy Guildhall Garrison
- Teamster's Guildhall(In the Cage: A Guide to Sigil, p. 87)
 - This guild focuses on the transport of goods from Sigil to the various Gate Town portals. Leather epaulette on right shoulder.
- Dark Sigh Tavern (In the Cage: A Guide to Sigil, p. 84)
 - A tavern focusing on serving tiefling and other fiendish entities, serving noxious brews of oil, sulphur, and firewater, along with bowls of roasted cricket.
- Garden Tea-House
 - The steps lead up to a secluded loft in the garden.

- Order of Master Clerks and Scribes Guildhall (In the Cage: A Guide to Sigil, p. 87)
 - Membership of this group is restricted to the city's finest copyists, record keepers, and accountants. The Hall of Information and Hall of Records, both recruit many of their workers from this guild. Members have their right pinky finger nails painted silver.
- Council of Innkeepers Guildhall (In the Cage: A Guide to Sigil, p. 87)
 - This group establishes wages for waiters, cooks, and other personnel, negotiates prices with wholesalers, and shares information about knights and brawlers. Members wear a crimson waist sash edged with gold lace.
- Singing Vortex Inn (In the Cage: A Guide to Sigil, p. 84)
 - Most of the Ciphers prefer this boisterous place, with its friendly crowds and pricey fruit drinks.
- Fat Candle Pub (Uncaged: Faces of Sigil, p. 29. In the Cage: A Guide to Sigil, p. 84)
 - A pub for those who wish for a bit more privacy, aptly named since a candle the size of a tree trunk in the centre of the room is the only source of light. The place is so dark, it's difficult to see what's in your cup, let alone who's sitting next to you.
- Feathernest Inn (Uncaged: Faces of Sigil, p. 29. In the Cage: A Guide to Sigil, p. 84)
 - Travellers needing a cheap but clean place to spend the night would come to the Feathernest Inn, 5sp buys a hammock, wash bowl, and a locked door.
- Xanist's Invention Shop (In the Cage: A Guide to Sigil, p. 97)
 - Workshop of professional inventor Xanist, whose skill is matched only by her arrogance. When asked to explain how an invention works she's more likely to roll her eyes and sneer, "why explain how a donkey cart works to a donkey?". She despises Leonidas.
- **Leonidas' workshop "my workshop where i make things"**
 - Workshop of professional tinkerer and inventor Leonida (leo/lulu),
- Zakk's Corpse Curing Taxidermy Shop (In the Cage: A Guide to Sigil, p. 99)
 - Home to the best taxidermist in the Cage, Mhasha Zakk. Near the Great Gymnasium, a small building houses one of the more useful (if disturbing) businesses in this ward, anyone entering finds "mourn not for death, but for birth" inscribed on the door. Unlike most dustmen, the 80-year old zakk is surprisingly cheerful, she's cut her prices to the bone (ha), 2gp for a cat/dog, to 20gp for a man sized creature (or a man).
- Boffo's Music and joke Shop
- Cantrian Clock Tower
- Lost Dragon (In the Cage: A Guide to Sigil, p. 85)

Under Sigil

- Temple of Darkness (Faction War [Adventure], p. 78.)
 - No powers are revered there, far below the Hive Ward, the name simply conveys its aura of fear and evil. A yagnoloth named Incarus serves as "high priest" of the temple. His servants include two nycaloth lieutenants (Vaniure and Ghargaross) and a large force of mezzoloth, pisoloth and canoloth underlings. The nightmare Shaft at the centre of the temple allows the yugoloth to seep into the dreams of others.
- Dim Home Commune (Faction War [Adventure], p. 86)
 - Over 70 beings inhabit the Dim Home, many of them operate in the above world as thieves and scavengers, bringing down food and supplies for the rest of the community.
- Nowhere Safe House (Faction War [Adventure], p. 88)
 - When someone finds themselves in such incredibly dire straits that there's no place left to turn, when the most powerful and most determined people want to put your name in the dead-book and have spared no expense on the best trackers and killers to make sure it's done. Nowhere is a safe haven talked about when the lights are low and everybody's speaking in hushed tones. A secret refuge for those who are hunted and need a real escape.
- Trash Warrens
 - A portal in the northwest part of The Hive, opened with a piece of junk as a key, allows one to traverse the huge pile of garbage blocking the way to the entrance to the Trash Warrens. It's the main route to enter the buried village.
- Buried Village
 - The village used to be above ground before the Dabus buried it along with all its inhabitants, at the whim of the Lady of Pain.
- Weeping Stone Catacombs
 - A sprawling collection of tombs and vaults buried beneath Sigils Hive.
- Warrens of Thought

- An extension of the Weeping Stone Catacombs, taken over by Cranium rats and wererats. This collective is ruled by Many-as-One who is perpetually at war with the Dead Nations. (connected to ratcatcher)
- Dead Nations
 - An area adjacent to the Weeping Stone Catacombs. Here the dead have spontaneously risen, and zombies, ghouls and skeletons form a sort of society ruled over by the silent king. The Dead Nations are at war with the rat collective.
- Drowned Nations
 - So called because of the waters seeping through it, are an extension of the Catacombs, connected to both the Warrens and the Dead Nations.
- Tomb of the Nameless One
 - It's a crypt in the drowned Nations. The area is full of traps and requires a person to die several times to complete.

Anywhere is Sigil

- Funicular
 - Rolling roadhouse teetering on the edge of Sigil
- Secret Door Safe House (The Factol's Manifesto, p. 117)
 - From the outside it seems nothing more than a door on some nondescript wall. Actually it's a portal to a demiplane. Brimarc, a githzerai who runs the place, enjoys picking up the magical door and moving it from time to time, to keep it really secret.
- World Serpent Inn (In the Cage: A Guide to Sigil, p. 55)
 - The world serpent inn is both a place and a nonplace, existing in multiple planes simultaneously and nowhere at all. The Inn's main entrance is a two-way portal, though its destination changes frequently. Usually it takes on an appearance appropriate for its surroundings, such as a never noticed before storefront in town, a roadside tavern conveniently placed to provide shelter from a storm, or a cavern revealed by a rockslide. The portal, regardless of its appearance, is always marked with a symbol of a serpent curled into a horizontal figure, eating its own tail.

Other

- Bank of Keys - all the keys. Very key. All keeeeeeeeys:V Where your key? There! There your keys!