

Sigil Location Reference

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Compiled from various sources, mainly ²Ken Lipka's Official Place Listing and ³Brix's Guide to Sigil (from mimir.net)

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This file was developed as a quick reference to the many locations found in Sigil and some of the better known characters found there.

The Six Wards

1. Lady's Ward : Armoury, City Barracks, Prison, City Courts
2. Lower Ward : Great Foundry, Shattered Temple
3. Hive Ward : The Gatehouse, The Mortuary
4. Clerk's Ward : Hall of Records, Civic Festhall, Hall of Speakers
5. Guildhall Ward : Great Gymnasium
6. Market Ward : Great Bazaar

Random Encounters (d100)							
01-02	Bytopian Gnome	35-36	Modron	66-67	Giant (Fire, Frost, Cloud)	89	Archangel
03	Bladeling	37-40	Genasi (1 Ice, 2 Earth, 3 Air, 4 Fire, 5 Water, 6 Gloaming)	68-70	Cranium Rats (d20)	90	Undead (d20, 1-10 Zombie, 11-14 Ghoul, 15-17 Skeleton, 18-19 Vampire, 20 Lich)
04-05	Arvandor Elf	41-43	Mephit (1-2 ash, 3 smoke, 4 magma, 5 ooze, 6 ice)	71	Inevitable	91-92	Dustmen Collectors
06-08	Clangeddin Dwarf	44-45	Celestial: Deva	72-76	Harmonium Patrol	93-94	Godsman Merchant
09-12	Githzerai	46-47	Celestial: Asura	77-78	Doomguard Thugs	95	Dark Elf prime
13	Githyanki	48	Celestial: Quesar	79	Salamander	96	High-level adventuring party of primes
14-21	Bariaur	49-50	Celestial: Foo Dog/Foo Lion	80-81	Rilmani Seeker	97-98	Mercykiller execution squad
22	Lillend	51-53	Fiend: Devil (Baatezu)	82	Anarchist Pamphleteer	99	Reptilian Knight from Another World
23	Eladrin	54-56	Fiend: Demon (Tannar'ri)	83	Xaositect Performance Art Involving Vegetables		
24-25	Aasimar	57-59	Fiend: Yugoloth	84	Fated Tax Collector Demands Small Fee		
26-30	Tiefling	60	Fiend: Shadow	85	Athar Demagogue		
31-34	Dabus	61-65	Dustman Zombie	85-88	Tout really a pickpocket	100	The Lady of Pain Herself Passes By!

CLERK'S WARD

Crystal Dew Lane, Hull Rd, Tea St, Rook St (many touts), Thistlewind Way (big cracks), Administrator's District (wealthy), Sandstone District (poor, tieflings)

Black Wind	Tavern	Absolute silence, violet tapestries, enderpine	
Castles in the Sand ³	Builders	Architects in hardened sand	Zebuetel (formian foreman), Tavernbeldyse (dabus)
Dair's Mercenaries ³	Mercenaries	Fortified mansion, shrines, blue dragon lair	Dair, Snork (orc quartermaster), Norkk, Ch'charen (thri-kreen)
Darkwell Court ³	Mercenaries	Velven Company, grand & chaotic structure	Realing & Cyllian (dark aasimar twins, war-poets, aoskian dogs)
Eyes of Elysium	Tavern	Thalasian lime-water	
Golden Confessions ³	Confessory	Priests of all religions take confessions for a fee	Lybella Swornground, Dain, Sevara Minakeep
Greengage	Tavern	Halfing inn, serves special cider	Marda Farambler
Grundlethum's	Service	Automatic Scribe machine, printing	Grundlethum Blackdagger,
Hall of Information	Service	Blue marble edged in onyx	Bordon Mok(chief), Portal Registrar, Steward
Heshter's Arms	Inn	Warm inn, blazing copper fire	Eman Heshter, friendly
House of Mattados ³	Mage House	Shifting architecture, bigger inside	Miniature golems, Mattados De'Mad
Indusium	Tavern		
Iron Heart	Tavern	Fated, metal chairs, almond brandy	
Iron Spittle Inn	Inn		
Jenna Ealy's Compound	Bookshop	Famous books, copy-scribes	Jenna Ealy
Lazz School of Vivid Unpleasantness	Service	Artist's school, indescribably-shaped	
Slumbering Lamb	Inn	Boarding house, cheap, cucumber soup	
Sullen Moon	Tavern	Tieflings, dogskin rugs, abstract sculptures	
Tea Street Transit	Service	Pony-drawn cabs	Kyl Silkfoot
Tears of the Barghest	Tavern	Moneylenders and landlords, expensive	
Tensar's Employment	Service		Utadas Tensar
The Civic Festhall	Sensate HQ	Concerts, art exhibits, museums, buskers	
The Grove of Erik ³	Park	Place of nature, stone circle, awakened tree	Hilda Olgasdottir
The Hall of Records	Guvners HQ		
The Hall of Speakers	Signer HQ	Podium debates, scribes for hire	
The Planarium ³	Diviner	View different worlds	Teusic Rowe
The Scriptorium ³	School	Language study, teaches planar trade	Garm (tiefling), Milori (lillend)
Theatre Broulliard ³	Theatre	Ethereal demiplane, Unseen Orchestra	Palzari the Histrionic
Trianym	Service	Public debating forum	Sura Ekness
Trioptic Nic'Epona	Monument	200-foot tall horse statue with 3 portals	
Velvet Harness	Inn	Bariaur lodgings, sunken bathtubs	
Whole Note Inn	Inn	Singing maids, exotic food	

HIVE WARD

Marble District –better, The Slags – worse. Black Boot Walk – safest street, Lot’s Lane – cutthroats and fences, Stump Street – cheap alehouses, Laughing Cat Alley – archway portal to Baator, Shatterbone Street – horrible slums, Two-Lamp Lane – best food, Darkwell Court – testy githzerai. Ooze puddles.

Allesha’s Pantry	Tavern	Charity kitchen	Allesha Sheevis
Benni’s Tap Room	Tavern	Serves mistberry wine	
Blood Pit	Service		
Bottle & Jug	Tavern	Tavern, arena pit fights, 5 portals	Barl Hoxun
Butcher’s Block	Tavern	Criminal bubhouse	Trunfeld Three-Teeth (ogre)
Cold Bowl	Tavern		
Deffas’ Laboratory			
Fallen Angel	Strip Club	Den of iniquity, fallen aasimar strippers	Kohhenburg the Livid
Fiend’s Salute	Tavern	Warding circle against fiends, basement bar	The Barman, Clarion the Guardian (aasimar), Morla (tiefling)
Gatehouse Night Market	Service	Fences, illegal goods bought and sold	Retz
Goblin Quarter	District	Off Dogskull Way, clean streets, Ok’Tre’Bash	Goblin Tribes
Green Stone Stables	Shop	Poor quality mounts	Bismen Yscoppel
Happy Medium	Seer	Vile night hag predicts misfortune	Exzema Scabes (night hag)
House of the Griffin	Tavern		
Mangled Leg			
Montekkai’s Alley			
Orsander’s Meats	Shop		
Scratch Wall	Location	Giant black stone wall, house marks	
Shrinkers	Tavern	Skinrat potion, miniature lizard fight	
Snapped Fingers	Tavern	No furniture, fight every night	
Suicide Alley			
The Behemoth	Dwelling	Giant lizard turned into tenement block, warm	
The Gatehouse	Bleakers HQ		
The Mortuary	Dustmen HQ		
The Slags	Location	Slum tenements, tanar’ri caches, portals	The Kadyx
The Warehouse			
The Weary Head	Tavern		
Weary Spirit Infirmary	Service		Ridnir Tetch
Xao”#ti			
Zero	Tavern	Empty pitchers and glasses	

THE LADY'S WARD			
High Houses, many clock towers, Noble District encompasses Portal Close, Harmonium Street and Lords' Row.			
Azure Iris	Inn	Night's rest for rich bubbers	
Durkayle's Tower	Home		
Fortune's Wheel	Tavern	Betting parlour, dragon bar, bear-baiting	Estrella (elven silverhair)
Golden Bariaur Inn	Inn	Expensive restaurant for knights	Goldenmane
Interplanar Importers	Shop		
Liberty Hall	Tavern		
Palace of the Jester	Meeting place	Huge empty halls, cranium rat problem	Jeremo the Natterer
Screaming Tower	Home		
Square Bar	Tavern		
Temple of Hermes	Service	Temple, meeting place of messengers	
Temple of the Abyss	Service	Temple to demons, antipeak sacrifices	Noshteroth of the Umber Scales, Noxana, Demon of the Bells
The Armoury	Sinker HQ	Crumbling, covered in razorvine	
The City Barracks	Hardhead HQ	Very quiet and deserted. Huge blank edifice.	
The City Courts	Guvner HQ	Judges and advocates	Black Ogustus, Ylvirron the Cloven
The Prison	Reddeath HQ	Incarceration gaol	
Tower of the Wyrn	Service	Place of execution for traitors	
Traban's Forge	Shop	Dwarven smithy	Traban (dwarf), Coal-chewer (ogre)
Transformants' Square	Location		
Twelve Factols	Tavern	Tavern and dungeon, Storm Hall	

The Golden Lords of the Lady's Ward

Shemeshka the Marauder, Knight of the Cross Trade, Arcanoloath, LE
Ramander the Wise, Master of Portals, Human, W18, Fated, NE
Wei Minh Lee, Proxy of Shou Hsing (god of longevity), Human, T14, N
Duprak Jarneesh, Lord of Wealth, priest of Puchan, Knight of the Lady, P10, NG
Mantello the Jeweler, Factor of the Fated, Gith, F9/W11, NE
Courts: Black Ogustus "The Snail", Priest of Ptah
The Wheel: Estrella, half-elf silverhair B10, Fated, CN
Goldenmane, leonine bariaur, F12, Believers, NG
Jeremo the Natterer, Lady's Jester, F9/T15, Ring-Givers, CN
Temple of the Abyss: Noshteroth of the Umber Scales. Tiefling, P10/T12, Bleak Cabal, CE
Noxana the Unwilling, tiefling, T4, Indeps, CE
Traban's Forge, F1, LG, Guvners
Estevan – Council Ogre Mage

LOWER WARD

Woodsmoke, meatsmoke, eyesting, coffinsmoke, ironfumes, burning fires.

Black Sails	Tavern	Pirate ship motif, maids “for hire”	
Bones of the Night	Service	Salon of Skulls, necromantic divining	Lothar the Old, Tattershade (wererat warrens), Trick & Track
Calculating Engine ³	Bureau	Difference engine working on Shifter’s Logs	Rashad the Brilliant
Darthiir’s Test Hall ³	Service	Training hall of Kelanen, Sword Lord	The Darthiir (scarsaint), Shiylon Sere, Qubit’tal, Spindles Crigalli
Dirk and Firkin	Tavern	Celestial greenhouse, clean air, clear drinks	
Ditch, The	Location	Stinking river	
Face of Gith	Inn	Githzerai. Contained ball of Chaos	
Fire Pit ³ , The	Tavern	Watering hole for fire elementals	Essafah of the Great Ring (salamander)
Furnace ³ , The	Tavern	As above, with firebat steak	Setara (ifrit)
Generous Coin	Service	Money exchange	
Golden Bell	PawnShop	Pawnshop	Marisha the Fox, Pincher the Exile
Great Foundry	Godsmen HQ		
Green Mill	Tavern	Sylvan paradise, giant tree, fiends not welcome	
Grinning Imp	Tavern		
Hands of Time	Shop	Gear shop, automatons, clocks	Saddam Hasan ibn Arvalas
Harbinger House	Service	Godsmen barmyhouse.	
Hooded Lantern	Inn	Cross-traders and sharpeners, Old Larsmith	
Lost Bridge ³ , The	Monument	Disappearing bridge to other worlds, Aoskar	
Mermaid’s Cups	Inn	Lewd dancing girls, Larissa the Fence	
Pentacle, The ³	Inn	Many portals, summon chamber, levitating bed	Lithoss (illithid wizard), A’kin (fiend), Lissandra
Petrified Forest ³	Park	Giant stone trees, elven art, glitterglee	Elves
Red Pony	Tavern	Workingman’s bar	
Schlacthof ³ , The	Arena	Gladiatorial blood pit, demons, crystal floor	Yugoloths, Krysm, Durrion (rakasta), Gwynplane (tiefling)
Scuttle & Stag Square ³	Monument	Hideous cursed stone pagoda, creepy mists	“Cookie” Comstock, Talleyrand (wereraven), Jarkman Vries
Shattered Temple	Athar HQ		
Society of the Luminiferous Aether	Social Club	Mages’ Society, expensive	Gamnesto the Vile (doordemon)
Soused Duck	Tavern		
Speckled Rat	Tavern	Lowest dive, dustmen with contracts	Rule-of-Three
Spiral Cathedral ³	Monument	Hill of a million gods, street preachers	Multitudes of priests, clerics and sermonizers
Styx Oarsman ³	Tavern	Fiends only darkroom, sacrifices, styx snax (paladin bits), poisons for sale, Skiff Table	Jarkman Vries (tiefling), Zegonc Varec (gith), Jinhxep the Stoolie, Lathly Dim (fomorian), The Three Toads, more see below...
Sword and Buckler	Tavern	Hireswords, bodyguards, duellists	
Tenth Pit, The	Tavern	Fiends and succubi, scarring	
Theatre of Harmony	Theatre	Soothing music harmonies aid healing	Bellus (half-elf), Wren Anton
Ubiquitous Wayfarer	Tavern	Many portals flophouse	
White Casket	Tavern	Dustman bar, pickled osyluth, bone mosaics	
Worm’s Guts	Tavern		
Ye House of Mimirs ³	Service	Listen to darks from skulls for a fee	Phonpar
Zactar Cathedral	Special		

Lower Ward

Bones of the Night

Lothar the Old, Master of the Bones of the Night, human, P25, Indeps, N

Tattersshade, King of the Rats, Shadow Fiend, CE

Trick & Track, wererat lieutenants, LE

The Golden Bell: Marisha the Fox, alu fiend, Athar

Pincher the Exile, P4, Athar, CE

The Green Mill: elven inn, p51

The Hands of Time: p51, Saddaym Hasan ibn Arvalas, human, W14, Guvners, LG

Lumen: Gannesto the Vile, Gehreleth, Indeps, NE

The Styx Oarsman:

Zegonc Varec, Githzerai, F4/W6, Bleak Cabal, CE

Rule-of-Three, Marquis Cambion, Sage16, NE,

Jarkman Vries, Planar, male tiefling, F7, Athar, NE

Lathly Dim, fomorian bartender

Nux, Dim's ettercap friend

Gennick the Mesmer, "Colourful Cambion", F4, CE, rainbow robes

Xaedo, gennick's mezzoloth enforcer, NE

Quincy, baaz draconian, Sage 8

Ulmshans, male nabassu, F8, CE, hiremaster Duraio Deserters

"Cookie" Comstock, vaporighu, apothecary, poison dealer

The Three Toads:

Pollixen (hezrou devil)

Schliphis (female hydroloth, NE)

Insufferable Massix (green slaad, xaositect, CN)

GUILDHALL WARD

Copperman Way – wealthiest merchants, Dancer’s Court – guildhall elite, Redwind Road – street peddlers, Turtle Lane – baths and spas, Risvold Street – finest food shops, Newt Street – knights of the post

Bronze Bezants	Service	Bank loans	
Ensin's Discount Elixirs	Shop	Cheap but mediocre potions	Ensin
From Primes to Planewalkers ³	Service	Locates lost people, keep tabs on persons, travel to anywhere for a fee	Bristol Burnkoff
Harim	Inn		
La Pax ³	Tavern	Floating tavern, Fiends & Celestials, low damage zone, roast larvae+honeyed ambrosia	Vernon One-Eye (plumach rilmani), Ashok (marut bodyguard)
Michandoco's Maze ³	Funhouse	Null magic zone, hedge maze, mirrors	Michandoco (aasimar)
Sculptor's Paradise ³	Guild	Huge statues, multidimensional interior	Jared (caretaker), Turgan (grand master)
Severed Head Weapons	Shop		
Sunken Plaza ³	Theatre	Amphitheatre built on ruins, artistic guilds	
The Great Gymnasium	Ciphers HQ	The baths, sports halls, martial arts, meditation	
Weather Tower ³	Forecast	Weather forecasts, temple to Chan, bird's nest	Erish Souffle (spirit of air, Chan proxy), Altezza (sylph)
Xanist's	Shop	Mechanical inventions	Xanist the Genius
Zakk's Corpse Curing	Service	Taxidermy (stuffed dead things)	Mhasha Zakk
Zen Garden ³	Garden	Stone & sand, golden carp pond, portals?	Kanishi (iaido kensai master)

MARKET WARD			
Airon's Boarding House	Inn	Hot water, pumpkin tea	
Chanter's Field ³	Service	Speaker's corner with sentient angry grass	Faction demagogues
Chirper's	Tavern	Luxury, skull museum, seawind theatre	
Dark Sigh	Tavern	Tieflings, roast crickets, oil/sulphur/firewater	
Deadfingers	Tavern	Thugs	
Drunken Dabus ³	Tavern	New, clean, weird drinks, tunnel to undersigil	Adia Panamaa (anarchist cell leader)
Fat Candle	Tavern	Giant candle in common room	
Feathernest Inn	Inn	Plain lodging	
Flame Pits	Tavern	Custom planar lodging (fire, ice, ooze, etc)	Laril Zasskos
Harys Hatchis	Bill maker	Custom adverts, magic printing	Harys Hatchis, big smiler
Hynighter's Horses	Shop		
Imel's Happy Tongue	Tavern	Family inn, cheap squid	Imel Brustur
Jonas' Visions ³	Maps	Magical maps of Sigil, easy to understand	Jonas Rendbar (signer)
Masty's	Tavern	Fine wines	
Merchant's Scale ³	Service	Giant weighing scale for large goods	Pex Erro (tiefling)
Nittmin's Aerial Tours	Service		
Red Lion	Inn		
Silver Tongue ³	Appraiser	Appraises metal and gemstones	Rumvarax (rust dragon), Niloticus (xorn)
Singing Vortex	Tavern	Ciphers, pricey fruit drinks, boisterous crowds	
The Great Bazaar	Indeps HQ	Anything money can buy, debtor's pole	
The Secret Door	Special		
The Sill	Inn		
Tholin's Machines ³	Machines	Fitness and torture machines, clockworks	Tholin (dwarf), Snuddervlb (clockwork gnome)
Tivvum's Antiquities	Shop		
Torpedo Room ³	Dance hall	Shallow water, electric fish numb dancers	Harkonis Maldorov
Turby Inn	Inn	Larvae steaks for breakfast! Mmm-mm.	
Warbling Blades	Shop		
Woodsman's Retreat	Tavern	Escort Guild hangout, all wood, no smoking	
Yawning Rat	Tavern	Cheap dive, wheat ale	