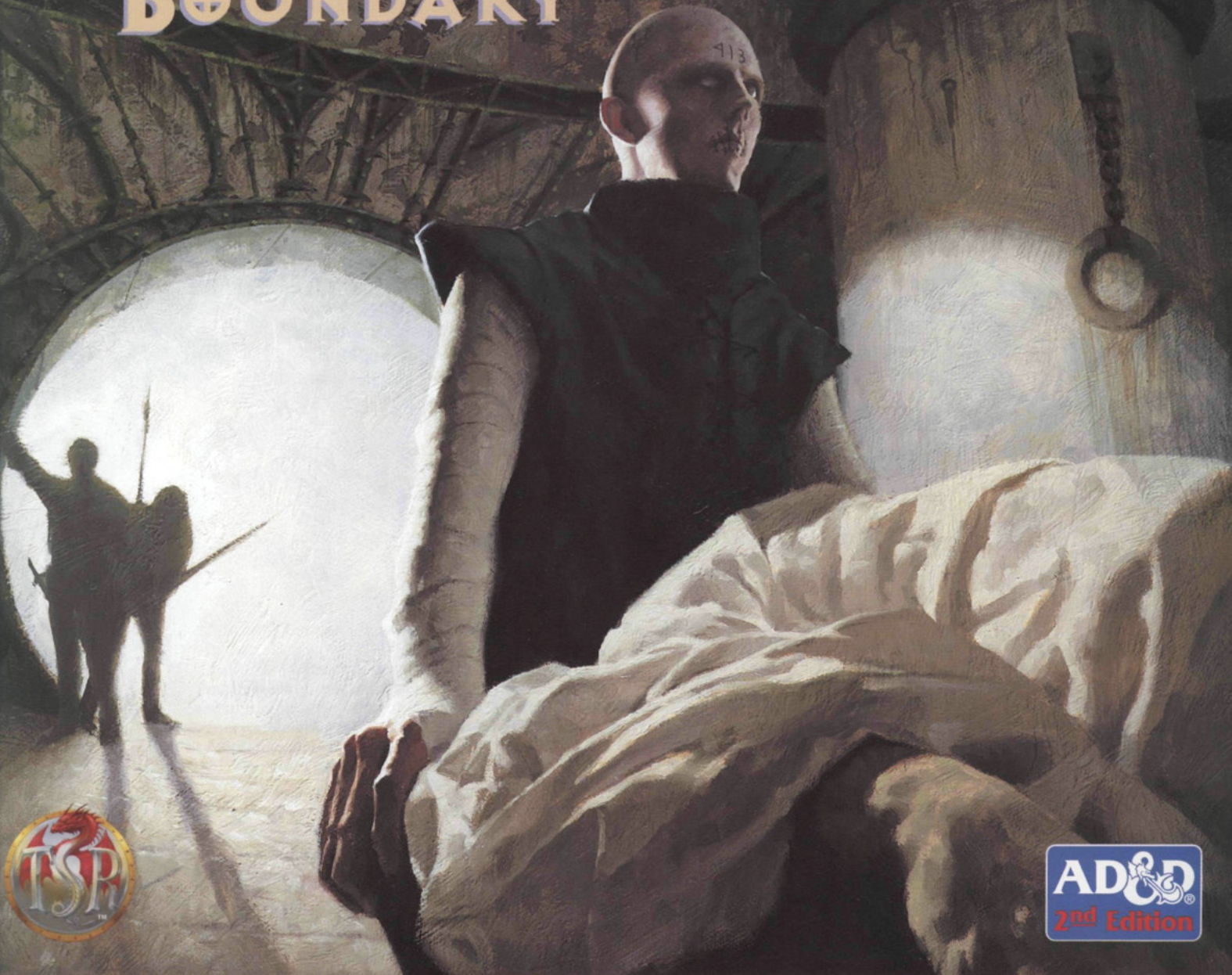


PLANE SCAPETM

ADVENTURE

THE ETERNAL BOUNDARY



◆THE◆ E+TERNAL B⊕UNDARY

C○N+EN+S

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Welcome to Sigil! Something's afoot in the Hive – there's been a lot of dyin', and there's no dark to it but somebody's responsible. Barmies have been gettin' put in the dead-book, and the chant is that some of them are coming back. Somebody'd better look into things, and do it *soon*!

AN INTRODUCTION

BACKGROUND

In the burg of Plague-Mort there's a band of prime-material mercenaries called the Illuminated. They're captained by a sorcerer known as Green Marvent, an ambitious cutter with a

long list of things he wants to do. He's working to take over Plague-Mort – anyone can tell you that – but he's also interested in Sigil.

Marvent's discovered that the factions' kriegstanz – or “undeclared war” – is the key to it all. He figures that the way to get to the factions is to get his men near the factols. Marvent's tried using *charm* and *domination* spells to create agents in the factions, but most of his plants were discovered. Only his agents in the Dead and the Doomguard survived.

Marvent's decided that what he needs are agents who truly believe in the cause they are joining, but who'll turn stag when so ordered. He's hit upon a scheme of using people who won't be missed – the barmies and bubbers of the Hive – and sending them to join factions. The sods aren't even told that they're working for Marvent; they think they've died and been given a chance to get things right the second time around. After all, there's no better agent than the sod who doesn't even know he is one.

Marvent's most trusted agent, a wizard called the Shadowknav, searches the Hive and “kills” barmies who might be restored to sanity. His cutter in the Dustmen, Toranna the Gray, looks out for any bubbler or barmy coming in to the Mortuary and makes sure the sod's body is cremated in the Elemental Plane of Fire. But instead of being incinerated, the bodies arrive at an abandoned efreeti palace that serves as Marvent's base in the Elemental Plane of Fire. There, Marvent's men revive the barmies the Shadowknav sent them by dispelling his *feign death*.

From the Citadel of Fire, Marvent's men send the restored, reprogrammed barmies back to Sigil via a second portal in the city's Lower Ward. The sods pretend to be newly arrived primes, and seek out a faction and join it as previously instructed. Marvent's had his plan in operation for a couple of months now, and so far no one's tumbled to it.

THIS IS THE CREED
OF THE ILLUMINATED –
+ RULE WHAT WE CAN;
+ CONTROL WHAT
WE CAN'T RULE;
AND + DESTROY WHAT
WE CAN'T CONTROL.
— GREEN MARVENT —

ADVENTURE SUMMARY

The player characters (PCs) begin the adventure in the city of Sigil, at the center of all planes. To get things moving, the party is hired or ordered to enter the warrenlike slum known as the Hive in search of a madman named Eliath, who has information the PCs' employers want.

In *Chapter I*, the PCs encounter a variety of the Hive's denizens in their

search for Eliath. They discover that bubbers and barmies have been turning up dead in the streets. Unfortunately, Eliath is one of them. Complications arise as the local factions, the Bleak Cabal and the Xaositects, take notice of the party and link them to the disappearances. Eventually the PCs discover that the Dustmen disposed of Eliath in the Elemental Plane of Fire, which is where all barmies are usually cremated.

In *Chapter II*, the party learns that Eliath was seen in a tavern called the Black Sail, in the company of the Doomguard. Even more confusing is the fact that Eliath now appears to be a zealous member of the Doomguard faction. Eliath insists that he is a newly arrived prime, but when questioned, the PCs discover that he was “reincarnated” and sent back from “beyond the Eternal Boundary” to make amends by becoming a Doomguard. Chapter II concludes as the PCs investigate the Mortuary, looking for evidence that Eliath was sent to someplace besides the Elemental Plane of Fire. They find none — Eliath was interred in the flames. But they do find a conspiracy at work that sends barmies through the Mortuary with the help of someone on the inside.

In *Chapter III*, the player characters follow Eliath’s trail into the Elemental Plane of Fire. There they unravel a great hoax. The bubbers and barmies who have been dying off were only drugged and sent to a receiving station operated by Green Marvent’s mercenary band, the Illuminated. The PCs can undo Marvent’s plot by destroying the Citadel and rescuing the brainwashed barmies.

PREPARING FOR PLAY

To properly run *The Eternal Boundary* in the spirit it’s intended, a Dungeon Master (DM) should be familiar with the PLANESCAPE™ Campaign Setting — specifically with Sigil, the factions, and the Elemental Plane of Fire. Although this adventure *can* be run by a DM who’s not familiar with the PLANESCAPE setting, it would lose a lot of its flavor and planar ambience. Throughout the adventure there is *italicized text* in amber; this is text to read or paraphrase to players. Items with diamonds (♦) are instructions to the DM only. There are also special **DM NOTES** scattered throughout the text.

The Eternal Boundary is designed for a party of four to six characters of 1st to 3rd levels. If the players are clever, they can avoid most of the fights in the adventure and engage in some exciting role-playing. Reward player characters for thinking as well as using their swords.

This adventure assumes that some of the characters belong to a faction (as detailed in the campaign setting), but that’s not necessary. If none of the characters has joined a faction, use the alternate Nonfaction Start, or provide a short adventure to allow the players the opportunity to join a faction before playing *The Eternal Boundary*.

DM NOTE: *The Eternal Boundary* can be enhanced for more powerful parties by increasing the strength and numbers of the enemies the PCs meet. Specifically, all faction muscle the PCs meet should be fighters a level or two lower than the PCs, and elite warriors and bodyguards are fighters of about the PCs’ levels. Leader NPCs such as the Shadowknaves, Toranna, and Imogen should be two to three levels higher than the party’s average level. Undead in the mortuary should be a challenge as well. Use more powerful creatures such as monster zombies or giant skeletons to challenge a PC group. Under no circumstances should a PC party be able to “clean out” the Mortuary room by room.

SOME CUTTER’S
GIVING US THE LAUGH.
WHO DOES HE THINK HE IS,
PUTTING OUR BARMIES
IN THE DEAD BOOK?

— FACOL L HAR

FACCTIONS

Needless to say, several of the planar factions will be involved in the adventure. Finding out which faction knows what and getting them to part with that information is a significant aspect of the excursion. Most factions have no real involvement in the events. For example, the Transcendental Order isn’t interested in the deaths of people who are careless of their minds or bodies. Other neutral factions include the Athar, Believers of the Source, the Doomguard, the Fated, the Free League, the Revolutionary League, and the Sign of One. However, even the Ciphers will take note when the dead barmies return to infiltrate their faction.

THE BLEAK CABAL

Someone is killing barmies on the Bleakers’ turf. A dedicated effort to put barmies in the dead-book indicates a motive of some kind, which imparts meaning to these deaths. The Bleakers resent the idea of

someone killing their barmies for a reason, and they want it to stop.

When the barmies return, the Cabal learns that the meaningless insanity of these poor sods has been replaced by loathsome purpose. Someone's giving the laugh to everything the Cabal stands for, and they won't take that.

AGENDA: The Cabal watches anyone who might have a connection with the deaths. Later in the adventure, the Bleakers play for keeps. They send assassins after anyone connected with the abduction of barmies. Depending on how the PCs handle themselves in Chapter I, they may be on the Bleak Cabal's list.

THE DUSTMEN

The Dead are pleasantly surprised by the increase in business. At last! Those poor barmies are getting the peace they deserve. Some cutter's doing the Dead a great service. Two things will change their attitude though: when they find out that their headquarters are being used as part of someone's plot, and when they find out that those barmies aren't nearly as dead as they ought to be.

AGENDA: To begin with, the Dustmen have no agenda; as far as they can see, nothing is wrong. If they are accused of being involved, the Dustmen deny the charges and defend themselves if more direct measures are taken. Later on, the Dustmen develop a real grudge against those who are using them and move to shut down the abductions.

If the PCs are caught in the Mortuary, things could get very interesting. . . .



THE GUVNERS, THE HARMONIUM, AND THE MERCYKILLERS

All of these factions share an interest in upholding the laws of the city. Clearly, laws are being broken and crimes committed by those who are killing the barmies in the Hive. Each of these factions has a slightly different attitude, but they agree that the killings need to stop right now.

AGENDA: These factions want to find out who is killing barmies and bring him, her, it, or them to justice. The Harmonium scours the Hive in search of suspects. The Mercykillers insert teams of assassins to bring them to justice. The PCs may become suspects if they are in the wrong place at the wrong time.

SOCIETY OF SENSATION

The Sensates are concerned because some of the bubbers turning up dead have been members of their own faction. In fact, they're inclined to regard the whole thing as an attack on their faction. When word gets out that some of the bubbers and barmies have returned, the Sensates stop at nothing to recover any of their members who have had their memories altered. The Society is an easygoing faction, but a deliberate mind-wiping of one of their own is the foulest crime imaginable.

AGENDA: They want to stop the killings and make the Hive safe for Sensates again. They keep a close eye on the Dustmen and Xaositects; this looks like their work. It's clear to the Sensates that another faction is responsible for this plot, and that the goal of the plot is to weaken the Society. PCs belonging to any faction connected with the disappearances may be held responsible by the Sensates.

XAOSITECTS

The Chaosmen are annoyed that someone is poaching on their turf. They blame the Dustmen. The Chaosmen don't want to see too many more of the barmies die off, since insanity is so wonderfully chaotic. Then again, unexplained deaths agitate things, too. They figure they'll just keep an eye on what's happening.

When the Chaosmen learn that the barmies are returning and joining factions, they're delighted. Somebody is clearly working to destabilize Sigil, and things have been dull and routine for too long. Factional feuds make Sigil a more chaotic place, and what could be better than that?

AGENDA: The Chaosmen watch the situation closely. They're undecided about whether they'll miss the barmies, but they want whoever is responsible to at least ask before tampering with Chaos turf. As the faction conflicts flare up, the Chaosmen fan the flames by inciting open fighting.

NONPLAYER CHARACTERS (NPCS)

DERIOCH YSARL

Female Human Planar
5th-level Mage, Bleak Cabal
Chaotic Evil

Str	8	Int	17	HP	15
Dex	15	Wis	13	AC	4
Con	11	Cha	14	THACO	19

EQUIPMENT: *Ring of protection +1, dagger +2, potion of flying, potion of undead control, wand of paralyzation* (13 charges), 14 pp, 33 gp, 15 sp.

SPECIAL: Derioch has 1 attack, and she has an *armor* spell in effect. Her memorized spells are *burning hands, charm person, jump, magic missile, invisibility, web*; and *suggestion*.

Derioch isn't a young woman — she's in her forties, and each year has left its mark on her face. She's seen things that no sod should, and despair sits on her shoulders like a cloak. No one knows what made Derioch into the gloomy sod she is today, but anyone in the Hive can tell you that she's been around the Cage for a long time.

Derioch's only joy is to advance her faction's cause. She can be heartless at times, though she doesn't go out of her way to cause pain. She's assigned to watch the PCs early in the adventure, and as time goes by she begins a witch hunt to prove that the PCs are responsible for the killings.



THE SHADOWKNAVE

Male Half-elf Prime
6th-level Mage, Illuminated
Neutral Evil

Str	10	Int	18	HP	16
Dex	17	Wis	13	AC	0
Con	12	Cha	15	THACO	19

EQUIPMENT: *Cloak of displacement*, *bracers of defense* (AC 5), *dagger +1*, 2 *darts of homing*, *wand of fear* (17 charges), 6 pp, 21 gp, 26 sp, two 100-gp emeralds.

SPECIAL: Shadowknaves has 1 attack, and he has the following spells memorized: *change self*, *charm person*, *phantasmal force*, *sleep*; *invisibility*, *scare*; *feign death*, *slow*.

The Shadowknafe is a dark-haired half-elf who dresses in tight-fitting, black clothing. He's a small, graceful fellow with roguish good looks and a dark turn of humor. It's said that the Knafe conceals his true name from friends and enemies alike, believing that the wrong cutter could get him Lost by using the power of his name.

The Shadowknafe showed up in the Cage a year ago. One of Marvent's first recruits, he's proved to be one of the Green Mage's most resourceful cutters. When Marvent finished his first lookabout in Sigil, he left the Shadowknafe behind to learn the dark of things.

For six weeks now, the Knafe's been running the Sigil end of Marvent's plan. It's his job to find barmies or bubbers who have some potential and get them to the Rock. When the PCs begin to follow his trail, the Knafe tries to throw them off the scent, at first by working to blame a rival faction. If that doesn't work, the Shadowknafe arranges for them to take a trip to the Eternal Boundary themselves.

MORDRIGAARZ AN+ILL

Male Human Planar
4th-level Fighter, Xaositect
Chaotic Neutral

Str	18/39	Int	10	HP	29
Dex	11	Wis	9	AC	2
Con	15	Cha	12	THACO	17

EQUIPMENT: Field plate armor, *two-handed sword +1*, *dagger*, light crossbow, 12 bolts, 1 *bolt +2*, 1 *potion of healing*, 3 pp, 38 gp, 22 sp, 50-gp opal, 75-gp ring.

SPECIAL: Mordrigaarz is a specialist with the two-handed sword. He has 1 attack (3/2 with his sword). He also specializes in punching and gains an extra attack in bare-knuckle fighting.

Mordrigaarz is a muscle-bound basher who was raised in the burg of Xaos. As a young man, he came to Sigil seeking adventure and fell in with the Chaosmen. He's not such a bad cutter, but like a lot of his fellows he tends to leap before he looks. Mordrigaarz loves a good brawl and often goes out of his way to start one.

Mordrigaarz is the basher who's been told to find out who's moving on Xaositect turf and get them to stop. He's randomly thrashing anyone he thinks doesn't belong in the Hive. Sooner or later, he'll have thrashed the cutter responsible, right?

If the PCs can offer solid evidence that they're not involved and someone else is, Mordrigaarz could become an ally. He wants to pound someone for what's been going on, and if the PCs point him in the right direction, well . . .

TORANNA +THE GRAY

Female Human Prime
3rd-level Priest of Cyric, Illuminated
Neutral Evil

Str	15	Int	14	HP	17
Dex	10	Wis	16	AC	4
Con	12	Cha	13	THACO	18

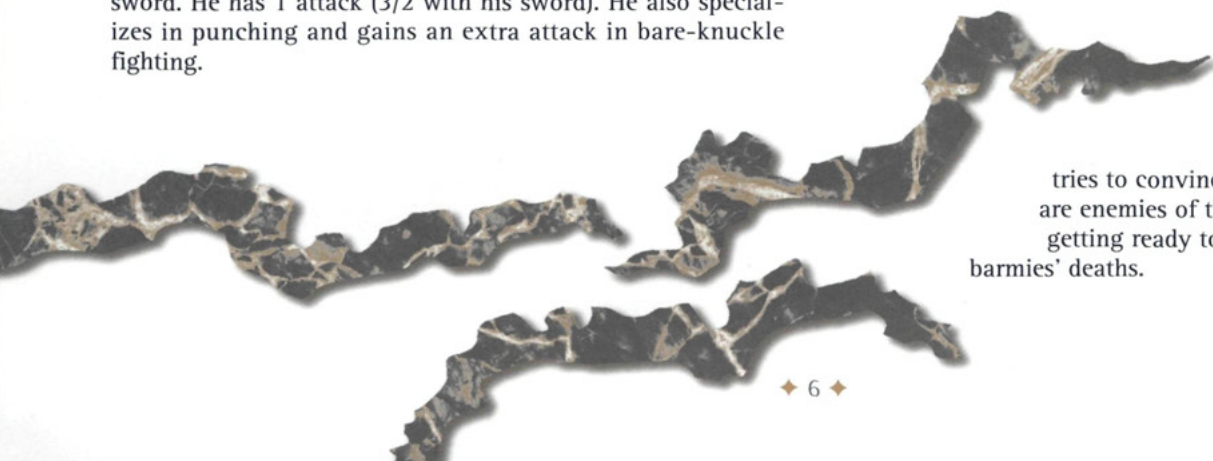
EQUIPMENT: Chain mail armor, *ring of protection +1*, *mace +2*, sling, 20 bullets, *potion of invisibility*, 19 gp, 43 sp, three 50-gp diamonds.

SPECIAL: Toranna has 1 attack, and she is a priestess of Cyric, the god of death, lies, and murder, from the FORGOTTEN REALMS® campaign setting. She has the following spells memorized: *curse*, *command*, *detect magic*, *cause fear*; *aid*, *hold person*, *silence 15-foot radius*.

Tall and athletic, Toranna's a striking woman with a moody personality. She was born on a prime world called Toril, and arrived on the planes when a wizard's spell went astray. Toranna landed in Plague-Mort, and had a few close scrapes before she fell in with the Illuminated. She's one of Marvent's newest agents, and she's learning fast.

Toranna's decided that Cyric's cause is best served by rising high in the Illuminated. For now, the best way to do that is to follow orders and to get things done with ruthless efficiency. She understands that this is an important job for her, so she will go to almost any lengths to keep her cover and keep the portal to the Rock open.

So far, none of the Dustmen have tumbled to Toranna's ruse. After all, she is a priestess of a power of death, and she is careful to fulfill all of her obligations as a Dustman. She keeps in touch with the Shadowknafe by courier, and when the PCs start getting underfoot, she'll be watching them. Toranna tries to convince the Dustmen that the PCs are enemies of the faction and that they are getting ready to frame the Dustmen for the barmies' deaths.



IMOGEN

Female Githzerai Planar
5th-level Fighter/5th-level Mage, Illuminated
Lawful Evil

Str	14	Int	17	HP	24
Dex	11	Wis	13	AC	1
Con	15	Cha	13	THACO	16

EQUIPMENT: *Leather armor +3, long sword +1, 2 daggers, light crossbow, 20 quarrels, boots of levitation, 44 gp, 37 sp, 25-gp opal.*

SPECIAL: Imogen has 1 attack and has memorized *burning hands, light, magic missile, shield; blur, web; and wraithform.*

Imogen is a tall, lean githzerai who's so thin it seems she disappears when she turns sideways. Her personality matches her appearance — she's quiet and withdrawn, sharing her thoughts with no one. In a room full of people, Imogen vanishes into anonymity. She's got few friends and few enemies.

Imogen is a native of Plague-Mort, having lived most of her life there. She decided she didn't much care for the kriegstanz of the factions, and fell in with the Illuminated. She's the first of Green Marvent's planar recruits, and has proven to be quite reliable.

Imogen commands the garrison of the Citadel of Fire and supervises the reprogramming of the bubbers and barmies. She's tough to fool and unlikely to fall for any bluff or ruse the PCs devise, since she knows the timetable and personnel of the entire operation.

I+ BEGINS

The adventure begins when one of the PCs is ordered or hired to find a barmy named Eliath in the Hive of Sigil. The DM should select one or two PCs who belong to a faction; a member of any faction *except* the Xaositects, Dustmen, or Bleak Cabal is ideal. This faction PC is then used as the active character in "Faction Start," below.

If none of the PCs belongs to a desirable faction, use the "Nonfaction Start" below. The DM can dangle whatever bait is necessary to get the players interested in finding Eliath in the Hive. The search for Eliath is just an excuse to get the PCs into the Hive, where they learn of the rash of deaths among the barmies.

DM NOTE: If the PCs are joining the PLANESCAPE campaign from another campaign world, the DM will need to devise a story linking them to the happenings in Sigil. The city's portals are an excellent mechanism for getting the player characters into Sigil.

FACTION START

If a PC belongs to a faction, he receives instructions to find Eliath and bring him to the headquarters. Read or summarize the following to the players.

It's curious, but you've been summoned to faction headquarters. It's a gray and cold morning, with a miserable drizzle falling. Inside you get sent to see Bendon Mawl, a high-up

man who's next to the factol. Bendon's a sharp cutter who made his name as a hirespell in the Outlands before coming to Sigil. A tiefling with coal-black eyes and pointed ears, he has a bit of the fiend in him, but you know — or at least you think you know — he's a trusty blood. Bendon shows you into his chambers and shuts the door. "Here's the chant," he begins. "There's this barmy named Eliath wanderin' about in the Hive. He doesn't know it, but he's got the dark of something we want. He holds the key for a portal that's said to lead someplace real interesting. Can you go have a lookabout for him? You'll be cut in on the profits."

Bendon Mawl (Pl/♂ tf/W8/var/var) is leveling with the PCs; another faction member found references in a library to a portal leading to the Isle of Black Trees, a legendary demiplane created by a prime wizard. It's rumored to hide great treasure, but its location is unknown. Most planar characters have heard of the Isle of Black Trees, but dismiss it as a traveler's tale.

Bendon expects the PC to agree to track down Eliath without too much argument. If the player isn't convinced, Bendon offers a bonus of 200 gp and a chance to be in the search party that explores the Isle. Bendon thinks that Eliath may know where the portal leads, because he was the last person to have researched the books in question, three years ago, and it's known that he disappeared for more than a year right after that.

Bendon describes Eliath as "A short, wiry fellow who's missed a few meals too many. Last I heard, he was wearin' his tattered blue wizard's robes. His hair's white, and he squints 'cause he's nearsighted."

NONFACTION START

If none of the PCs belong to a faction, assume that they are relaxing in one of Sigil's many taverns when they receive an offer of employment.

On a cold, gray day, you are sitting in a tavern known as the Sign of the Crooked Sword, trading tales by the fire to pass the time until something interesting happens. A broad-shouldered dwarf in the colors of the Signers approaches and introduces himself as Gedramak Ironfist. "I hear ye're lookin' for some jink," he says quietly. "Well, I got a job as needs doin'. I'm lookin' for a barmy, name of Eliath, who might be found in the Hive. Bring'm to me and it'll be worth yer while."

Gedramak (Pr/♂ d/F5/T6/S0/NG) represents the Sign of One, who have discovered scrolls describing the Isle of Black Trees. The Signers aren't well liked by the Bleak Cabal, and hope that by going through intermediaries (the PCs), they can get to Eliath without starting a feud.

Gedramak is careful with the details. He describes Eliath, but figures that the less the PCs know, the better. He assures them that Eliath won't be hurt, the Signers only want to question him. He's willing to pay up to 300 gp for the job. Gedramak also offers assistance for healing, information, or about anything else the PCs need — whatever it takes to get the PCs to accept the job.

Once the PCs have accepted, Gedramak tells them to bring Eliath to the Crooked Sword, unharmed. He plans on keeping an eye out for them, and will be in the area if they have troubles.

Now that the PCs have a mission, they're ready to face the Hive of Sigil. In this chapter, the characters venture "Into the Hive." Their first foray into the ward will bring them encounters called "The Dancing Man," "The Collectors," and "The Bleakers." The DM can run these encounters in any order, or even substitute additional encounters as red herrings or for color. If the PCs wander around the Hive long enough, they'll eventually encounter "A Shadow in Sigil." Of course, the longer it takes them to track down Eliath, the more likely it is they'll run afoul in the encounter called "The Chaosmen."

CHAPTER I: THE HIVE

There are several strategies the PCs can use to accomplish their mission to find Eliath. The most likely ones include wandering about at random, putting the word on the street, or asking for help from the Bleak Cabal or the Xaositects (another term for Chaosmen).

Asking the Bleak Cabal for help is the quick way through this chapter. The PCs spend a day at the Gatehouse, while the Bleakers check their list of barmies. Derioch Ysarl is helpful. The Cabal still watch the PCs, but they'll leave them alone. Run all the encounters except "The Bleakers" and "The Chaosmen" as chance meetings during the PCs' trip to the Gatehouse and back.

All other search methods will take two to three days, allowing the PCs to encounter all the events in this chapter eventually. If the PCs wander about at random, note that the Bleakers and the Chaosmen don't like people roaming about in the Hive, and a fight is likely to occur when they corner the PCs and demand answers. Asking the Xaositects for help, although futile because they don't keep track of barmies, will cause the Chaosmen to be less hostile since the PCs were polite enough to ask for their help first. Putting the word on the street will cost the heroes some jink as they work the taverns and beggars for news. However, if the Bleakers come to the PCs in response to their inquiries, Derioch has a neutral attitude, and can be persuaded to help the party.

Once the party has given up looking for Eliath or played through all the encounters in this chapter, move on to *Chapter II: The Mortuary*. If the players get stumped, they will be visited by Bendon Mawl or Gedramak, who will point them to the Xaositects or the Bleakers for information about doings in the Hive.

BEA+ I+, BERK!
THERE'S A BRACE OF HARDHEADS
COMING +HIS WAY, AND
ANY BUBBERS BOBBING FOR
JINK'LL BE SCRAGGED.
— SLIG 'THE CHEAPSTER'
ON HIS DAILY RUN
+THROUGH +HE HIVE

INTO THE HIVE

The Hive is a sprawling slum of nameless streets that wind about like worms, and crowded tenements that run like rat burrows for hundreds of yards. A detailed map of the Hive and a list of its denizens is beyond the scope of this adventure. What the players really need to know about the Hive is the mood of the place, along with a few chance meetings to keep them on their toes.

Refer to Map One, on the gatefold cover. This is a general overview of the Hive, with a few sites of interest noted. There's nothing secret on this map, and the DM should show it to the players. The noted locations will give the party places to search. When the players first enter the Hive, read or summarize the following information for them.



The Hive sprawls around, surrounding you in a gray warren of run-down buildings, filthy streets, and desperate people. The cold drizzle has driven many of the street people to shelter. Condemned buildings glow with the red light of cooking fires, and haggard faces peer at you from almost every window. The streets have a maddening tendency to confuse your senses of direction. Once you stray from the main thoroughfares, you'll quickly become lost, and it will take some time to be certain of covering the Hive in detail. From time to time, you're accosted by various people – stinking bubbers, raving barmies, street urchins looking for a handout, peddlers trying to sell their wares. You stumble across a number of businesses, including cheap alehouses, ratty inns, gaming halls, and decrepit pawnshops. The shopkeepers are suspicious and watch you silently.

The PCs are constantly in an encounter of some kind or another when in the Hive. There's always someone suspicious-looking in sight: a potential pickpocket getting too close, a peddler trying to sell something, or a bubbler lying in the street. Because there's too much activity to describe each occurrence, the DM should use the surroundings sparingly, as background and flavor.

The only plot-significant encounters that take place during the PCs' visits are described later in this chapter. However, this doesn't mean that these are the only encounters that take place here. Each time the PCs enter the Hive, they should have diversionary meetings to keep them on their toes and set the mood. For example:

- ◆ A Harmonium patrol tromps past, nervous and on guard. The guardsmen keep their weapons handy, and watch the alleys constantly. Beggars and bubblers clear out of the patrol's path. The patrol consists of five 0-level fighters.
- ◆ A beggar accosts a PC, demanding alms. While the beggar distracts the party, a cutpurse darts from a nearby door to steal a purse. The cutpurse is a 1st-level thief
- ◆ A beggar accosts a PC, demanding alms. There are 10 more nearby. If the PCs stiff the beggar, the others shout imprecations at the party and pelt them with garbage.
- ◆ A reeling drunk staggers up to a PC and loudly insults him, trying to incite a brawl.
- ◆ A peddler tries to sell the party an "amulet guaranteed to ward off evil enchantments," refusing to take "no" for an answer. The amulet is worthless, of course.
- ◆ A gang of ruffians tries to shake the PCs down for protection money. There are ten 0-level thugs, and they're looking for 1d6 gp from each character.
- ◆ A person of wealth or importance passes by in a sedan chair, escorted by vigilant guards.

While most of the Hive is featureless (at least to an outsider's eye), there are a few notable locations the party may choose to visit as they search the ward for any sign of Eliath. These are described below.

THE GATEHOUSE

By day, the Gatehouse rises above the slums that surround it like a gray icon of despair. The streets around the Gatehouse are the dirtiest and most dangerous area of Sigil. A line of desperate people forms before the doors of the Gatehouse, seeking a place in the Cabal's almshouse or committing a new barmy to the Bleakers' care. Bashers of the Bleak Cabal roam through this anguished group, taking names and making sure that no cross-traders prey on those throwing themselves at the Cabal's mercy.

By night, the streets around the Gatehouse are empty, and the howls of the barmies fill the air. All kinds of predators, human and otherwise, roam the streets when the Gatehouse closes its doors.

Characters calling on the Gatehouse meet the Bleakers (see later in this chapter). Taking the time to pay a visit to the Cabal indicates to the Bleakers that the PCs are seeking their help, and Derioch will be much more likely to aid the heroes. If asked, the Cabal will be glad to arrange a guided tour of the Gatehouse, but they will not allow the party to explore the Gatehouse without an escort.

The Gatehouse is not mapped out because it's the wrong track for the PCs. If the players are convinced that the Cabal is hiding something in here, the DM should try to steer them away from an assault on the Gatehouse.



THE GATEHOUSE NIGHT MARKET

A few blocks away from the Gatehouse is the Night Market, a tawdry carnival of cheap goods and low-class entertainment. The Gatehouse Night Market is a good place to go to discover things, or to recover stolen property. Hundreds of people throng through the run-down alleyways and ramshackle stalls of the market once night falls.

PCs visiting the Night Market will have plenty of opportunities to buy and sell anything they can think of, play in any games of chance they care to, or imbibe as much cheap wine as they can stand. They're guaranteed to be targeted by pickpockets throughout their stay. They're also likely to run across the Chaosmen, who frequent the Night Market.

If the PCs persevere, they will receive responses to their inquiries in just one evening.

THE HIVE

This refers to the Xaositects headquarters, not the entire ward. The Hive is a sprawling district of hovels, decayed grandeur, and unsavory characters. Groups of Chaosmen roam about, engaged on errands. It's possible that a PC intrusion won't be noticed for quite some time, but it's also true that the PCs will never make sense of this place before someone finds them wandering around and turns them over to the Chaosmen.

Visiting the Hive counts as the encounter "The Chaosmen" (see later this chapter). If the PCs tell the Chaosmen that they're here for help, the Xaositects will listen to their story. If the PCs can't come up with a reason for being here, they'll be in for a fight.

THE MORTUARY

The Mortuary is described in detail in Chapter II. If the PCs decide to pay a visit to the Dustmen, they'll find that the Dustmen don't know anything of Eliath, unless asked to check their records and determine if Eliath was buried. In that case, move on to "Funeral Dirge" in Chapter II, after running the important plot encounters of this chapter.

THE BUTCHER'S BLOCK

The Butcher's Block is one of the most infamous alehouses of Sigil. It's frequented by a notorious variety of thieves and cutthroats, and any cutter knows that the Butcher's Block is

the place to go to find the chant on the street.

The Butcher's Block is run by a scarred old ogre, Trunfeld Three-teeth (Pr/♂ ogre/F5/Du/NE), a vile-tempered creature of disgusting personal habits. He's remarkably bright for an ogre and collects information as a hobby. He sells his information for 20 gp per tidbit, and, if paid, he tells the PCs that bubbers and barmies have been turning up dead. If hired to keep his ear to the ground, consider the players to have put the word on the street.

Neither the Chaosmen nor the Bleakers will be well disposed toward the PCs if they find them here, because if they are here, it's obvious that they're up to no good.

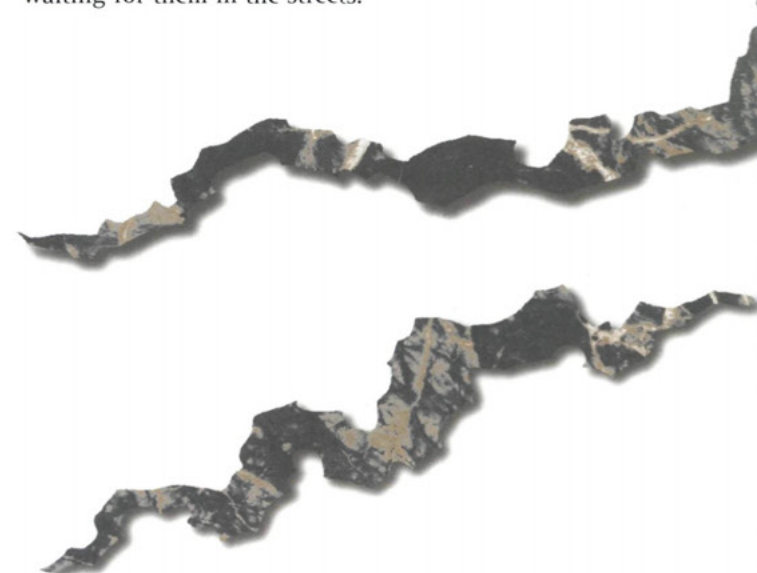
The Butcher's Block is the Shadowknaves' lodging, along with his hired swords. Their rooms are unremarkable and free of incriminating evidence. If the PCs visit this place frequently or trail the Shadowknaves successfully, they may catch him here. Use Map Two, "The Black Sail," as a stand-in for the Butcher's Block if any fights break out.

THE BLOOD PIT

The Blood Pit is the most famous pit-fighting arena in the city. A series of run-down warehouses conceals a ring with room for hundreds of spectators. Pit-fighting is the favored form of gambling, and each night the Blood Pit is crowded to overflowing with the desperate and the bloodthirsty. The Blood Pit features an overpriced ale tap manned by a talkative, dirty gnome named Felgar (Pr/♂ g/T3/At/N).

Felgar is more than happy to pass on any rumors he hears to anyone who bothers to speak to him. Unfortunately, he's fond of wild speculation and faulty leaps of logic. He tells the PCs that bubbers and barmies have been dying off, and that a horrible shadow fiend is eating their souls. He also states that the shadow fiend is a Guvner who found a way to gain power by feeding on the life-force of others, and that he's planning on unseating the Lady of Pain. It's the only explanation, really. . . .

PCs visiting the Blood Pit during business hours will encounter both the Bleakers and the Chaosmen on neutral ground. Neither faction will pick a fight here, so this is a good place for the PCs to plead their case. Of course, if they start throwing accusations around, either faction will be waiting for them in the streets.



THE DANCING MAN

While the PCs are moving around in the Hive, they meet the Dancing Man, a barmy of the first order. This is not intended as a confrontation, but sets the scene for another encounter in Chapter II.

You are walking down a straight, wide street of the Hive, chasing a rumor. It's still cold, and the rain is coming down in gray sheets. Ahead of you a tall, red-haired man in a battered, brown waistcoat appears, reeling and bounding. His long limbs jig up and down like drunken spiders. As he approaches, you hear him muttering under his breath, "Baphomet, Pazrael, Fraz Urblu . . . Juiblex . . . Laogzed, of course, Laogzed . . . Zuggtmoy!" The Dancing Man suddenly stops and begins screaming, "I tell you, I've seen, I've seen! The flies take your mind!" After his outburst, the man starts chanting names again and lurches away.

If the PCs try to restrain the Dancing Man in any way, he turns on them with berserk fury and attacks unarmed. He possesses the strength of a maniac. The Dancing Man doesn't answer any questions, but instead recites the names of Abyssal powers over and over (and over and over . . .) again.

As soon as the Dancing Man gets out of sight, stumbling down a dark alleyway, the Shadownave and his men strike him and then retreat. Continue with the following text.

You hear a sudden shriek of "No, get away from me! The flies — urkh!"

The Dancing Man has been put under a *feign death* spell. The Collectors will show up and claim the body after a while, leading to the next encounter. If the PCs investigate the Dancing Man's cry, tell the players they find the man stone dead without a mark on him.

THE COLLECTORS

In this encounter, the PCs discover another of the mysterious deaths plaguing the Hive. A group of wretched Collectors are removing the remains of an unfortunate barmy. The Collectors are the lowest of Sigil's unclean, and members of this faction eke out a living by looting dead bodies and taking them to the Mortuary. The Dustmen pay them a pittance for saving them the trouble of transporting the deceased.

Turning a corner, you come upon a group of six ragged men, dressed in the discarded clothes of wealthy folk. Their tattered clothes are somber black, and they carry themselves with a strange charade of dignity. The men are standing around the form of a bubbler lying in the gutter. One nudges the fellow with his foot. "If he ain't dead, he's close enough," he says. "I say we collect 'im." Several men solemnly begin to loot the body, while another opens a dusty book and begins intoning, "O whatever power this poor sod worship'd, look kindly upon the departed spirit of — anyone know this sod's name? — oh, well, the departed spirit o' your servant. Hey, is that a gold tooth he's got?"

The Collectors are led by a down-on-his-luck thief called Mourner Tom (PI/δh/T2/NE). They're an unsavory lot, but they're not here for a fight. If the PCs threaten them or intervene, the Collectors protest ("Hey, we found 'im first! Go get your own deader, berk!") but offer no resistance. They flee if the PCs draw weapons against them.

The Collectors aren't averse to chatting with passersby while they work. If asked, they'll tell the PCs that an unusual number of bubbers and barmies have been dyin' off lately, with not a mark on them. "It's like they fall asleep and don't wake up," they say. "Very peaceful, that."

If the characters ask the Collectors about Eliath and provide a description, they confer for a moment. "We might've seen 'im, but our memory's none too good," hints Mourner Tom. With a little, ah, *inducement* from the PCs, Tom tells them, "We picked up a sod like that a while back, and took 'im to the Mortuary. Sorry to hear you were lookin' for him. If the Dustmen remember where they put 'im, you can always try magic to get ahold of 'is spirit."

THE BLEAKERS

Derioch Ysarl of the Bleak Cabal is searching for the cause of the barmies' deaths. When she meets the PCs, she assumes that they are involved. If the PCs manage to get the Bleakers talking or previously called on them at the Gatehouse, skip this intro and go on to "The Cabal's Chant" (below).

While making inquiries in a nameless tavern, you are greeted with hard stares from four grimy laborers, a barkeep, and a serving maid, but people mind their own business in the Hive. A few minutes after you enter, six tough-looking cutters in the colors of the Bleak Cabal saunter in, and shoulder their way past the other customers to confront you. The leader is a gaunt human in wizard's robes. She surveys your group with a grim expression. "Tell us what you're doing in the Hive or you won't leave this tavern alive," she says. The other customers start moving aside.

Derioch assumes that the PCs are the sods she's been looking for, but she'll give them a small chance to prove otherwise. If the PCs come clean with her and admit they're looking for a barmy, she relaxes a bit and talks. She's still suspicious, but with a little effort the PCs can convince her that they aren't responsible. A skillful lie that doesn't fall apart will work as well as the truth.

If the PCs dodge the question or lie poorly, Derioch figures they're guilty and orders her crew to attack. Obviously, the Bleakers defend themselves if the PCs choose to attack first.

Derioch uses a *charm person* or *suggestion* spell at the beginning of the fight to disable any PC who might be a spellcaster. The Bleakers would like to take a few prisoners, and may try to disarm the PCs if given the opportunity.

THE CABAL'S CHANT

If the PCs convince Derioch that they're not the sods she's looking for, she'll be willing to exchange information. In return for the Bleakers' help in finding Eliath, Derioch wants the PCs to find out who's responsible for killing barmies in the Hive. Depending on how the negotiations go, use some or all of the following dialogue suggestions:

- ◆ "You're looking for a barmy? We keep records of every sod who loses his mind in the Cage. Give me a day, and I'll see if we know of Eliath."
- ◆ "Hah! A sorcerer's treasure in the misty sea. That's a fine story. Well, I'll get you the key to your portal, if you tell me where the portal's located. That's fair, right? Neither of us can use the portal now, so let's cooperate on this."
- ◆ "In return for our help, we want you to watch for anyone unusual in the Hive. I'll be in this tavern at nightfall every night. If you see anything worth passing on, meet me here."

The PCs can also get information by visiting the Cabal, and speaking with Derioch, who meets them at the Gatehouse, or by threatening any Bleakers they can subdue in a fight. Derioch's not a trustworthy ally, but she won't turn stag on the party unless she discovers that they're cooperating with the Chaosmen.

THE CHAOSMEN

The Xaositects are also looking for the cause of the troubles in the Hive. Mordrigaarz Antill is pursuing random threats, bribes, and stakeouts, and will soon contact the PCs. Unlike the Bleakers, the Chaosmen are inclined to strike first and ask questions later.

You're passing through a dark, winding alley strewn with refuse when you hear the sound of footsteps following and the whisper of steel sliding from leather. Behind you, a band of bashers emerges from a dark doorway, weapons drawn. They're dressed in ill-fitting tatters and seem down on their luck — the lowest sort of mercenaries. Ahead of you, a pair of cutters wearing the insignia of Chaos appears, blocking the alley. One's a burly basher with a huge two-handed sword, and the other looks like a priest. The swordsman calls out to the party: "Easy way or hard, choice yours it is. Weapons drop! Best is surrender. Collectors you'll meet otherwise, two smiles you'll have. Berks!" (See "The Chaosman Chant," at the end of this encounter for more information on the patter used in this encounter.)

If the PCs surrender, Mordrigaarz and his men bind and blindfold them, gather up their gear, and take them to the Hive to be interrogated. If the PCs come clean at the Hive (or come up with a good story), the Chaosmen will let them go.

If the PCs talk, they have one round to say something extraordinary. Mordrigaarz attacks unless he is convinced of one of three things: that the PCs are too strong for him, that his superiors in the faction will be displeased by his actions, or that the PCs are working for the Chaosmen.

Mordrigaarz wades into the battle happily, while the priest hangs back a bit to cast spells and guard his back. Mordrigaarz will try to take prisoners if he sees a good opportunity to do so.

Mordrigaarz likes to talk while fighting, and if the PCs start to do well (ie, they kill or drive off his mercenaries), he holds up his hand and backs away for a moment with grudging respect. "Sharp you bloods, not are bad," he says. "Where did you, who say you?" This gives the PCs a chance to open a dialogue with the Chaosman.

THE CHAOSMAN CHANT

If the PCs manage to get Mordrigaarz talking or call on him in the Hive, he'll trade news with them. Unlike the Bleakers, the Chaosmen demand no price for their assistance — they hope to collect on the favor later. Mordrigaarz can't help the PCs find Eliath, but he will warn them to be careful, since someone's been killing barmies and bubbers on the streets. If the PCs press for more information, he shrugs and says, "Barmies keep track so who does? Book in the Dead put they've lots lately. Look sod Mortuary your poor for Eliath in, maybe."

DM NOTE: The chant used by the Xaosi-tects is basically nothing more than transposing words within a sentence. With imaginative and flexible players who are running a Chaosman PC or a Revolutionary League faction member masquerading as a Chaosman, the dialogue in this encounter makes for some lively and exciting role-playing.

BARMIES LOST SOMEONE'S MAKING.
TO FIND OUT WHY AND
WHO I AM. WHEN THRASHED
EVERY BERK HAVE I IN HIVE, THE CUTTER
I SEEK THRASHED I'LL HAVE THEM.

— MORDRIGAARZ OF THE
CHAOSMEN

A SHADOW IN SIGIL

Regardless of how the PCs' search for Eliath goes, they'll run into the Shadowknave and his gang before they leave the Hive Quarter.

Night is falling over the Hive, and the lurid light of hundreds of cooking fires can be seen dancing in the ruins and slums. The rain has stopped, but the air's cold and damp. You are making your way down a dismal street, heading for a tavern for some dinner and companionship, when you hear a faint cry from a dark alley nearby: "Hey, get off me, you berk! Get awa — aghk!"

If the PCs investigate, read the following to the players.

You find four bashers restraining a bubbler just out of sight of the street. A roguish half-elf wearing black leather armor supervises their efforts, a sinister smile on his face. As you continue to watch, the half-elf casts a spell, and the bubbler sags back in his captors' arms without a sound. The half-elf steps forward, checks the fellow, and says, "He's out. Let's put him closer to the street so the Collectors'll find him." The bashers drag the fellow toward the street.

The Shadowknave and his hireswords don't want the dark of their activities to get out, and if the PCs make their presence known, the Knave orders his bashers to attack. He assists them by using *sleep* and *slow* spells. They'll fight until two of the bashers or the Knave are down, and then they'll withdraw. The Knave uses his *wand of fear* to cover their retreat. He'll abandon his men, if necessary.

If the Knave and his men really thrash the PCs, the DM has the option of skipping the beginning of Chapter II and going straight to the Mortuary — the incapacitated characters are delivered to Toranna, who imprisons them in Area 11 of the Mortuary while waiting for a good time to ship them to the base in the plane of Fire.

None of the Knave's bashers know the scheme; they were hired as guards by the magician. They only know their job is to restrain barmies while the Knave casts spells on them. However, if the Knave is captured and questioned, he tells the PCs that he is working for the Dustmen, hoping to mislead them into attacking the Mortuary.

If the PCs manage to follow the Shadowknave and his men, they return to the Butcher's Block to lick their wounds and hire some extra muscle. Trundfel Three-teeth tells the Shadowknave if anyone comes looking for him, and he'll arrange an ambush. See "Shadows Abroad in Sigil" in the next chapter.

The PCs should have realized by now that Eliath is dead and that they won't find the key they're looking for unless they find a way to track down Eliath's body. They should also have realized that Eliath is only one of a number of dead barmies, and that something out of the ordinary is happening in the Hive.

CHAPTER II: THE MORTUARY

If the players are hopelessly off track, give them some assistance from their initial contact at the adventure's beginning. Bendon Mawl (or Gedramak for a nonfaction party) tells them to find Eliath's body and bring it back so that a *speak with dead* can be used. The PCs are also told to find out who's killing barmies and why, since Bendon fears that someone's trying to slam the door on the search for Eliath's key by silencing anyone who might know of it.

This chapter begins with a visit to the Mortuary for Eliath's "Funeral Dirge." After learning that Eliath was "incinerated" in the Elemental Plane of Fire, the PCs discover that Eliath isn't as dead as he's supposed to be in "The Factol's Hand." This leads to "The Black Sail," where the PCs find Eliath alive and well. These events point the heroes' inquiries in the direction of "The Mortuary."

Several encounters in this chapter deal with the reactions of the NPCs who have become embroiled in the story. The heroes meet the Dancing Man again, and he tells them about the Eternal Boundary in "The Dancing Man Returns." The PCs may walk into a rematch with the Shadowknave in "Shadows Abroad in Sigil."

By the end of this chapter, it's clear that barmies who were supposed to be dead have returned from beyond the Eternal Boundary. To discover what is going on, the PCs must get into the Mortuary and do some snooping.

The most likely course of events for this chapter begins with the PCs visiting the Mortuary openly in "Funeral Dirge." However, they may decide to try to track down the Shadowknave if they didn't capture him at the end of Chapter I. If they do, run "Shadows Abroad in Sigil" after the PCs spend a week or so combing the Hive for the Knave.

Regardless of what the PCs try to do early on, they can be diverted to "The Factol's Hand" by receiving a summons from the lead character's faction. This will put the party on track for "The Black Sail," after which they will probably go on to "The Mortuary." The other encounters in this chapter can be run as random meetings that take place in and around the heroes' investigations.

DM NOTE: The PCs may decide to begin by breaking into the Mortuary, thus bypassing much of this chapter. If they do, don't worry about it – they'll still find the Fire Portal, and they'll just know a little less of what's happening.

THE CITY OF SIGIL

In this chapter, the player characters expand their investigations beyond the Hive. There are several places they visit that lie in the other wards of the city – their faction headquarters, the Black Sail, and possibly others.

To keep things moving, the DM should try to focus on the people and events that are occurring outside the Hive, instead of detailing the setting. A PC native to Sigil won't pay attention to the everyday details of his home ward, so

WHAT DO YOU
WANT HERE?
ALL OF YOU ARE STILL
ON YOUR FEET.
— GATE GUARDS
OF THE
MORTUARY

it's reasonable to gloss over the day-to-day movements of the party when they're not in the Hive.

The DM may want to read about the various wards of Sigil to prepare for encounters. For example, if the lead character is a member of the Transcendental Order, and Bendon Mawl is a fellow Cipher, it's a good idea to bone up on the Gymnasium and the Market Ward.

FUNERAL DIRGE

This encounter takes place if the player characters openly approach the Dustmen to question them on Eliath's whereabouts. If they try to sneak or bluff their way into the Mortuary instead, use the detailed description of the Mortuary later in this chapter to handle the ploy.

The Mortuary stands in a hopeless area of the Hive. It's ringed by the slums of Sigil's Unclean – those people who do work that others won't touch. The Mortuary's surroundings are almost safe, since the people here tend to be honest despite their wretched circumstances. Small alehouses, tanneries, and slaughterhouses fill the area. A fair amount of commerce surrounds the Mortuary. You meet a number of unclean ones going about their business; children following them, begging for a few coins. The hustle and bustle comes to a complete stop on the Mortuary's side of the street. Not a soul is in sight. One black, somber gate leads into the jagged edifice of dark stone. The Mortuary is a collection of dilapidated mausoleums, piled together with no organization. Inside the gate, you are halted by a squad of six Dustmen guards, dressed in black. "What's your business here?" asks one. "Who've you come to bury? All of you are still on your feet."

If the PCs explain their true mission, the leader of the guards says, "Speak to Toranna. She's in charge of interring any nameless sods who're brought in. I'll send for her. If your barmy Eliath came in recently, she'll know."

Toranna shows up a few minutes later and invites the party to look around while she answers their questions. She remembers seeing Eliath brought in about a week ago and doesn't hesitate to tell the party so. "When we don't know where to send someone who's passed on, we incinerate them in the Elemental Plane of Fire," she says. "Most barmies and bubbers fall in that category. Your friend Eliath was sent to the flames last week."

Toranna shows the PCs the portal if they want to see for themselves. There's not too much else she can tell them. If the PCs are insistent, she suggests that they could go to the plane of Fire to have a look for themselves. Once the PCs leave, Toranna notifies the Shadowknave that the party is asking after barmies that he sent to her. Run "A Shadow in Sigil" within the next day or so.

ELIATH'S TURNED UP
IN THE LOWER WARD.
THE DOOMGUARD
FOUND HIM
BEFORE WE DID.
— BENDON MAWL

THE FACTO'L'S HAND

After running into a dead end in "Funeral Dirge," the PCs may choose to report on their initial findings. (If they don't, they are summoned to the faction headquarters anyway.) Presume that the PCs are meeting at an agreed-upon gathering spot (an inn or boarding house in a lower-class neighborhood, for example), then read the following.

You are just beginning to discuss the day when a courier enters the common room and approaches, "I've a message from Bendon Mawl," she says quietly. "You're to meet him at your headquarters as soon as possible."

The courier's only a messenger and has no more information, does but expect a small tip. If the PCs were hired by Gedramak, he's the one who summons them. When the PCs report, carry on dialogue as desired. Some suggestions include:

- ◆ Bendon Mawl is clearly agitated. "The Doomguard got to Eliath," he says. "One of our cutters saw Eliath in the Black Sail, a tavern down in the Lower Ward. He was in the Doomguards' colors. I guess he wasn't so barmy after all."
- ◆ If told that Eliath is dead, the tiefling says, "Maybe they faked his death so's he could drop out of sight. The Doomguard and Dustmen are tight, and the Cabal allies with them sometimes."
- ◆ If the PCs mention the deaths in the Hive or the Shadowknave, Bendon assumes that the Doomguard and the Dustmen are engaged in some nefarious plot and says, "They're up to no good. You'd better find out whether Eliath is dead or not. Maybe he stayed in Sigil the whole time and wasn't really cremated by the Dustmen."

If asked to help with the investigations, Bendon Mawl gives the PCs *oil of elemental invulnerability* if they need to travel to the Elemental Plane of Fire, and a *potion of invisibility* if they need to sneak into the Mortuary. It takes him a day to get his hands on the potions. "Scout things out first," he tells the party. "Magic's expensive, and we don't want to use up potions for no good reason."



THE BLACK SAIL

The PCs can find the Black Sail easily enough – it's near the Armory in the dark, grimy streets of the Lower Ward. It may take several visits to track down Eliath; the DM is encouraged to let a few campaign days slip by, in order to stage some of the other events of this chapter.

The Black Sail stands in the shadow of the Armory, the Doomguard headquarters. The Lower Ward is grimy and gray, but not as squalid as the Hive. Dark foundries and smithies belch forth gray smog and caustic steam around the clock. The Black Sail sits at the end of a dark alley between a pair of armorworks. The blackened bowsprit of an ancient galleon juts out over the street end. The remnants of the ship's foresail sag over the figurehead. Soot has stained the sail black. Inside, there is a dim common room with dark rafters overhead and about a dozen curtained alcoves concealing the tables. Several stained and notched tables stand in the room's center, where a group of sullen crafters are gathered, drinking quietly.

The Black Sail's a rough place, but the PCs are safe in here as long as they don't start any trouble or ask too many questions. The best strategy is to settle at a corner table with a good view of the room and wait. After a while, Eliath will appear from one of the alcoves with four Doomguards, and they'll head back toward the Armory.

If the PCs are discreet about it, they can question the barkeeps or the serving maids. One serving maid, a saucy tiefling named Salja (PI/♀tf/TO/FL/N), can be persuaded to share information with the PCs for a hefty bribe. She recognizes Eliath's description and name – he's rooming at the Black Sail. If the PCs are nice to her, she'll tell them that he's sitting with some Doomguards in the corner.

In addition to the Doomguards with Eliath, there is a second group in another alcove. They appear at the first sign of any trouble. Four other alcoves are occupied by craftsmen, three by mercenaries, and one by a group of traders from Ribcage. There are five serving maids working the common room and the kitchen, two sturdy barkeeps, and a tough lizardman bouncer who stays out of sight.

There are several small, overpriced rooms for hire on the tavern's upper floor. One belongs to the tavern's owner, a gloomy fellow named Zaren (PI/♂h/T2/FL/NE), another is currently leased by Eliath himself. His quarters are very nondescript, providing few clues as to his identity.

GETTING TO ELIATH

Eliath and his fellow Doomguards want to be left alone and resent intrusions. However, they've got no reason to be suspicious of the PCs. As long as the PCs are civil, the Doomguards answer most questions. However, the instant a PC blurts out anything sounding like an accusation, the Doomguards leap to their feet and draw their swords, ready to punish the party for their ill-considered words.

If the PCs wait until the Doomguards leave and then follow them, the other party of Doomguards follows the PCs. The Doomguards are very wary of anyone approaching them on the street, but if the PCs remember their manners, they won't have any trouble. If the PCs settle for trailing Eliath, the second group of Doomguards jumps them, figuring that the PCs are up to no good.

If the PCs wait for Eliath to return from the Armory, they can isolate him without the Doomguards around for support. Eliath can then be questioned more directly and is a bit intimidated by the party.

ELIATH'S CHANT

When confronted by the PCs, Eliath claims to be a prime who arrived in Sigil three weeks ago. "Fortunately, I ran across these bashers of the Doomguard. There's a lot to what they say, you know. I won't be going back to Toril." The Doomguards confirm that Eliath showed up three weeks ago – as far as they know, he's telling the truth.

Eliath sticks to this story as long as possible. If the PCs are persistent and get a chance to question him when the Doomguards aren't present, Eliath changes his tune when confronted with hard facts such as "We know you were in the Hive a month ago" or "The Bleakers recorded your death several weeks ago."

When Eliath changes his story, he tells this tale: "Alright, you've found me out. I'm Eliath, and I'm a wizard from Toril. I came here some 15 years back. Three years ago I came across a book in the city's library that drove me insane, and I ended up in the Hive with the other barmies. I'd wasted my life, and I died without knowing who or where I was.

"But I got a second chance, I tell you. I passed beyond the Eternal Boundary, and there I met Lathander, the God of Morning, the deity I worshiped in my youth! The glory of it! Lathander told me I had wasted the chances I was given, but he gave me one more chance. 'There are deeds waiting for you still, things you have left undone,' he said. 'Return to Sigil and enlist in the ranks of the Doomguard. Serve them well, and you will serve me.' I awoke in the middle of the Lower Ward, sane for the first time in years. Tell me, is that not the strangest tale you have ever heard? I must make the most of this chance I've been given!"

Eliath is happy where he is and wants nothing more than to be the best Doomguard he can. He is not enchanted; he really believes that he met Lathander and that he is acting on the Morning Lord's orders. He is horrified by any suggestion that may endanger his "second chance."

If the PCs ask him about the key for the portal leading to the Isle of Black Trees, he thinks for a moment. "I knew it once, but forgot it in my insanity," he tells them. "I first found the key in the letters of the wizard Talmizar, which

were gathered in the collection of Rhaunades. Talmizar wrote of the Isle of Black Trees in his book *The Gray Realm*. That's probably what your scholars found."

DM NOTE: The Rhaunades collection can become a springboard for another PLANESCAPE adventure after *The Eternal Boundary* is concluded. The collection may be owned by a wizard who demands a service before the PCs are allowed to see it. For now, let the PCs make a few inquiries at their headquarters and tell them that the wizard Rhaunades was killed in a magical duel three years ago, and that his library was destroyed by the ensuing fires. It's a dead end, but at least the PCs tried.

THE DANCING MAN RETURNS

This encounter may be staged anywhere in Sigil, at any time the PCs are abroad on the streets. Run this soon after they meet the Doomguard and question Eliath. The PCs meet the Dancing Man again, but he's not half as barmy as they thought he was.

While passing through a busy marketplace, you see a familiar figure, the Dancing Man — his bony frame and flaming red hair are unmistakable. The sight of the him is quite a shock. He's striding down the center of the street with a strong step, his eyes clear and sane, his waistcoat replaced by gleaming chain mail and polished black boots. The Dancing Man's in the colors of one of your own factions. Whistling tunelessly between his teeth, he nods a friendly greeting and keeps going.

Naturally, the Dancing Man doesn't think of himself as the Dancing Man anymore; he's Tylaric Stormwing, a cheerful fellow with a gusty laugh. He doesn't remember meeting the PCs in the Hive. If the PCs ask him where he came from, he tells them that he hails from the land of Furyondy on the world of Oerth. "I arrived in Sigil two weeks ago," Tylaric says. "Some city! I found out what you fellows (the PC's faction) were about, and I said to myself, 'Tylaric, this is where you want to be!'"

If Tylaric is confronted with an accusation about his origin, he lets the PCs in on the truth as he knows it. Glancing about, he leans over and whispers, "Well, you're right. I've been here ten years, but five years back I took a wrong turn and found myself in the Abyss. When I came back, I was a screaming barmy. I don't remember much else, not until I died a few weeks ago. A dark angel stood over me and laid the last sleep on my eyes.

"When I awoke, I was in a brilliant place. A shining figure appeared before me — Saint Cuthbert himself, whom I'd forgotten in my madness! I'll never forget his words: 'My son, you have lost your way, and I cannot accept you in my host. I will give you one chance to redeem yourself. Go to the city of Sigil, and join the [faction name]. Serve them well, and you will serve me. Watch for my messengers and heed their words.' I've got a second chance, and I won't make a mess of it! I've been allowed to come back from the Eternal Boundary."

Tylaric is amenable to any reasonable suggestion or course of action the PCs may have for him. He is not under any enchantment and sincerely believes in the truth of his

"vision." Tylaric avoids violent confrontations with the party because he's trying to cooperate with his faction brothers. He'll even surrender or join the party if the PCs demand it. The faction won't throw him out on the PCs' recommendation alone, but they will keep an eye on Tylaric. For now, he's a model member.

SHADOWS ABROAD IN SIGIL

Once the PCs make their presence known to the Shadowknave or Toranna, the Illuminated begin to watch the PCs. They work through linkboys, beggars, couriers, and hired muscle. When they realize that the PCs are getting too close, they decide to eliminate the problem.

This encounter takes place in the PCs' own case, wherever or whatever that might be. If the PCs have been careful to avoid being tailed or are holed up in some place inaccessible (such as a faction headquarters), the Shadowknave settles for an ambush out on the streets. The encounter description assumes that the PCs are renting rooms in a middle-class inn.

In the middle of the night, the Shadowknave and six of his hired swords show up at the PCs' lodging. They bribe the staff to find out which rooms belong to the PCs and to keep quiet. If the PCs have left a watch outside their own quarters [Don't assume this is the case!], the Knave and his men will be spotted, and the heroes will have time to get ready or get away before the attack begins.

You are awakened by the door being kicked open in the middle of the night. Men armed with heavy clubs leap into the room. They strike quickly and brutally.

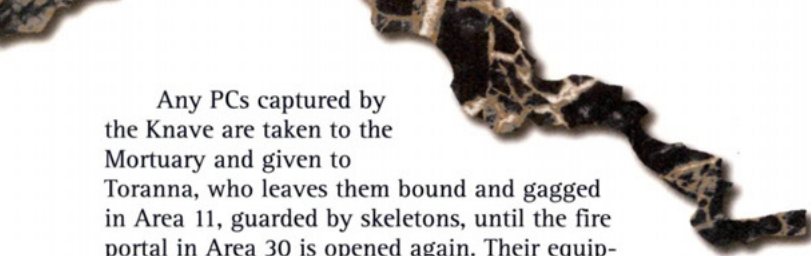
Two mercenaries remain in the hallway with the Knave, watching for anyone who might try to interfere. (If lodging in several rooms, two mercenaries enter each room while the Shadowknave waits to see where he's needed.) The mercenaries strike to subdue. Anyone knocked unconscious is bound and gagged with a heavy leather hood pulled down over his head.

The Shadowknave is in a hurry; he wants to finish things as quickly as possible so he can leave before a Harmonium patrol shows up. If he hasn't subdued the PCs in 5 rounds, he orders a retreat, taking any captured PCs.

If the PCs have no watch and are awakened in the middle of the night, the Shadowknave and his men have a +4 bonus on their chance of surprise. In addition, it takes a character one full round to awaken, grasp what's happening, get out of bed, and get a weapon. If the PCs are surprised, the Knave and his men get two rounds of unanswered attacks.

It takes several rounds to put on a full suit of armor. A PC donning armor in the middle of the fight automatically loses all Dexterity bonuses to his Armor Class, and even then the armor is likely to be missing pieces or improperly fitted. The PC suffers a 2-point penalty to AC until he takes the time to put the armor on correctly.

Because the mercenaries are striking to subdue the PCs, the characters fall unconscious when reduced to 0 hit points or less. Half of the damage they suffer is temporary. If necessary, the Shadowknave assists his swordsmen by casting *sleep* or *charm person* spells on the PCs.



Any PCs captured by the Knave are taken to the Mortuary and given to Toranna, who leaves them bound and gagged in Area 11, guarded by skeletons, until the fire portal in Area 30 is opened again. Their equipment is left locked in a trunk in Area 11.

If the PCs drive off the Shadowknave and his men, he retreats to his quarters at the Butcher's Block. He will be out of his rooms and find another kip within an hour.

THE MORTUARY

The encounters in this chapter should lead the PCs to the Mortuary. Clearly, something unusual is happening to the supposedly dead barmies who are being sent through the portal to the Elemental Plane of Fire. If the players haven't followed this, the DM can arrange for them to be captured by a band of Illuminated and taken to Toranna.

DM NOTE: By now, the players have several clues. They know that barmies have died, been interred at the Mortuary, and then returned. The facts should point to one of two explanations: either the Dustmen are lying about what happens to the barmies who are taken to the Mortuary, or someone is using the Dustmen for their own purposes. If the players are off track, encourage them to compare notes and discuss things. Provide the party with more obvious hints if necessary.

GETTING INTO THE MORTUARY

There are lots of ways to get into the Mortuary. The most likely options include sneaking in, playing dead, bluffing, or getting captured. Of course, resourceful players may think of other alternatives.

SNEAKING IN: Parties that try to sneak into the Mortuary find that there are only two entrances to the complex: the front and back doors. The upper-story windows are almost impassable, since they are less than a foot wide. A halfling, gnome, or small elf might be able to squeeze through a window. Fortunately for the PCs, the Dustmen don't really expect anyone to ever try to break *into* the Mortuary, and therefore have no alarms or alert procedures.

PLAYING DEAD: This may be the least conspicuous way to get into the Mortuary. After all, dozens of deaders are brought in every day. The PCs have to do a good job of appearing deceased, and may want to give some thought to getting their equipment inside. A PC group could form its own funeral procession, hire mourners and pallbearers, and be escorted into the Mortuary. All bodies are taken to Area 22 to be evaluated and prepared for interment, and the mourning party waits in Areas 4, 7, or 8 until called.

If the heroes bring a body to the Mortuary and ask to be present during its interment, the Dustmen agree and show them to the proper area. This is a good way for the PCs to get into the Mortuary and to find the portal to the Elemental Plane of Fire. The Dustmen routinely notify Toranna if an unidentified bubber or barmy is brought in, and she oversees the interments herself.

BLUFFING: Tricking the guards is possible, but the party's success depends on how they go about it. Disguising themselves as Dustmen is likely to work, as long as the PCs don't get drawn into any serious conversations about things any Dustman would know. The PCs may also be able to walk in as "mourners" during the day, in which case they'll be escorted to the Memorial Vaults in Areas 7 or 8.

GETTING CAPTURED: The PCs will have a difficult time no matter which band of villains captures them! Characters captured by the Illuminated are bound and gagged, then smuggled in the back door while guards loyal to Toranna are on duty. The PCs are taken to Area 11 and locked inside until Toranna gets a chance to send them through the portal for interrogation and disposal.

If the PCs are captured by the Dustmen, they will be held in one of the vaults (Area 10) by dozens of undead until Factol Skall gets a chance to "question" them. If they come clean with the factol, Skall figures out that someone has turned stag and is working inside his faction and initiates an investigation of his own that soon nets Toranna. He has no use for the PCs in any case, and may dispose of them.

If the PCs don't come clean with the factol, Toranna's cover isn't blown. She'll request permission to oversee the disposal of the PCs, and will send them disarmed and bound to the Citadel of Fire.

THE MORTUARY PORTALS

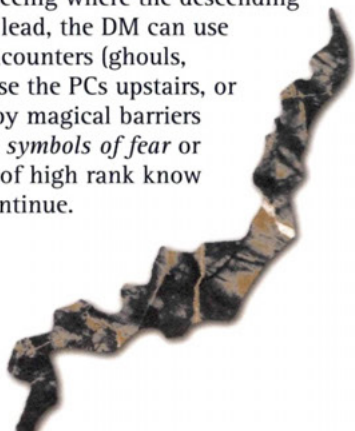
There are hundreds of portals concentrated in the winding passageways of the Mortuary. A number of them are in the catacombs, but dozens can be found in the areas the PCs are likely to explore. Like most of Sigil's portals, the Mortuary portals require keys. The Dustmen guard this knowledge, and learning keys is a part of initiations into higher circles of the faction. Therefore, the PCs are not able to use any of the portals they find in the Mortuary.

The only portal the party might be able to use in this adventure is the portal leading to the Elemental Plane of Fire. Every Dustman knows that the elemental portals can be found in the Overvault (Area 30), and there is a 50% chance that a Dustman knows the portal key as well.

THE CATACOMBS

The three aboveground levels of the Mortuary are shown on the gatefold map included in this adventure, but the Mortuary also includes an extensive series of catacombs that are not described here. If the DM wishes, this adventure can be expanded by creating maps of the catacombs and routing the adventurers through them before sending them to the Fire portal.

If the players insist on seeing where the descending stairwells on the Main Floor lead, the DM can use tough wandering monster encounters (ghouls, mummies, or wraiths) to chase the PCs upstairs, or have the stairwells guarded by magical barriers such as *glyphs of warding* or *symbols of fear or hopelessness*. Only Dustmen of high rank know the passwords required to continue.



DENIZENS OF THE MORTUARY

Most faction headquarters are crowded with people coming and going at all times of the day. The Mortuary is unusual in that it is by far the least trafficked of the headquarters. Its halls and passageways stand empty for hours at a time. Intruders who move quietly and stay out of sight could go for days without being discovered, so long as they avoid the undead who surround them.

There are two parts of the building that do not follow this rule, however: the dormitories along the dome's eastern walls, and the faction offices in the western towers. The offices are very busy by day, and nearly empty at night, while the dormitories are filled with Dustmen at night and nearly empty during working hours.

Of course, living Dustmen aren't the only denizens of the Mortuary. Hordes of undead haunt the whole area. Skeletons and zombies are used as laborers throughout the building. Fortunately, freewilled undead such as wights and wraiths stay out of the more public areas.

THE BUILDING EXTERIOR

The Mortuary is a sinister jumble of huge, mausoleumlike windowless vaults centered around a low, menacing dome. Black, spinelike buttresses radiate from the building's center. The streets around the Mortuary are the home of Sigil's Unclean, and are crowded with cheap taverns and boarding houses. The Mortuary's deep shadows allow adventurers to skulk along without being noticed.

1. THE FRONT GATE: The main entrance of the Mortuary is an impressive double door of copper-sheathed ironwood, left ajar during the day but closed and barred by night. The gate is always guarded by a squad of Dustmen.

A shallow flight of marble steps sweeps up between two of the building's dark buttresses to a massive gate of copper-sheathed wood. Two small stone guardhouses stand at the bottom of the stairs. Several Dustmen guards watch your approach. As you approach, one of the guards asks, "Well, what d'you want with us?"

Six Dustmen guard this entrance. Two are stationed in the guardhouses, two beneath the arch (at points 1a and 1b), and two more in front of the gate. A captain supervises the detail, stationing himself near the arch. If any trouble breaks out, one of the guards goes inside to Area 4 to get help.

The Dustmen aren't in a hurry to start a fight, but they won't be bulldozed, either. Their job is to find out the visitors' business and point them in the right direction, and to defend the Mortuary from any direct attack. Parties with unidentified bodies are directed to the back door and told to knock, funeral processions are directed to Area 4.

2. THE LESSER GATE: The Dustmen use this entrance to receive deliveries. It is much smaller than the Main Gate and not often used.

A flight of narrow steps leads up to a sturdy iron-plated door, located between two black buttresses. No guards are in sight. A priest of the Dustmen, assigned as door warden, answers your knock. He has two zombies in tow and opens the

door slightly to see if you are turning in a body. "Do you wish to see the interment?" he asks.

The gate is customarily left locked but unguarded when not in use. In addition to the lock, the door is also secured by a heavy iron bar. If the door is forced open, it makes a huge racket that brings the priest, zombies, and two guards from Area 12 to investigate in 1d4 rounds.

3. PUBLIC MEMORIAL: This building is an open-air monument. For a fee, the Dustmen will add deceased persons' names to the Roll of the Dead. Over centuries, the memorial has become full of the tiny carved names. (None of the barmies are memorialized.) The Dustmen pay no attention to anyone in here unless something bizarre occurs.

Four tall arches lead into an open-air chamber of black marble. A single stone monument stands in the center of the room. In each corner an oil-fueled brazier burns. The walls of the room are made of polished granite and are covered with thousands of finely carved names in various languages.

THE MAIN FLOOR

4. GREAT HALL: This chamber is used to receive guests or funeral parties of importance. It is kept spotless and reserved for ceremonial use only. Five Dustmen stand guard here and also act as guides for any visitors who need to be taken to a different part of the building. At night, only two are on duty.

This impressive chamber features a tall, vaulted ceiling and a floor of polished black marble. The walls are decorated with dark, geometric carvings. Five [or two, depending on time of day] Dustmen wait patiently here. They offer their assistance to you upon your approach.

The Dustmen will send for any person the PCs request to see, or take them to any portal they wish to view. If a fight starts, one of the Dustmen heads for Area 12 to get help. In a real pinch, the priest will step into Area 6 and attempt to command the armored skeletons there.

5. INTERMENT CHAMBERS: These rooms contain portals leading to various places in neutral planes, including Mechanus, Acheron, Arcadia, Limbo, Pandemonium, and Ysgard. Dozens of additional portals are available for more inaccessible areas of these planes in the catacombs, but the Dustmen find that most of their customers' needs can be met with these general portals. In addition to the neutral planes included in these chambers, several portals lead to the more prominent prime-material worlds.

This room is paved with dark flagstones and roofed with heavy stone vaults. Blank doorways carved in stone line the walls. Empty torch sconces and black wall hangings indicate that this room may be used for ceremonies from time to time. The ceiling is so low that those of you who are tall are forced to stoop to avoid hitting your head. In the center of the chamber is a blank stone slab suspended by chains from the ceiling, allowing it to be faced toward any of the portals. It can be tilted to slide a body into the appropriate portal.

Each of these chambers may have something unusual inside. Roll 1d6 and consult the following table.

ROLL	
1d6	SPECIAL FEATURES
1	None.
2–3	The tapestries, torch sconces, and braziers are distinct for each funeral. A chamber is decorated with bright colors for an Upper Plane transportation, or with infernal trappings for the Lower Planes.
4	A body prepared for a funeral has been left in place on the slab, covered with a sheet.
5	Two zombies are cleaning up the chamber. They do not attack unless a PC interferes with them.
6	A group of 1d4 Dustmen led by a priest are conducting an interment. They attempt to apprehend the PCs.

6. CENTRAL CHAMBER: This large chamber is not used in any burial ceremonies. Instead, it is reserved for gatherings of Dustmen and receives heavy traffic.

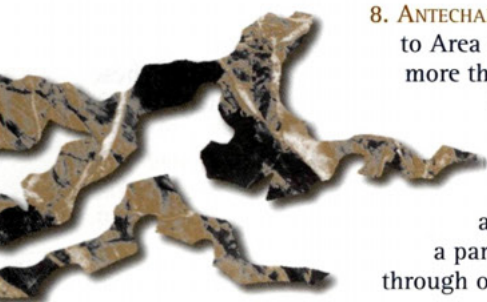
Four vaulted pillars rise to meet in an opening in the ceiling overhead. Red and black marble flagstones cover the floor in an intricate pattern. Trophies, banners, and coats of arms hang from each wall, displaying various Dustmen triumphs. In each corner stand a pair of huge skeletons in ancient bronze armor. They do not react to your presence.

The skeletons are animated hill giant skeletons, but their orders are to defend themselves only if attacked, and to make sure that no one defaces or removes any of the decorations in this chamber. As long as the PCs mind their manners, the skeletons remain inanimate.

If the PCs manage to loot this chamber, they'll find that most of the material is not very valuable. However, one decorative shield is actually a large *shield +2*, two banners are well-made tapestries worth 350 gp each, and a trophy is a magical *bastard sword +1, flame tongue*. The Dustmen won't rest until the loot is returned.

7. MEMORIAL HALL: The Dustmen are occasionally paid to let a body lie in state and arrange for viewings. This chamber is used for that purpose. Currently, no one is being honored in this fashion.

A tall brass candelabra stands in each corner of this room. In the center of the chamber there is a large stone bier with a glass cover, it is unoccupied. The floor is highly polished marble tile showing signs of wear.



8. ANTECHAMBER: This room is similar to Area 7. If the Dustmen arrange more than one viewing at a time, they'll use this room as a secondary chamber of state. It is also heavily used, and there is a 1d6 chance per turn that a party of 1d4 Dustmen passes through on an errand.

9. STORAGE ROOMS: A number of small, locked rooms can be found scattered throughout the Mortuary. There are all kinds of interesting things in these chambers. Roll 1d6 to see what the general contents of any storage room are on the following table.

ROLL	
1d6	CONTENTS
1	Empty.
2	Cleaning supplies, blankets, linen.
3	Food and drink, including sacks of grain, barrels of salted meat, tuns of wine, casks of brandy, and a few normal rats.
4	Weapons and armor, including partial suits of chain mail and scale mail, shields, helms, crossbows, bolts, spears, and short swords.
5	Burial materials, including assembled coffins, vats of embalming chemicals, and ceremonial trappings suitable for a variety of customers.
6	2d6 zombies or skeletons awaiting orders from a Dustman. There is a 25% chance that the last orders they received were to attack intruders.

10. VAULTS: Thousands of bodies are buried in or beneath the Mortuary. Most of these are interred in the catacombs, but a number lie in the black mausoleums that surround the Dustmen headquarters. The ancient vaults are said to predate the Mortuary itself. The following is a description of a typical vault.

Doors of bronze plate, carved with hideous images and dire curses upon anyone disturbing the vault's occupants, guard this chamber. Inside, the walls contain scores of burial niches, most of them occupied. There are six niches in each 10 × 10-foot wall section, and the vault is two or three stories high. It must contain more than 100 ancient corpses! It has a central sarcophagus of great size, covered with carvings that fill you with fear. You feel as though you're being watched by a malicious presence, and the bones of the corpses creak most disturbingly as you walk by.

Obviously, PCs intruding in this area arouse the wrath of the undead. The DM can create customized encounters in each of these vaults, or use the guidelines below. All of these are very difficult for 1st- or 2nd-level characters, but if the players insist on snooping around in places of such obvious peril, then they deserve whatever they get. The possibilities include:

- ◆ **Option 1.** The vault contains a band of eight ghouls led by a ghast, who are feasting on ancient bones. They're more than happy to have fresher meat. . . .
- ◆ **Option 2.** Each round the party remains in here, 1d6 skeletons animate and attack them. The PCs suffer a –4 penalty to turning attempts in this sinister place. A skeleton warrior lies in the main sarcophagus, and appears after four or five rounds. . . .
- ◆ **Option 3.** The restless spirits of the dead haunt the vault and defend the bodies from any would-be grave looters. A spectre and 1d6 wraiths guard the chamber, but give the party a chance to flee before the undead attack. . . .

There is a small amount of treasure hidden in and around the various vaults, if the PCs are foolish or determined enough to search for it. Each burial niche is 10% likely to contain a random piece of jewelry on the bones of its occupant. There is a 5% chance that each niche contains a weapon or piece of armor. There is a 1d20 chance that any armament found in a niche is magical; otherwise, the passing centuries have corroded it beyond use.

11. TORANNA'S VAULT: Toranna explored the vaults when she first enlisted in the Dustmen, but had to flee for her life from most of them. However, she found one vault that was free of any horrible undead. She uses this chamber for storing things she doesn't want other Dustmen to find — such as the PCs if they get captured. At the moment, the only things here are four skeletons that attack anyone who enters, and Toranna's cache that is placed inside the empty sarcophagus. It includes a map showing a rough layout of the Mortuary, with the portal leading to the Elemental Plane of Fire circled; a journal listing all the bodies that were diverted to the Rock instead of being incinerated normally (there are almost 40 names in the list, including Eliath and Tylaric); a letter from Green Marvent to Toranna, including his orders to her; a scrap of paper with the phrase "Shadowknaves at the Blood Pit, 8 o'clock"; a *potion of healing*, a *potion of undead control*, a *potion of invisibility*, an *oil of elemental invulnerability (fire)*, a *scroll of protection from undead*, and a change of clothes.

The letter from Marvent reads:

"Toranna — Congratulations on your success in joining the Dustmen. You've made excellent progress. As we discussed earlier, the Eternal Boundary plan is now in process. Look for marks behind the right ear of unknown or unidentifiable corpses, and make sure that they are cremated in the Elemental Plane of Fire, using the portal we identified. Move quickly; the sods'll revive in six or eight hours, and that would be unfortunate. Best wishes, Marvent."

If the PCs have been captured, Toranna binds them securely and locks them in this room with four skeletons as guards. To escape, the PCs will need to get free of their bindings, defeat the skeletons, and then get past the locked door. Their weapons and armor are in the back of one of the burial niches. If the PCs fail to escape, Toranna receives orders a day later telling her to knock out the PCs and send them through the portal.

12. GUARDROOM: This is the entrance to the faction headquarters area. A squad of six Dustmen are always on duty here. There aren't any good reasons for the PCs to be here, and the Dustmen react appropriately.

This chamber represents a distinct change in architecture from the vaults of the Mortuary. It is newer and decorated in somber colors. A group of Dustmen are sitting at a table playing a game of chance. They immediately see you and get up. "You're not supposed to be here," one says.

The guards attack the PCs unless they come up with a very good explanation for their presence. Even if the PCs manage to excuse themselves without a fight, the guards think about it for a round or two and then decide that they'd better follow the party and look into things.

13. FACTION RECORDS: At night, this office is locked and unoccupied. During the day, 1d4 Dustmen and a priest work here. Non-Dustmen are prohibited from this area.

This small office features a number of huge filing cabinets, stuffed with all kinds of documents. Several Dustmen clerks are trying to sort papers. As you enter, they look up and ask in surprise, "Who are you?"

The chief function of this office is to keep a record of every interment performed by the Dustmen. In addition, records concerning faction membership are kept here. It will

take a PC about two hours to find the date, time, and location of any particular burial. (Most of the barmies have been interred in the last six weeks.) If a clerk can be forced to help in the effort, it will only take about 15 minutes to find the information.

14. FACTION LIBRARY: At night this room is locked and unoccupied. During the day 1d6 Dustmen supervised by a priest and a mage are here, performing research on various topics. The small room adjacent to the library is *wizard locked* and contains the faction's rare volumes.

This room is a library. Crowded bookshelves line the walls, and huge wooden tables in the center of the room are covered with various tomes and treatises. Several Dustmen are here, absorbed in their own studies. As you enter, they glance up and ask, "Hey, are you supposed to be here?"

Under no circumstances will the PCs be allowed to start looking through the volumes unless they have an escort of Dustman, and a high-up one at that. The library is mostly concerned with burial practices and sites, the undead, philosophical works on death, and lists of gravesites. The rare volumes include dozens of especially valuable books (any of them would be worth 100 to 600 gp to a collector), plus several tomes on necromantic magic. Several contain spells and potion ingredient lists.

If a fight breaks out, the Dustmen are careful not to damage any volumes. The guards from Area 12 come running to join the fray, arriving in two rounds.

15. REFECTORY: Most of the lower-ranking Dustmen gather here for meals. During the day, a few Dustmen are almost always here. At night the place is usually empty.

Wooden tables line the walls of this long, narrow hall. Banners and coats of arms decorate the walls, but most are very dark and somber. Almost a dozen Dustmen are assembled around the various tables. Unlike most gatherings, the mood is very sober and quiet. Conversations come to a stop as you enter the room. Finally, one captain stands up. "Who are you and what d'you think you're doing here?" he demands. Other Dustmen begin to rise, hands on swordhilts.

Again, the PCs may be able to fast-talk their way out of this jam if they can offer a reasonable explanation and immediately retreat in a different direction. The Dustmen may believe the heroes to be a mourning party that took the wrong turn. If the PCs don't lie quickly and convincingly, the Dustmen will try to capture or kill them. There are 3d8 Dustmen here, including the captain.

16. KITCHEN: The lower-ranking Dustmen rotate through this duty. The cooks work odd hours, rising long before dawn to start working on the next day's meal.

Pots and pans hang overhead, and next meal is roasting in two large hearths. The kitchen is crowded and disorganized, but efficient. Six sweating men and women are preparing food and washing dishes. A haunch of meat sizzles over one fire, and a huge iron pot of stew bubbles over the other. One of the cooks catches sight of the party and says, "Dinner's not for three hours, berk. Get out of here before we report you."

Unless the PCs are clearly a threat, the cooks ignore them and continue their work. At night this room is empty, and the hearths are cold.

17. COMMON ROOM: This room is occasionally used as a meeting chamber. A couple of small tables with a dozen or so chairs are in the center of the room, and along one wall there are three kegs of cider. At the moment, the room is unoccupied, but there is a lot of traffic in this area.

18. DORMITORIES: Each of these rooms is the temporary home of 1d20 Dustmen. The smaller chambers belong to 1d3 of middle rank, while the large chambers are open bunkrooms shared by 1d10 + 10 low-ranking Dustmen. During the day, most of these rooms are empty, but at night the residents return for sleep.

Each Dustman is provided with a small bunk, a locked trunk, and a little closet space. The large bunkrooms are very spartan, and resemble military barracks. Generally, only 1d6–1 (0 to 5) Dustmen are present during the day, but most everyone is sleeping here at night. Most in the large bunkrooms are standard Dustmen or Dustman guards.

The smaller rooms tend to be more comfortable. There is a 1d20 chance per occupant that someone is present during daytime. Dustmen who merit individual rooms are fighters, priests, and mages of levels 1d6 + 2 (3 to 8). Roll on the following tables to see who lives in any given room.

ROLL		ROLL	
1d6	CLASS	1d6	RACE
1–2	Fighter	1–3	Human
3	Thief	4	Githzerai
4–5	Priest	5	Tiefling
6	Mage	6	Other

Each Dustman's private possessions are kept locked in a trunk or footlocker. Clothing, an extra dagger or short sword, and possibly (25% chance) a suit of ring mail or studded leather armor can be found in each trunk. In addition, 3d10 gp, 5d10 sp, and 5d10 cp can be found in any given locker. Higher-level characters are more likely to have interesting things in their lockers, but PCs who try to loot the dormitories will be caught sooner or later.

THE UPPER FLOOR

19. TORANNA'S ROOM: This chamber is almost identical to the other dormitories that surround it. Toranna is careful to keep any incriminating evidence in a different part of the building (Area 11, to be precise). She keeps odd hours and is often gone for most of the night – there is only a 1 in 10 chance of finding her in her room.

A thorough search of her belongings reveals a holy symbol dedicated to Cyric, a pair of heavy keys (used to secure the crypt when she's not there), and a small pouch full of red glass beads. The beads are used to open the portal to the Elemental Plane of Fire. Her other belongings include several changes of clothing and a pair of earrings worth about 75 gp.

20. PREPARATION CHAMBERS: These large, open rooms are used to prepare bodies for interment. The various tools and chemicals of the embalmers fill the chambers.

Iron chains hang from a track system in the stone ceiling, supporting cold steel slabs draped with sheets. Almost a dozen of the platforms are scattered through the room, several

with bodies sprawled over them. Metal shelves with jugs of foul-smelling chemicals and rolls of white linen line the walls. Grisly tanks, pumps, and cutting instruments are arranged by the bodies on the slabs. At the far end of the room an open balcony overlooks the central chamber.

This area was once a gallery or council chamber that has been appropriated for use as a preparation room. Although these two chambers are eerie and unsettling, there's nothing immediately hazardous or useful in either room. The embalming chemicals are poisonous (type F if ingested), and a number of instruments akin to daggers or knives can be found. The bodies are unremarkable.

21. EMBALMERS' CHAMBER: This room is identical to the preparation chambers (Area 20) except that a group of Dustmen is at work here. Add the following description for this room.

Every one of the iron slabs is occupied in this chamber, and several Dustmen are at work preparing the bodies. Six zombies stand by, occasionally moving bodies from platform to platform as ordered by the embalmers. As you enter, the Dustmen look up in surprise. "What are you doing here?" one demands.

If the PCs enter this room during the Mortuary's open hours, the Dustmen are satisfied with any reasonable explanation. At night, they assume that the PCs are intruders and order them to surrender. If the PCs don't, the Dustmen attack after ordering the zombies to "Get them!"

22. RECEIVING ROOM: This chamber is identical to the preparation rooms and embalmers' chamber, but is used for a different purpose. When bodies are first turned over to the Dustmen, they are sent here to be sorted and listed. This room is always busy, regardless of the time of day.

Iron shelves line the walls of this room with sheet-covered bodies lying on them. Chain-supported platforms hang throughout the room, supporting more bodies. There are at least two dozen in here. Several Dustmen are, checking over the bodies and writing out toe-tags. A huge, dusty volume sits on a desk in the room's center in which a scribe constantly makes entries. Zombies shamble back and forth, moving the bodies in and out as directed by the Dustmen.

During the day, the Dustmen assume that the PCs have wandered away from their escorts and offer to show them back to the waiting area. At night, they assume that the PCs mean trouble, and order the zombies to catch them, while they send someone for help. There are four Dustmen, a mage, and six zombies in this room.

There's nothing unusual about the bodies, but if the PCs examine the book they'll find that someone named Toranna signed for each barmy or bubber that was brought here, including Eliath and Tylaric.

23. INTERMENT CHAMBERS: These rooms are very similar to the interment chambers described in Area 5. The chambers on this level generally lead to Upper or Lower Planes such as Elysium, the Gray Waste, the Beastlands, or Carceri. Refer to Area 5 for the unusual features that may be present in one of these chambers.

24. BURIAL PARTY: No matter what time it is, the PCs encounter a burial party in this room. Six Dustmen are interring one of their own in a portal leading to Pandemonium.

Gray curtains and iron sconces with yellow flames frame this chamber in leaping shadows. A body wrapped in tight black sheets lies on the platform, and six Dustmen stand around the deceased. As you enter, the Dustmen look up, and their eyes narrow in anger. "Who dares to disturb our ceremony?" growls one.

The Dustmen attack any PCs who enter unless they can come up with an excellent explanation for their presence. There are five Dustmen and one priest here.

25. ACTIVE PORTAL: When the PCs enter this room, they find one zombie standing before a portal leading to a graveyard in the Outland town of Plague-Mort. Unlike most in the Mortuary, this is a regular portal that opens with no key.

This chamber is bare of any trappings except for an iron platform. A zombie stands motionless beside the slab, ignoring you. Suddenly, one of the blank stone arches glows with blue light. In a moment, a dim, crimson landscape appears inside. A town of dark stone with razorvine covering the building walls appears within the portal. A graveyard is in the foreground.

The portal persists for two or three rounds, and then vanishes. The zombie is posted here to watch for portal openings and stop any non-Dustmen from entering the Mortuary from this doorway. The PCs can use this portal as an emergency escape from the Mortuary.

26. FACTION ARMORY: This room is protected by a door of heavy iron plate with two massive padlocks (-20% to open locks attempts). The Dustmen store weaponry here in case they can't get to their main armories in the catacombs.

The armory is guarded by two monster skeletons similar to the skeletons in Area 6. They are under orders to attack any non-Dustmen who enter this room, but will not pursue any who flee the area.

The armory contains 30 spears, 25 short swords, 15 light crossbows with 15 cases of 20 bolts each, 4 suits of scale mail, 12 suits of ring mail, 8 shields, 4 helmets, and 4 long swords. In one corner there is a locked trunk guarded by a spring-loaded dart trap that attacks with a THACO of 15 and inflicts 1d6 points of damage on anyone who opens the trunk without first disarming the trap by using a secret keyhole on the trunk's back side. The trunk contains a *dagger +2*, a *long sword +1*, six *quarrels +2*, a *potion of healing*, and a *wand of magic missiles* with 13 charges.

27. FACTION COUNCIL CHAMBER: The leaders of the Dustmen gather in this room for meetings. The room is customarily left open, but is not used very often.

A table of dark mahogany dominates the center of this room. It is ringed by chairs with high, arched backs. The walls are covered with dark paneling. On one wall hangs a massive copper symbol – the emblem of the Dustmen. One seat clearly must belong to the high-up man, since it's centered beneath the faction's symbol.

On the underside of the table in front of this seat there is a light crossbow suspended from the table, loaded with a magical *quarrel +2* smeared with Type E poison. The chair also has a secret lever that opens a trapdoor for someone to make a quick getaway to the hallway outside Area 13.

If the PCs linger here during the day, there is a 1 in 6 chance per turn that a group of Dustmen captains and mages will come in for a meeting of some kind. They won't take kindly to the presence of intruders here.

28. FACTOL SECRETARY'S OFFICE: During the day, this room is open, and occupied by the factol's bodyguards and appointment secretary. At night, the door is locked securely and also wizard locked at the 12th-level of ability.

This chamber is lavishly appointed with somber furnishings that remind one of a coffin. A desk sits in one corner and bookshelves line the walls. A studious man in the robes of a mage sits behind the desk, making notes in a journal. By the opposite door, two tough-looking warriors stand guard. They instantly challenge, "Whoever you are, you've come to the wrong place. Start explaining, and do it quick!"

This is definitely trouble for the PCs. The two bodyguards are fighters at least three levels higher than the average party member, and the wizard is a fellow named Komosahl Trevant (Pl/♂ h/W12/Du/NE) who is the second-ranking member of the Dustmen. All three are protected by powerful magic, such as *stoneskin* spells, and have magical weapons and armor. The party shouldn't win any fight here, so equip these NPCs as necessary.

After one or two rounds, the factol and his personal guards from Area 29 come out to see what's happening on, and three rounds after that Dustmen start arriving at the rate of 2d4 per round to capture the intruders.

If the PCs immediately knuckle under and offer a good excuse, they might walk away unscathed – Komosahl can be persuaded that the PCs are a group of mourners who took the wrong turn. He'll escort the PCs to the front door. If the PCs surrender, the Dustmen hear their story. Refer to "Getting Captured" in "The Mortuary" section of this chapter.

If the PCs get in after hours, they can remove a number of valuable documents from the bookshelves. One of the documents is a list of the portals in the Mortuary, their destinations, and their keys. They lead to any place the PCs might want to go, and plenty of places they don't.

29. FACTOL'S OFFICE: Like the secretary's office, the factol's office is usually occupied during the daytime and empty at night. If the heroes somehow manage to break into this chamber, they'll find even more trouble than in the secretary's office.

The factol's office is exotically furnished with mementos and decorations from many planes and prime worlds. Secret safes conceal rare treasures, bookshelves contain a number of potions and scrolls, and several extremely valuable objects of art are scattered throughout the room.

The factol himself is a powerful lich named Skall (monster/W19/Du/NE), who has run the Dustmen for several hundred years using various *illusions* to present different faces to different people. He's attended by two elite bodyguards. Skall is powerful enough to kill or capture the PCs without breaking a sweat. If the PCs do fall into his hands, he will drag the truth of what's happening out of them and then send them into the plane of Fire as cannon fodder to put a stop to Marvent's plans.

By night, all entrances to this chamber are guarded by *symbols of fear*. A squad of six juju zombies make sure that none of the factol's belongings are tampered with when he's not here. One of the interesting features of the room is the eastern closet, which is a portal leading directly to the citadel of the Dustmen on the Negative Energy Plane.

THE OVERVAULT

30. THE OVERVAULT: This low chamber sits directly beneath the dome. Portals leading to the various Elemental Planes can be found in the small galleries that surround this chamber. The area is only lightly trafficked.

The upper level of the Mortuary's dome is one expansive chamber, divided by the vaulting that supports the roof. Narrow galleries run around the perimeter of the room, with dark portals gaping. Chains suspended from the ceiling support a number of iron platforms similar to those in the chambers below. Several sheet-draped bodies await interment, and several zombies shamble about the room, moving the bodies or greasing the chain tracks. From one corner a brilliant reddish light dances beneath the roof. Two Dustmen are standing before a portal filled with raging flame. They seem about to slide a body through the portal.

If the PCs have not met Toranna yet, or have no real idea of what's going on, they encounter her at her work. Toranna and her assistant are interring the body of a barmy that was just received. Of course, the barmy isn't really dead — he's been affected by a *feign death* spell, and Toranna is sending him to the Citadel of Fire.

When Toranna sees the PCs, she orders the nearest zombies (there are four of them) to attack, and sends her assistant for help. The assistant returns in six rounds with the squad of Dustmen from Area 12. In the meantime, Toranna fights a delaying action.

Toranna has a pouch on her belt with dozens of red glass beads in it, the key used to open the portal to the Elemental Plane of Fire. The portal is open when the PCs arrive, so they can go through it if they move quickly.

If Toranna is captured, she resists questioning. If she is *charmed*, she can give the party most of the details of the Eternal Boundary plan. She knows that the Shadowknave is working in the Hive to find barmies to send to her, and she knows that the bodies she receives are not incinerated but instead picked up at the Citadel. She suspects that Marvent has some use for them, but doesn't know that they're being returned to the city of Sigil.

THE PORTAL

The key to the portal is a red, glass bead, which is consumed in the opening. When the portal opens, it appears to enter into the heart of the Elemental Plane of Fire. Nothing but raging flames can be seen from this side. When a PC passes through, go on to *Chapter III: The Citadel*.

31. FACTOL'S QUARTERS: These chambers are reserved for Skall. Although he has little use for them, he maintains the illusion of life and retires to this room to read or study at night. The door to this room is *wizard locked* and guarded by a *symbol of fear*. The windows are barred by *walls of force* and further

warded by *symbols of hopelessness*. The walls and floor are made from special mortar that prevents the passage of *phased* or *ethereal* characters. It should be impossible for the PCs to get in here.

Even if the PCs do manage to get in, they'll find that Skall has a very powerful tanar'ri familiar (a glabrezu or hezrou is appropriate) that is more than capable of taking apart the party. The tanar'ri attempts to capture the PCs for questioning by Skall later.

The other quarters on this level (Area 18) belong to Skall's bodyguards. Refer to the description of the dormitories for details of their contents.

32. FACTION LABORATORY: These rooms are reserved for the use of Dustmen wizards. A fine supply of magical and alchemical materials can be found here. During the day, 1d3 Dustmen mages are conducting research or brewing potions here. At night four juju zombies stand watch.

Long work tables line the walls, with scroll-racks and cabinets containing unusual chemicals. This room is obviously a wizard's laboratory. Several experiments appear to be in progress; there are bubbling beakers, strange apparatus, and pages and pages of notes scattered everywhere.

Neither the wizards nor the zombies will allow any intruders to remain in this room, but if the PCs somehow manage to evade detection, they'll find a number of interesting things here. A thorough search turns up 1d6 random potions and 1d3 random scrolls. Magical supplies such as diamond dust, sulfur, and powdered pearls, can be found. If the PCs loot this room for everything of value, they can find 400 to 2,400 (4d6 × 100) gp worth of materials to sell later.

33. SHRINE: Dedicated to the powers of death, the various priests belonging to the Dustmen use this chamber for their observances. It is usually empty at night, but during the day 1d3–1 (0 to 2) Dustmen priests are here, involved in prayers or study.

An altar of black stone stands in the center of this chamber. Tapestries of dark purple and black decorate the room, and braziers smolder in the corners. Standing before the altar is a Dustman wearing ceremonial robes. Six skeletons flank him, with battle axes in their bony hands. The Dustman turns, startled, as you enter.

The Dustman priest assumes the PCs are new recruits and dismisses them. Hidden in the altar is a concealed compartment with six pieces of an altar service worth 75 gp each.

34. GUARD CHAMBER: A permanent portal leading to the Outland town of Xaos is in this chamber. Six Dustmen guard the doorway against any intrusions. On occasion, the Dustmen use this portal to smuggle people out of Sigil.

The first thing that meets your eyes in this room is a single glowing doorway in the middle of a stone wall. Otherwise, the chamber is plain, with serviceable furniture and a shuttered window. A group of six Dustmen stand watch here.

When the PCs enter, the guards assume that they are intruders and demand the party's surrender. The portal is another emergency escape route for the PCs if they get in serious trouble. Of course, the guards have something to say about that. Unless the PCs can come up with a good story quickly, the Dustmen attack them.



Damien

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The heroes' path leads to only one place: the Mortuary's portal to the Elemental Plane of Fire. The only mystery left for the PCs to unravel waits on the other side.

CHAPTER III: THE ETERNAL BOUNDARY

The Illuminated have positioned a small island of rock at the portal's terminus in the Elemental Plane of Fire. This island is an asteroid of black stone, surrounded by a 100-yard zone of breathable air. The air is maintained by an enchanted gem. Outside this safe zone, the endless inferno rages for as far as the eye can see.

The Citadel was once the palace of an efreeti prince, but has been abandoned for hundreds of years. The Illuminated use it as a base in the plane of Fire. Its location is ideal for sorting the deaders who come through the Mortuary portal. The bodies marked by Toranna in the Mortuary are set aside for revival later, and the rest thrown into the flames.

Once a barmy has been revived, Illuminated clerics and wizards work to cure or suppress the victim's insanity. When the victim is lucid again, a charade of divine intervention is set up to get the barmy to willingly serve as an agent of the Illuminated. About

once a week, Marvent's agents activate the Lower Ward portal and transport the new recruits back to Sigil.

Once the PCs get this far, they should identify the residents of the Citadel as enemies. There are three plans of attack the players are likely to use: they can assault the Citadel, they can masquerade as deaders, or they can try to bluff their way in by pretending to be in on the plot.

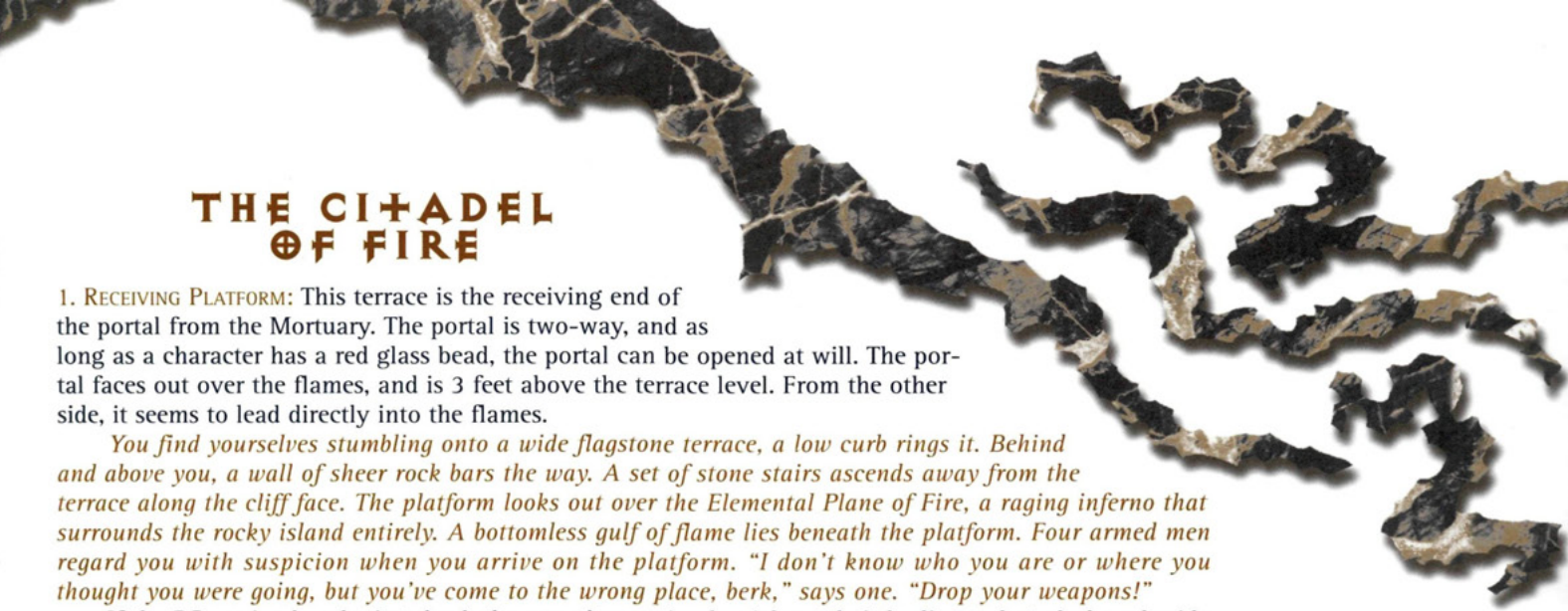
- ◆ *Assault.* Attacking the Citadel is fairly easy. The heroes may use any number of tactics. Resistance will be light at first, since the Illuminated don't expect an attack from the Mortuary, but the villains quickly get organized and mobilize to meet the threat.
- ◆ *Masquerade.* Hopefully, the PCs took the trouble to mark themselves! Otherwise, the Illuminated will casually toss them into the fire once they arrive at Area 1. If marked, the PCs are taken to Area 16 and placed in cells until revived.
- ◆ *Bluff.* A bluff only works if the PCs get the details of the plan from Toranna before coming here. The Illuminated aren't expecting any reinforcements or messages, so the PCs have to invent a believable story. If they pull it off, they'll be given free run of the Citadel.

DM NOTES: Unless a PC is magically protected, one round's exposure to the Elemental Plane of Fire is sufficient to kill a character if he fails a saving throw vs. death. Even if successful, the PC suffers 5d10 points of damage – almost certainly enough to kill any low-level PC.

The last encounter in this chapter, "The Illuminated," can be run anywhere in the Citadel. Imogen leads her elite guards against the PC party once the heroes' presence is discovered; they track down the PCs to end the assault. Play this encounter at the most dramatic moment possible.

WELC@ME +@ +HE
LIGH+, BERK.

— C@MM@NDER IM@GEN
@F +HE ILLUMIN@TED,
+@ A NEWLY ARRIVED
'DEADER'



THE CITADEL OF FIRE

1. RECEIVING PLATFORM: This terrace is the receiving end of the portal from the Mortuary. The portal is two-way, and as long as a character has a red glass bead, the portal can be opened at will. The portal faces out over the flames, and is 3 feet above the terrace level. From the other side, it seems to lead directly into the flames.

You find yourselves stumbling onto a wide flagstone terrace, a low curb rings it. Behind and above you, a wall of sheer rock bars the way. A set of stone stairs ascends away from the terrace along the cliff face. The platform looks out over the Elemental Plane of Fire, a raging inferno that surrounds the rocky island entirely. A bottomless gulf of flame lies beneath the platform. Four armed men regard you with suspicion when you arrive on the platform. "I don't know who you are or where you thought you were going, but you've come to the wrong place, berk," says one. "Drop your weapons!"

If the PCs arrive by playing dead, the armed men simply pick up their bodies and stack them beside the cliff wall.

Three of the men are Illuminated guards (see the NPC roster on the inside cover), and the fourth is Alver Kend, an Illuminated priest who supervises the handling of the barmies on the platform. If a fight breaks out, Alver orders one of the guards to go to Area 2 to alert the Citadel. Alver looks for a spellcaster and uses his *silence* spell on him. If a PC gets close to the edge he targets him for a *command* – "Leap!"

Any of these guards can be interrogated about the complex. They know roughly what is in each room and how the operation works. The guards also know that the gem in Area 10 must not be disturbed for any reason, since it renews the safe pocket surrounding the Citadel.

2. GUARD PLATFORM: This stone landing is suspended over empty space, jutting out from the Citadel's side. The Illuminated use it as a guard post.

A platform of stone juts out from the side of the cliff. Five well-armed hobgoblins keep an alert watch over the area. A ballista sits loaded and drawn in the center of the platform, mounted on a swinging pivot. The hobgoblins challenge you as you ascend the stairs: "Halt! Who goes there?"

The hobgoblins are mercenaries hired by Marvent to help keep the Citadel safe. They assume that the PCs are intruders and move to attack. The hobgoblins aren't familiar with the plan, but they do know that drunks and barmies are carried past their post on occasion. They also know that they are not supposed to go near the temple. The ballista cannot be turned to fire on the Citadel.

3. LOWER GALLERY: Barmies who tend toward evil alignment are led through this hallway on their way to meet the "avatar" of their patron deity. When someone is being programmed, the mages use *illusion* spells to dress up this area and make it appear to be part of the Lower Planes.

This hallway is decorated with sinister carvings and dark wall trappings. The alcoves hold statues of fierce fiends in various grotesque poses. A gate of black iron lies at the end of the hall, emblazoned with terrible runes and curses. Broken bones and rusted pieces of armor litter the floor of this passageway.

Despite appearances, there is nothing particularly dangerous about this passageway. However, the door is trapped with a *glyph of warding*. Any character who approaches without making a secret gesture must make a saving throw or suffer 1d2 points of damage and be struck blind for 1d6 + 2 rounds. At the same time, a *magic mouth* proclaims, "FOOL! NOW YOU SHALL RECEIVE THE PUNISHMENT YOU DESERVE! ADVANCE INTO THE HALL OF JUDGMENT!"

4. LOWER HALL: This chamber is the stage for barmies who are meeting Lower Planar "powers." It doubles as a meeting hall and refectory; when the theatrical trappings are needed, the tables are removed and the kitchens closed down. At the moment, several hobgoblins are removing the tables in preparation for a divine performance.

The walls are covered by dark tapestries, or arrases. A throne of black stone rests on a dais at the room's far end. Smoking braziers stand at either side of the throne. Several hobgoblins are carrying tables from the center of this room to niches hidden by the arrases. Six tables have already been stowed, and four remain in the room's center.



When the tables are removed, the chamber becomes much more imposing and threatening.

There are a total of four hobgoblins here. They have been temporarily assigned to kitchen duties. When the PCs enter, the hobgoblins think that they are new reinforcements and let the heroes pass unless the PCs do something out of the ordinary. They defend themselves if attacked.

The curtained alcoves contain various supplies, totaling six barrels of salted meat, 35 sacks of grain, four sides of curing beef, two picks, three axes, two hammers, a keg of nails, four 50-foot coils of rope, and four kegs of weak ale.

5. GUARD QUARTERS: The hobgoblin detachment hired by Green Marvent is quartered here. The room also doubles as a watchpost, since its arrow slits look out over this side of the Citadel and command the portal platform beneath.

This is a military bunkroom, with over a dozen bunks and heavy footlockers lining the walls. An equipment rack sits in the center of the room. Three arrow slits look out over the raging fires outside. Lurid orange light blazes through the slits. Four hobgoblins are throwing dice in the corner. As you enter, the hobgoblins leap up and seize their weapons, rushing to the attack!

The hobgoblins are only wearing partial armor and are AC 8. They can arm themselves normally. A search of this room reveals three suits of scale mail, a set of cloaks emblazoned with a lidless eye (the Illuminated's symbol), five spears, two long bows, and 24 arrows. The foot lockers contain a total of 78 gp, 155 sp, and 229 cp.

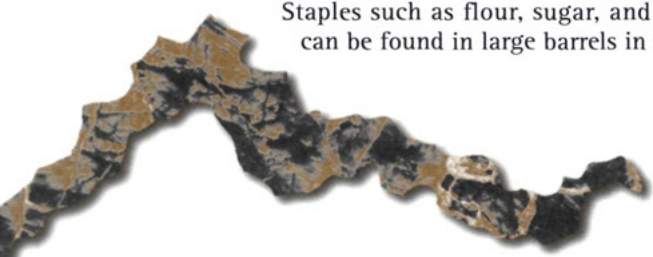
The hobgoblins were enlisted by Marvent in Plague-Mort, and know that people are received in Area 1, detained in Area 16, and then sent off from Area 13. They don't know why, or what's being done to them.

6. THE KITCHEN: The Illuminated garrison doesn't enjoy many luxuries here, and their diet is one of their chief hardships. The kitchen is small and not well equipped, and the guards eat more cold meals than hot ones.

A single dirty hearth takes up one wall of this dingy kitchen. A few spartan counters and bare cupboards line the other walls of this room. Two burly men in aprons are cooking a suspicious-looking stew over the hearth, seasoning it with liberal amounts of pepper.

Like the hobgoblins in the previous room, the cooks assume that the PCs are newly arrived reinforcements unless the party picks a fight. This room has cooking vessels such as pots and pans, and utensils scattered throughout.

Staples such as flour, sugar, and dried beef can be found in large barrels in the pantry.



7. GRAND STAIR: This passageway connects the Lower Hall with the Upper Landing. It is heavily traveled, since it is the principal access to most rooms in the Citadel.

A set of wide, red marble stairs climbs steeply upwards toward a large double door at the upper landing, ascending in three 20-foot flights. The ceiling is a high, pointed arch 25 feet overhead. Several doors can be seen at the landings of the stairway, and a pair of threatening statues occupies the middle landing.

The two statues depict leering gargoyles. The gargoyles are a trap: if someone steps on a special trigger stone in the middle of the landing (50% chance if the PCs don't look at the floor), the gargoyles shoot roaring flames from their open mouths, inflicting 2d6 points of damage to the poor sod who set off the trap, and 1d6 points to anyone within 5 feet of him. (Saves vs. paralyzation for half damage applies.) All the Citadel's inhabitants know of the trap and avoid it.

8. BATTLE LANDING: This platform is usually unmanned, unless some denizen of the plane of Fire threatens the Citadel. It is equipped with a ballista and 10 spears for the engine. Several large barrels of water, shovels, and blankets are nearby for fighting fires. The ballista is mounted in such a fashion that it cannot be turned to face the Citadel or anyone on the platform.

9. GUARD TOWER: Standing on a pinnacle of rock, this tower doubles as a bunkroom, storehouse, and armory. The tower is actually three levels tall; the level beneath the one shown on the map is the armory, and the level above is a rooftop battle platform with a ballista mount.

Inside the tower are four Illuminated guards, including two archers. Two more are on the tower's roof. Bunks and lockers are provided for about a dozen soldiers, but some of the guards are on duty elsewhere. The tower's door is made of iron and kept locked, so it will be extremely difficult to force (treat as *wizard locked* for Open Doors attempts).

If the PCs engage the two outer guards in a fight, the archers inside the tower and on the roof will aid their comrades with carefully placed missile fire. All guards fighting from inside the tower enjoy 75% cover, so attacks against them are made with a -4 penalty.

The lockers contain a variety of arms and equipment, including three suits of leather armor, five short swords, two short bows, and 45 arrows. A total of 35 gp, 68 sp, and 99 cp can be collected in small coinage. The armory downstairs stores 12 spears, two suits of chain mail, and four medium shields. Iron rations for 200 man-days and six barrels of water are also kept here.

10. UPPER HALL: The Illuminated repaired this structure, a white marble temple, when they discovered the rock. This building and the tower are the only structures above the island's surface. Inside, a great altar of white stone rests under a dome at the end of the building. The Illuminated priest Brandal and his acolyte Margram keep this building in pristine condition. Two Illuminated guards stand beside the door; Brandal and Margram are engaged in a ceremony.

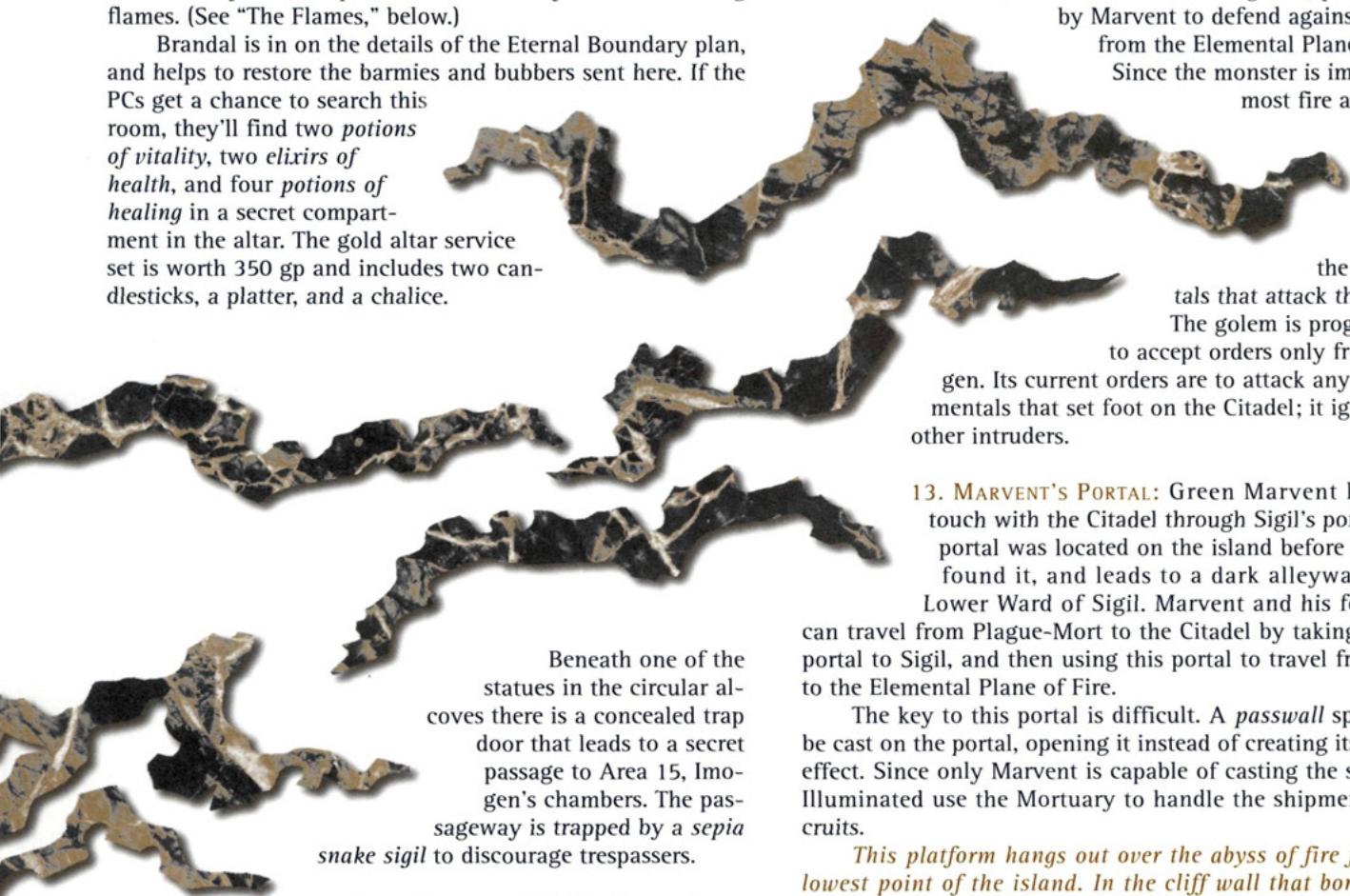


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Brandal assumes the PCs are intruders and orders the guards to subdue them. If the PCs come up with a very good story, he tells them to "Go check in with Imogen before you start wandering around," and dispatches one of the guards to lead the party to Area 15.

The jewel on the altar has been enchanted by Green Marvent to maintain an atmosphere of cool air around the rock island. If the gem is shattered or removed from the rock, the Citadel's atmosphere begins to collapse. The PCs instantly notice an increase in the temperature that quickly grows intolerable. They have one turn to escape before the atmosphere fails entirely and the place is overcome by the surrounding flames. (See "The Flames," below.)

Brandal is in on the details of the Eternal Boundary plan, and helps to restore the barmies and bubbers sent here. If the PCs get a chance to search this room, they'll find two *potions of vitality*, two *elixirs of health*, and four *potions of healing* in a secret compartment in the altar. The gold altar service set is worth 350 gp and includes two candlesticks, a platter, and a chalice.



Beneath one of the statues in the circular alcoves there is a concealed trap door that leads to a secret passage to Area 15, Imogen's chambers. The passageway is trapped by a *sepia snake sigil* to discourage trespassers.

11. EMPTY QUARTERS: This bunkroom is reserved for a detachment of Illuminated mercenaries that isn't here right now. The platoon was recalled to Plague-Mort to assume guard duties there. There are a dozen empty bunks and footlockers, with empty weapon racks and armor stands.

This area is a safe place for the PCs to rest for a short time, but if Imogen decides to search the Citadel room by room, she won't miss them.

12. UPPER TERRACE: Located on the upper surface of the island, this is the second-highest point of the Citadel. Only the tower and the temple stand higher. The terrace is used for assemblies and musters of the guard detachments.

The PCs find a broad, open courtyard ringed by stone battlements overlooking the flames that rage around the Citadel. A pair of fortified iron-plated doors leads into the

hillside at the terrace's southern end. A squad of four mercenaries stands watch here. When they spot the party, they challenge the PCs. Standing at the far end of the terrace is a huge stone statue of an armored man looking out over the terrace. As the PCs approach, the statue turns to look, then turns away.

If a fight breaks out, one of the guards runs inside and heads for Area 16 to get help and spread the alarm. If the PCs came from inside, the guard leaves by the eastern walkway and heads for Area 9. It only takes 1d4 + 3 rounds to bring reinforcements here.

The statue is a stone golem, placed here by Marvent to defend against threats from the Elemental Plane of Fire.

Since the monster is immune to most fire attacks, it fares well

against the elementals that attack this place. The golem is programmed to accept orders only from Imogen. Its current orders are to attack any fire elementals that set foot on the Citadel; it ignores all other intruders.

13. MARVENT'S PORTAL: Green Marvent keeps in touch with the Citadel through Sigil's portal. This portal was located on the island before Marvent found it, and leads to a dark alleyway in the Lower Ward of Sigil. Marvent and his followers can travel from Plague-Mort to the Citadel by taking a trade portal to Sigil, and then using this portal to travel from Sigil to the Elemental Plane of Fire.

The key to this portal is difficult. A *passwall* spell must be cast on the portal, opening it instead of creating its normal effect. Since only Marvent is capable of casting the spell, the Illuminated use the Mortuary to handle the shipment of recruits.

This platform hangs out over the abyss of fire from the lowest point of the island. In the cliff wall that borders the platform, a circle of glassy obsidian has been inlaid to form a doorway in the rock. Two mercenaries in scale mail stand guard here. As you approach, they look surprised and ask, "When did you cutters get here? Are you our relief? You're late."

The guards mistake the PCs for their relief until the PCs do something to convince them otherwise. The guards try to flee if a fight breaks out and it looks like they're outnumbered. The guards don't know what the key to the portal is, but they do know that only Marvent can open it by casting some kind of spell.

14. OFFICER'S QUARTERS: Imogen's lieutenants use this chamber as their living quarters. The room is shared by the chief priest Brandal, his assistant, the hobgoblin chief Hurfang, and Captain of the Guards Trent. Brandal and his assistant are in the temple, Hurfang and Trent are here.

The bunkroom has been rearranged into private quarters. Curtains divide the room, and comfortable bunks and desks can be seen in each area. In the room's center an oaken table and wooden chairs double as a conference area and officers' mess. A burly human in plate mail and a tough-looking hobgoblin are looking over some rosters. As you enter, the human and hobgoblin quickly rise. "You're not ours," the human says.

Both Hurfang and Trent call for guards. Unless the PCs can silence them quickly, Imogen hears them from Area 15 and comes to their aid with her bodyguards in 1d3 rounds. Hurfang and Trent fight to the death, expecting no quarter. Trent is armed with a *long sword +1*.

A search of the cubicles turns up a total of 360 gp, 446 sp, and 217 cp. Each NPC keeps his treasure and extra equipment in a locked trunk. In addition, Brandal's trunk contains a holy symbol and four vials of holy water.

15. IMOGEN'S QUARTERS: Imogen is Commander of the Citadel and supervises its operations. She is also the only mage of the garrison. Her quarters are patrolled by two bodyguards who are stationed just outside the door.

Two warriors in plate mail stand outside this door, weapons at the ready. They challenge you as you approach. Inside, the commander's chambers are spacious and well furnished. The outer room is an office, the inner room is a sleeping chamber. Both are furnished with comfortable leather couches and rosewood desks and tables. Behind the great desk sits a tall githzerai in gray robes. A shelf full of books is behind her. When you enter, she looks up. "I wasn't advised of any new arrivals," she drawls suspiciously.

If attacked, Imogen tries to subdue the party with spells. She casts a *blur* on herself in the first round, and follows that with a *web* to subdue the party. She'll use more deadly spells if necessary. If hard pressed, Imogen flees through a secret passage in the north wall, concealed behind a bookshelf.

A locked drawer in her desk contains a *potion of healing*, a sack of red glass beads, a pouch of seven 100 gp diamonds, and a scroll with three *pass-wall* spells on it. Other drawers contain correspondence from Green Marvent directing Imogen to "command the Citadel and guard it from any attack." The bookshelves contain a total of 60 tomes, most of them mundane, but one shelf also contains *oil of elemental invulnerability* and a *wand of illusion*.

In Imogen's private chambers there is a locked trunk guarded by a spring-loaded dart trap. Three darts shoot out of the trunk, striking with a THACO of 15 for 1d3 points of damage each. The trunk contains 650 gp, 440 sp, and a *scroll of protection from elementals*. Beneath her bed there is a secret flagstone that reveals a small compartment. The compartment contains her spellbook.

16. GUEST CHAMBERS: Barmies and bubbers who are being evaluated or cured are kept here in locked cells. Currently there are four barmies who are undergoing treatment. The room has nine stone cells along the southern wall, and an

open area which doubles as a guardroom. To get out, one would have to escape the cell and then pass through the guardroom. Three Illuminated mercenaries are standing watch here.

The guards raise the alarm if anything unusual happens, alerting other guards in Area 12. They know that the barmies are being treated and then deceived into believing they have died and been resurrected, but they don't know how the priests are going about it.

The barmies are named Alvion, Clarent, Shillman, and Ulfwood. Each of them was a prime adventurer who was driven insane by the sheer reality of the planes beyond their own worlds. With a little time and magical assistance (*charm person*, *suggestion*, and *remove fear* all have proven useful), these borderline cases can be restored to full sanity. Unfortunately, most barmies don't get that kind of help when they arrive in Sigil as crackpots.

The barmies believe that they are waiting in purgatory for a meeting with their patron powers. They are kept isolated and don't get to compare notes with each other. They are still surprised by their "deaths" and even more surprised to find out that the afterlife is as it appears to be.

Alvion and Ulfwood refuse to speak to the PCs, believing them to be fiends sent to distract them from their upcoming ascension into heaven. They'll have to be subdued to be rescued. Clarent is a 3rd-level chaotic-neutral fighter who is spoiling for a fight and believes anything he is told. Shillman is a 2nd-level priest who is disillusioned with the "facts" of the "afterlife" he's experienced — he shambles around in shock, following directions like an automaton. None of the barmies have any weapons or armor.

THE ILLUMINATED

Imogen eventually realizes that the Citadel is under attack and swiftly mobilizes the base's defenses. She takes her two bodyguards, Hurfang and Trent from Area 14, and the four guards who were off duty inside the guard tower (Area 9). (If any of these characters were killed, they are not available for Imogen's force.) Wherever the PCs are, she tracks them down and confronts them. This encounter should occur about 1 to 3 turns after the PCs have done something to raise suspicion, and it should be timed for the most dramatic confrontation.

You hear the creaking of armor and heavy footsteps just ahead. Suddenly, a band of armed men escorting a tall githzerai woman appear. Steel rasps as the guards draw their swords. The githzerai holds them back with a gesture. "You have no idea who you are dealing with," she hisses angrily. "We are the Illuminated, and we don't allow fools like you to interfere in our plans! You've been scragged, the lot of you. Surrender now, or it'll be the Flames!"

If the PCs surrender, Imogen orders her guards forward to disarm the party and bind each character. The PCs will be held in the cells in Area 16 while Imogen contacts Green Marvent for instructions. If you as the DM are feeling kind (or the players have role-played really well and enjoyed the adventure), allow the PCs to attempt an escape before Imogen receives Marvent's order of execution two days later.

If the PCs fight or try to flee, the Illuminated attack fiercely. They ignore any losses among the guards, but if two out of three of the named characters fall, the survivor will order the remaining troops to withdraw and will try to round up as many guards as possible to deal with the threat. Imogen will mobilize the stone golem if she is defeated in this meeting.

THE FLAMES

Run this encounter whenever the PCs destroy or remove the gem that maintains the Citadel's atmosphere.

You see the dazzling blue glow of the gem suddenly flare to bright orange and then burn out, dead black. The gem is worthless. Immediately, the muted roaring of flames you've been hearing the whole time becomes a thundering blast that almost deafens you. The temperature begins to climb rapidly. In less than a minute, you are sweating heavily. In three minutes, combustibles such as paper begin to smolder and smoke. You realize you have to flee now, or you'll never get out!

FINISHING THE ADVENTURE

The most rewarding scenario is for the PCs to rescue the barmies, destroy the gem that renews the Citadel's atmosphere, and then escape through either portal back to Sigil. If they don't accomplish these goals, they can leave and return later to put an end to Marvent's operation — although the Illuminated will reinforce their defenses for any subsequent raids against the Citadel.

If the PCs fail and are captured by Imogen, things aren't necessarily over for them. They're jailed in Area 16 until the next portal opening to Sigil. A generous DM might allow the players to plot a jailbreak and then resume their attack on the Citadel. If the PCs succeed, they return to Sigil as heroes of their faction and get a well-deserved rest, as well as a little jink.

DM NOTE: If the PCs complete the adventure by rescuing the barmies and destroying the Citadel, a special Experience Point award of 1,000 points per surviving character is appropriate. Reduce this amount if the PCs required a lot of hand-holding to get through the adventure.

THE HIVE WARD



THE
MORTUARY

THE
BUTCHER'S BLOCK

THE
HIVE

THE
BLOOD PIT

THE
GATEHOUSE

THE
GATEHOUSE
NIGHT MARKET



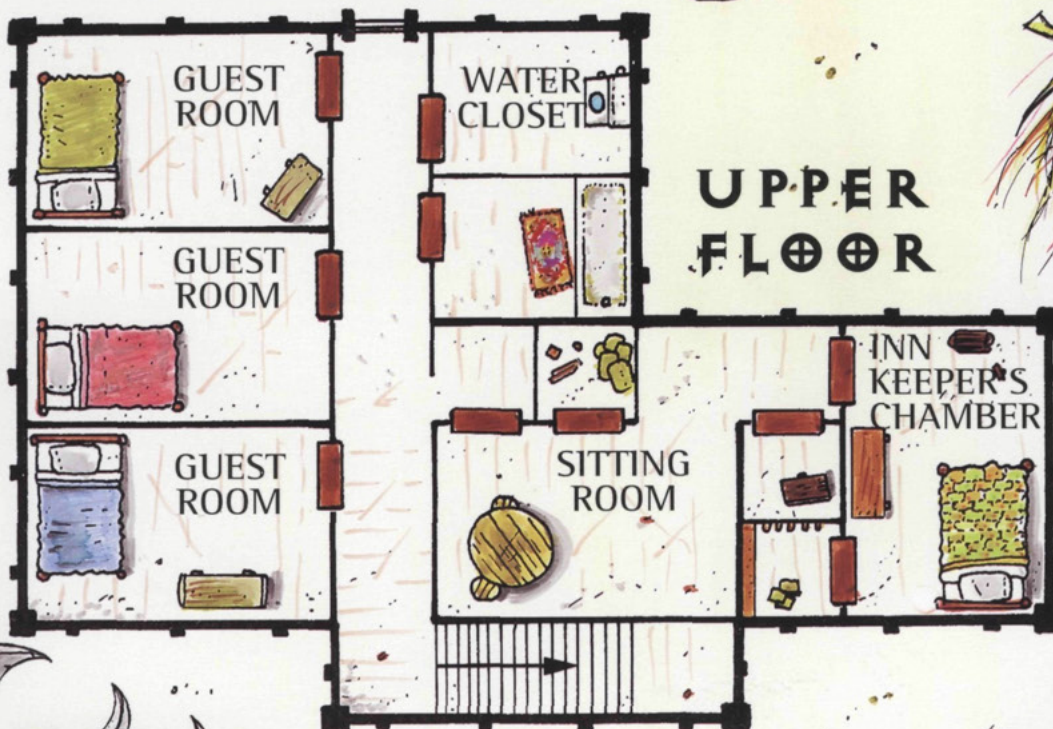


FIRST FLOOR



THE BLACK SAIL TAVERN

UPPER FLOOR



422
94

NPC MASTER TABLE

THE DANCING MAN (F3): AC 10 (no armor); MV 12; HD 3d10; hp 22; THACO 18; #AT 2; Dmg 1d3+3 (insane rage); AL CN (variable); XP 120.

TYLARIC STORMWING (F3): AC 5 (chain mail); MV 12; HD 3d10; hp 22; THACO 18; #AT 1; Dmg 1d8+2 (long sword); SA long sword specialist; 12 gp, 19 sp; AL CG; XP 120.

MOURNER TOM (T2): AC 7 (leather armor, Dexterity); MV 12; HD 2d6; hp 8; THACO 20; #AT 1; Dmg 1d4 (dagger); SA thief abilities; 2 gp, 4 sp, 17 cp; AL NE; XP 65.

XAOSITECT PRIEST (P3): AC 5 (scale mail, shield); MV 12; HD 3d8; hp 16; THACO 20; #AT 1; Dmg 1d6+1 (mace); SA spells *bless*, *command*; *aid*; AL CN; 11 gp, 20 sp; XP 120.

ELIATH (W4): AC 6 (*armor spell* in effect); MV 12; HD 4d4; hp 9; THACO 19; #AT 1; Dmg 1d4+1 (*dagger +1*); SA spells *friends*, *grease*, *magic missile*; *invisibility*, *wizard lock*; 18 gp, 27 sp, 4 cp; AL LN; XP 270.

ZAREN (T2): AC 8 (leather armor); MV 12; HD 2d6; hp 7; THACO 20; #AT 1; Dmg 1d6 (club); SA thief abilities; 11 gp, 37 sp; AL NE; XP 65.

HURFANG (HOBGOBLIN CHIEF): AC 3 (banded mail, shield); MV 9; HD 3d8; hp 16; THACO 17; #AT 1; Dmg 1d6+3 (mace, Strength); 28 gp, 33 sp, 18 cp; AL LE; XP 120.

TRENT (F3): AC 4 (splint mail); MV 12; HD 3d10; hp 23; THACO 18; #AT 1; Dmg 1d6+6 (*short sword +1*); SA short sword specialist, Strength 18/05; 44 gp; AL NE; XP 270.

BRANDAL (P4): AC 5 (chain mail); MV 12; HD 4d8; hp 19; THACO 18; #AT 1; Dmg 1d4+3 (*war hammer +2*); SA spells *cure light wounds*, *detect magic*, *remove fear*; *hold person*, *know alignment*; 15 gp, 28 sp, 4 cp; AL LE; XP 270.

MONSTER GROUPS

COLLECTORS OR CRAFTSMEN (5 OR 12): AC 10; MV 12; HD 1d6; hp 3 each; THACO 20; #AT 1; Dmg 1d6 (club); 1d6 cp each; AL N; XP 7 each.

BLEAKERS OR DOOMGUARDS (5 OR 4 AND 5) (F1): AC 5 (chain mail); MV 12; HD 1d10; hp 6 each; THACO 20; #AT 1; Dmg 1d8 (long sword) or 1d4 (light crossbow); 3d6 gp, 4d10 sp each; AL N; XP 35 each.

XAOSITECT MERCENARIES (6) (F0): AC 6 (brigandine, shield); MV 12; HD 2d4 hp; hp 4 each; THACO 20; #AT 1; Dmg 1d6 (short sword); 2d6 sp, 3d8 cp each; AL NE; XP 15 each.

SHADOWKNAVE'S BASHERS OR ILLUMINATED GUARDS (4 OR ?) (F0): AC 4 (chain mail, shield); MV 12; HD 2d4 hp; hp 5 each; THACO 20; #AT 1; Dmg 1d8 (long sword) or 1d4 (dagger); 3d6 gp, 4d10 sp, 3d8 cp; AL NE; XP 35 each.

DUSTMEN, ELITE GUARDS (6*) (F1): AC 3 (plate mail); MV 12; HD 1d10; hp 6 each; THACO 20; #AT 1; Dmg 1d10 (halberd) or 1d6 (short sword); 4d10 sp; AL N; XP 35 each.

DUSTMAN, CAPTAIN (GITHZERAI F3/W3): AC 3 (banded mail, shield); MV 12; HD 3; hp 14; THACO 18; #AT 1; Dmg 1d8 (long sword); SA spells *magic missile*, *sleep*; *ESP*; 4d8 gp, 4d10 sp, 2d6 cp; AL N; XP 175.

DUSTMEN, AVERAGE (F0): AC 7 (ring mail); MV 12; HD 1d6; hp 4 each; THACO 20; #AT 1; Dmg 1d6 (short sword); 2d6 gp, 3d6 sp, 3d6 cp; AL N; XP 15 each.

DUSTMAN OR ILLUMINATED PRIEST (P3): AC 5 (scale mail, shield); MV 12; HD 3d8; hp 14; THACO 20; #AT 1; Dmg 1d6+1 (mace); SA spells *command*, *cause fear*; *hold person*; 4d6 gp, 4d10 sp, 4d6 cp; AL N; XP 120.

DUSTMAN, MAGE (W5): AC 6 (*armor spell*); MV 12; HD 5d4; hp 14; THACO 19; #AT 1; Dmg 1d6 (staff) or 1d3 (dart); SA spells *charm person*, *color spray*, *shield*, *wall of fog*; *Melf's acid arrow*, *mirror image*; *vampiric touch*; 2d6 gp, 3d8 gp, 4d10 sp; AL NE; XP 420.

ZOMBIES (*): AC 8; MV 6; HD 2d8; hp 9 each; THACO 19; #AT 1; Dmg 1d8; SD immune to *charm*, *hold*, *sleep*, death magic, poison, and cold damage; AL N; XP 65 each.

SKELETONS (4*): AC 7; MV 12; HD 1d8; hp 5 each; THACO 19; #AT 1; Dmg 1d6; SD immune to *charm*, *hold*, *sleep*, death magic, poison, cold damage, Type S or P weapons do 1/2 damage; AL N; XP 65 each.

MONSTER SKELETONS (8*): AC 6; MV 12; HD 6d8; hp 27 each; THACO 15; #AT 1; Dmg 2d8; SD immune to *charm*, *hold*, *sleep*, death magic, poison, cold damage, Type S or P weapons do 1/2 damage; AL N; XP 650 each.

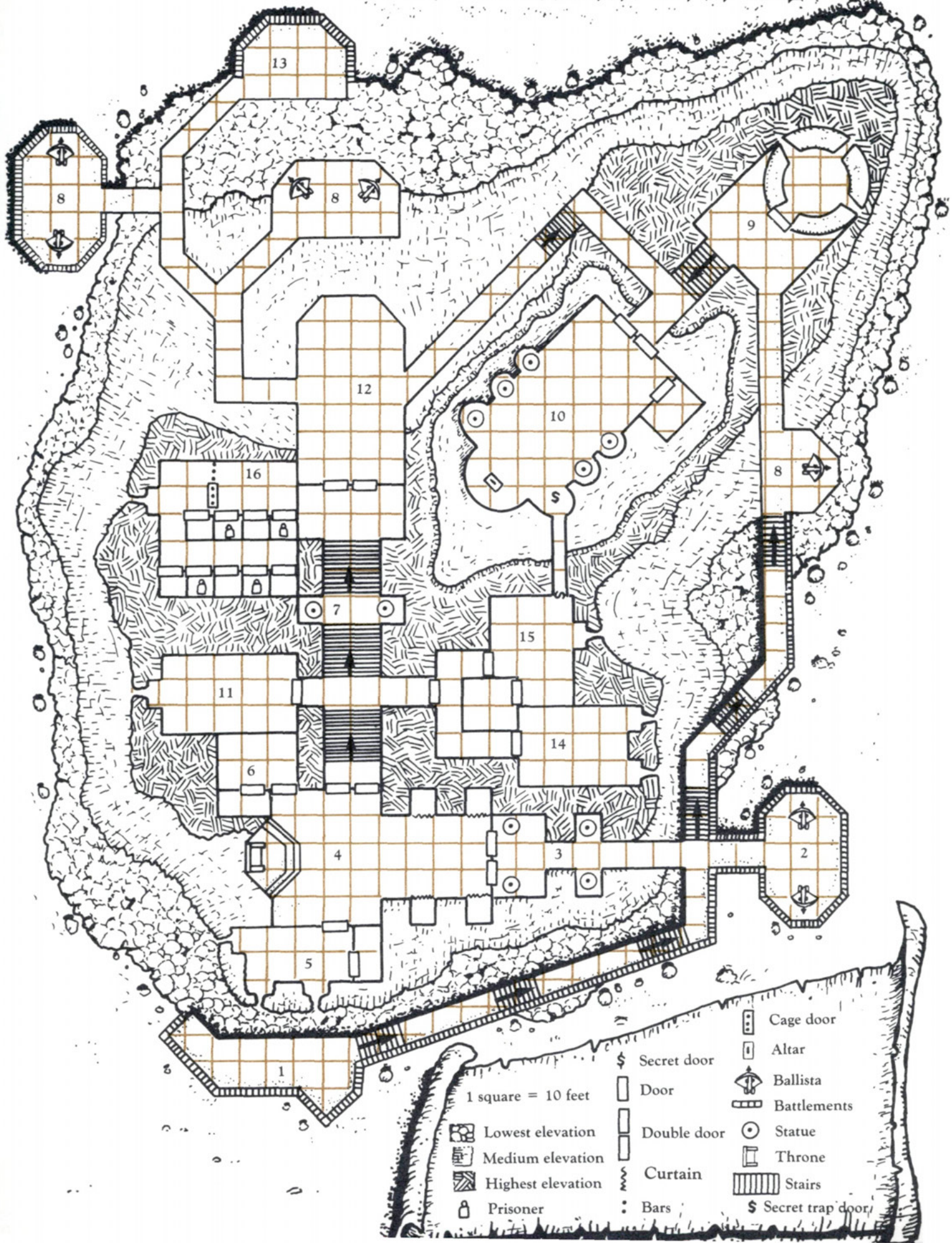
HOBGOBLINS (*): AC 5; MV 9; HD 1+1; hp 6 each; THACO 19; #AT 1; Dmg 2d4 (morningstars) or 1d6 (short bows); 2d8 gp, 3d8 sp, 2d10 cp; AL LE; XP 35 each.

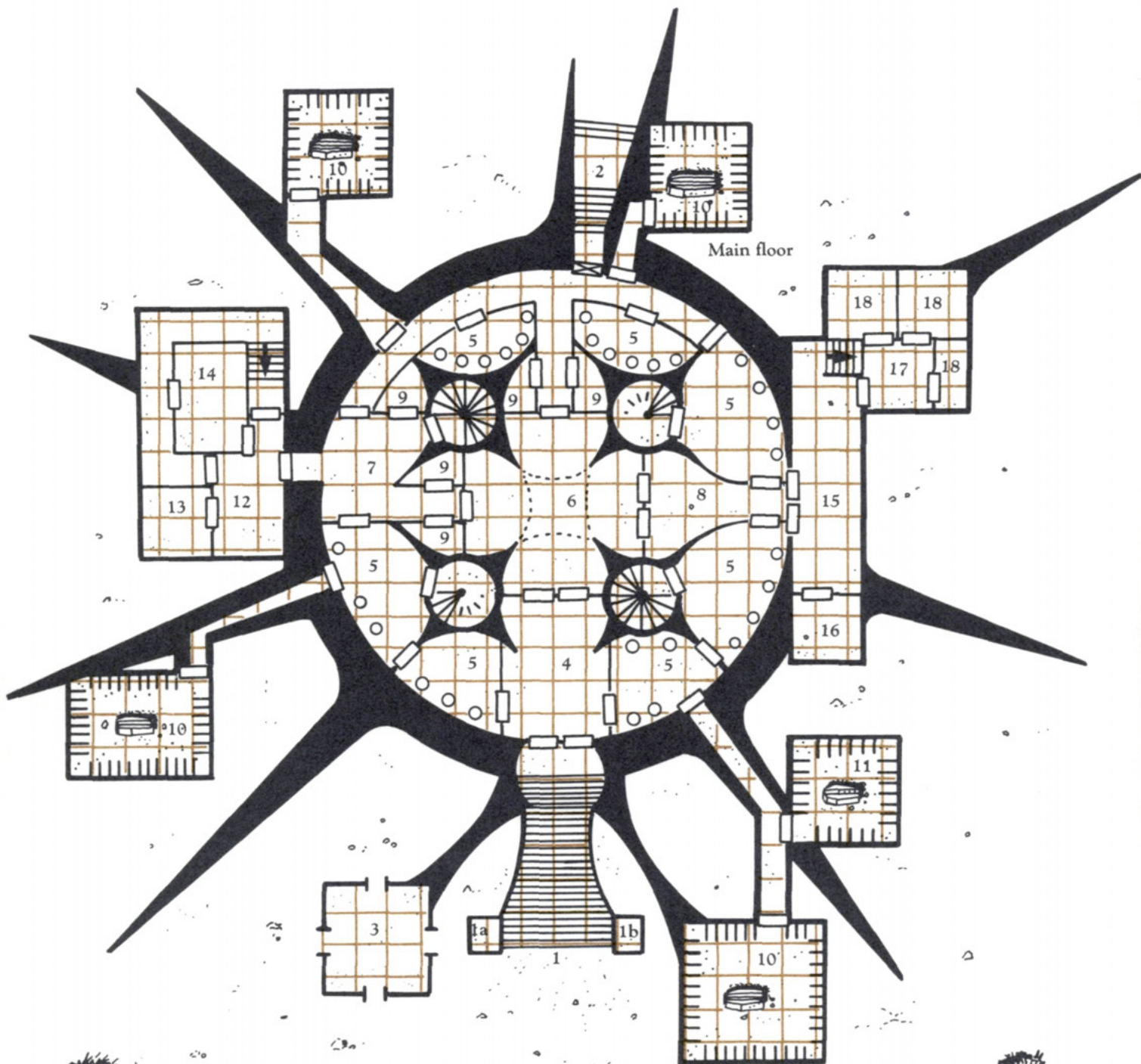
STONE GOLEM (1): AC 5; MV 6; HD 14; hp 60; THACO 7; #AT 1; Dmg 3d8; SA *slow* spell once per two rounds; SD immune to most spells, struck only by +2 weapons; AL N; XP 8,000.

BARMIES (F0): AC 10; MV 12; HD 1d6 hp; hp 4 each; THACO 20; #AT 1; Dmg 1d2 (bare hands); AL N (variable); XP 7 each.

* See text for variations.

THE CITADEL OF FIRE





THE MORTUARY

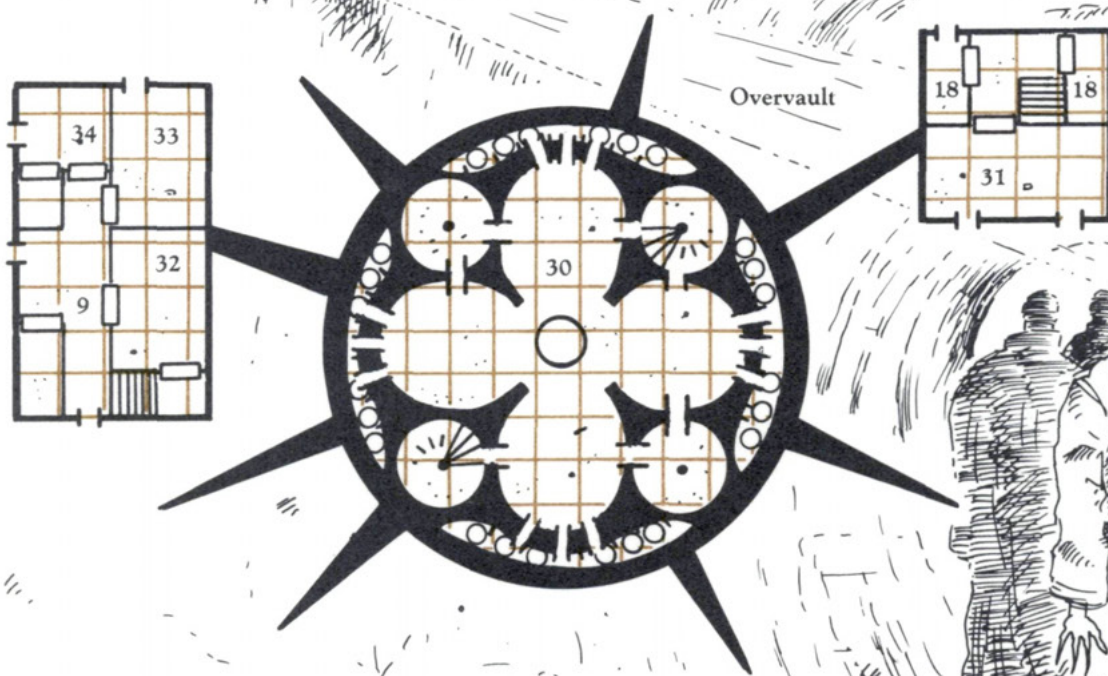
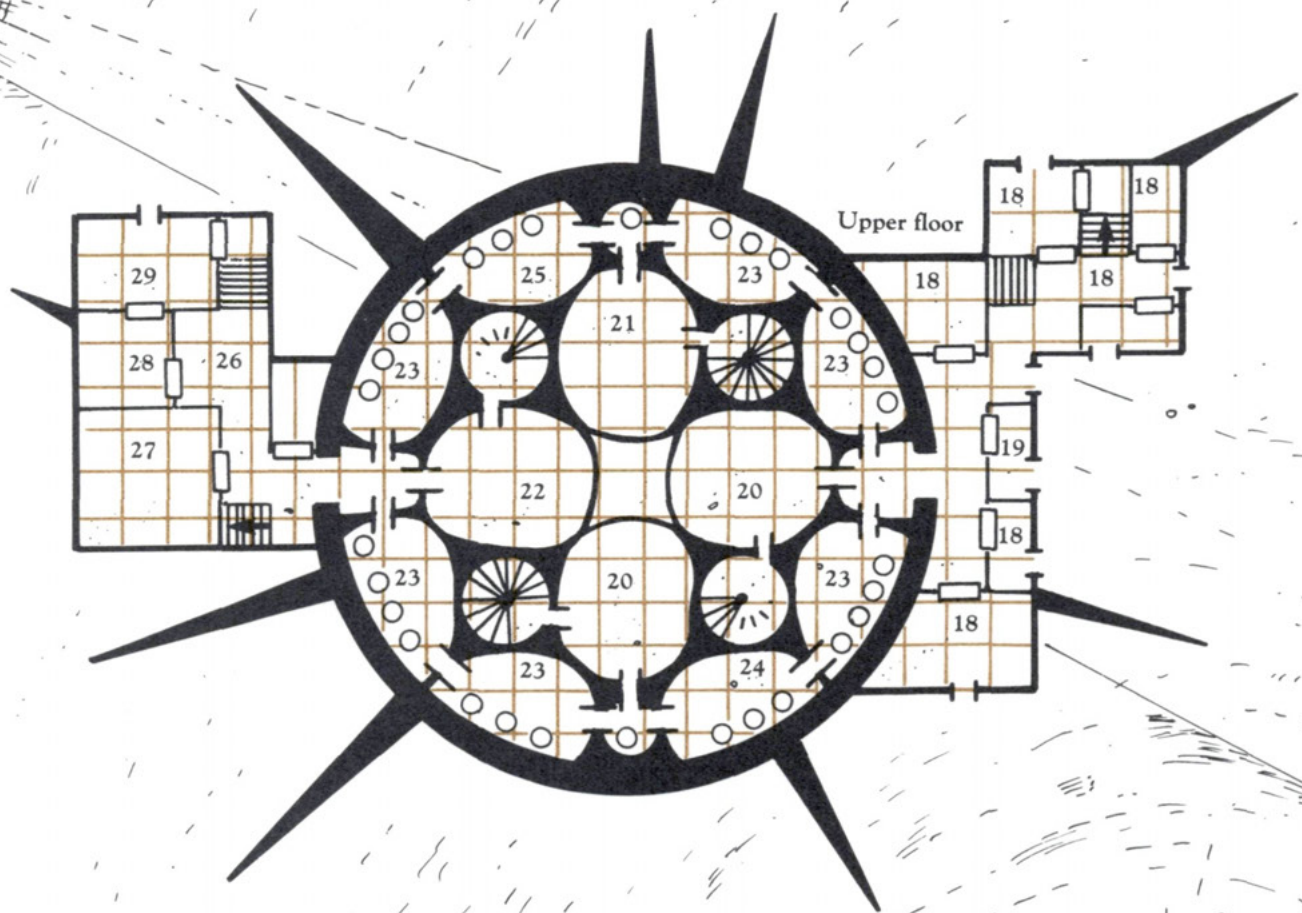
- Door
- Double door
- Barred door

- Window
- Archway
- Burial niches

- Stairs (up)
- Stairs (down)
- Spiral stairs (up)

- Spiral stairs (down)
- Sarcophagus
- Portal

1 square = 10 feet



PLANESCAPE™

SCAPE™

ADVENTURE

FOR 4 TO 6 CHARACTERS OF 1ST TO 5TH LEVELS

THE ETERNAL BOUNDARY

by
L. Richard Baker III

Welcome to the Cage, friend. You'll want to watch your back in Sigil—it seems every cutter here's got a way to peel a clueless basher, and you're no exception. Besides, there's something happening down in the Hive that's got the factions in an uproar, and word is you're the cutter to look into it. Barmies and bubbers have been waking up in the Dead Book, but they haven't been staying there. They've been returning to Sigil with minds restored, telling tales of the Eternal Boundary. But the air's turning foul here in the Cage, and there'll be blood spilled soon if someone doesn't learn the dark of things, and quick!

The Eternal Boundary is a PLANESCAPE™ adventure for a party of four to six characters of 1st to 5th levels. Players are introduced to the city of Sigil—the Cage, as some call it. Inside this crossroads to the planes, a sinister plot unfolds, leading the heroes into the most dangerous and desperate part of town—the ramshackle slum known as the Hive. Do your player characters have what it takes to confront the Eternal Boundary—and pass beyond?

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