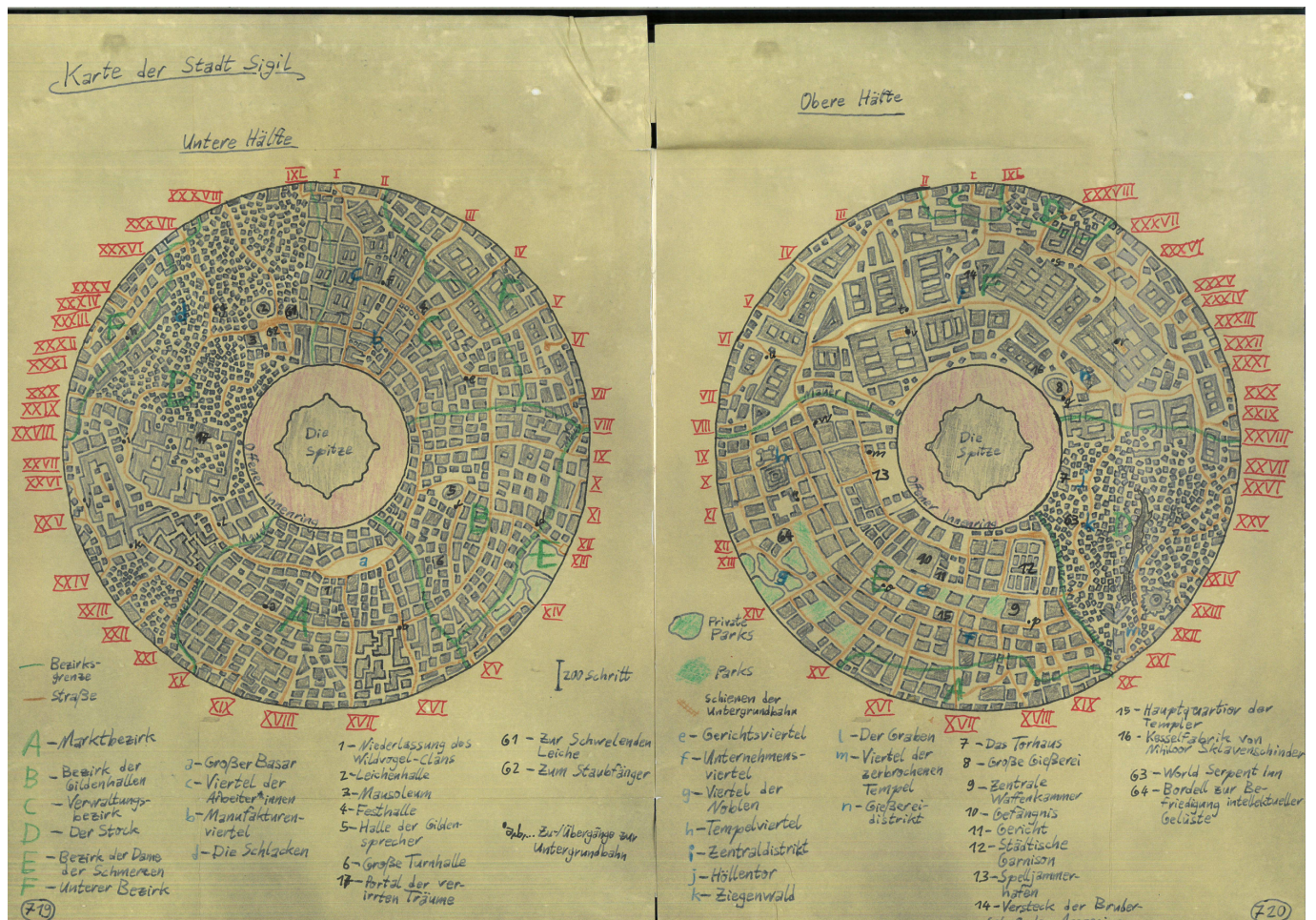




Map of Sigil in the diary of my LARP- and Pen&Paper-Character Degordarak dal Randjasiz

As I recently discovered, there was no online map of the fantastic city of Sigil from the Planescape multiverse of D&D that I really liked. Most of them didn't fit the strange shape of the city as a torus-shaped (donut-shaped) hollow world. The streets and buildings on the edges of the maps just didn't match to each other, and most of them, when put together as indicated by the arrows, were shaped like a sausage, not a donut. The few that did reproduce the shape correctly were too coarse, washed out and undetailed. Many were poor both in quality and in rendering the shape.

But since it wouldn't have done any good to just nag about it, I took up pencils and designed my own map of Sigil for the Book of Journeys of my LARP- and Pen&Paper-Character Degordarak dal Randjasiz. I was able to include content from my Satjira-Project like a branch of the Wild Bird-Clan and since I imagine Sigil to be rather steampunk and I'm currently enthusiastic for » Assassin's Creed Syndicate«, I also included a lair of the Brotherhood of Assassins and a headquarters of the Templars and mastered the corresponding Pen&Paper adventure accordingly. If you don't like that and want to use the map anyway, feel free to

A map to the fantastic city of Sigil

ignore it or remove it. I make it available under the Creative Commons license under attribution and only for non-commercial use and must at this point only point out that Assassin's Creed is licensed by Ubisoft and Sigil and all possible places in it as part of D&D by Wizards of the Coast, who own the respective rights.



#AssassinsCreed #DnD #LARP #PenAndPaper #Planescape #Planewalker
#RolePlayingGame #SatjiraProject #Sigil