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Fortune's Wheel Casino

The atrium held a solid-gold statue of an arcanoloth with an illusory fountain spraying out gold coins.

Past the atrium was the casino itself, full of boxy clockwork machines (slot machines) which a night hag celebrating a recent jackpot explained to the party. Mixed in were gaming tables of various sorts (a card game run by a vampire croupier) and a roulette wheel run by a spectator wearing a rigid 20-sided die costume would roll itself on the table.

The party saw in the distance a huge speciality roulette wheel (an earlier version of which the casino was named after), but there was a line so the party tried to slot machines and gaming tables first. Fulton won 15 chips playing roulette, but the party mostly lost money on the slot machines and other card games though a few players won small gold rings (worth 15gp) and Sandro was zapped with a gout of flame.

The party made it to the roulette wheel which cost 5 chips and could normally only be spun once/day. The party was mostly unlucky and won some small odds and ends (a recently severed mind-flayer tentacle, 50gp, and a tunic that said "I spun Fortune's Wheel and all I got was this lousy tunic"), but Six got incredibly lucky (and the party sacrificed all their remaining chips to the gods of fortune) and won **actual divinity**. Still TBD what he's now minor, quasi-deity of. Something like god of dust mites or scheduling conflicts. We'll see. He has no worshippers and virtually no powers, but he is technically a divine being now.

The party then headed to the Ice Bar, where a yeti poured drinks at a bar made out of sculpted, enchanted ice, and a depressed white dragon was resting its head on the bar and flipping a gold piece. On the way, the party passed a large lobster-shaped clockwork machine entirely gilded in gold. Someone recognized it as the legendary Apparatus of Kwalish. Apparently it was winnable as a prize on Fortune's Wheel.

Sigil

Sigil rests on the inside of an open torus, like a bicycle wheel with no inner tube, around the top of an infinitely tall spire in the middle of the True Neutral alignment plane and literally at the center of the multiverse.

The torus is a few miles across and gravity pulls everyone “down”, towards wherever the ground is closest to them. So if you look “up”, you see the spire and then open air, and then the city on the inside of the other side of the ring. Sigil does not rotate around the spire, it just sits, and there is no sun or moon. The air itself provides ambient light which waxes and wanes over a 24 hour cycle.

House of Sensation

The House of Sensation is a warm, spa-like place with a zillion [Sensory Stones](#) with various emotions. For 1gp, you can rent a small room and stone of your choice to experience the emotion. Party members picked various emotions and tried them out, and with each experience everyone had a tiny sliver of memory of experiencing that emotion in their prior life, albeit with no context.

UnderSigil

A maze of sewers and tunnels beneath the city of Sigil.

Outlands



The Outlands are the plane of True Neutral and infinitely large, but they're also a disc with the Spire in the middle, and the outer edge studded with a succession of towns. Each town is built around a permanent gate portal leading to an outer plane, and each town takes on some of the personality of the town to which its connected. Rarely, if a town's personality becomes too much like the outer plane to which its connected, it will "fall" into that plane and become part of Carceri or the Beastlands or whatever its connected to, and a new town will gradually be built in the Outlands.

Iedcaru (Marching Tower)

Ground Floor

Investigating the tower, the party discovered the ground floor was a large library full of books on the multiverse and obscure theories on it along with many reading areas and meditation nooks. There was a crystal sarcophagus with a long dead githzerai scholar inside. Its eyes had been replaced with bronze ones and if you talked about a subject, the eyes would look at where that subject could be found in the library. Also, one of the candles in a meditation nook pinged as magic, so it was gathered and will be examined later.

The tower had been abandoned and later taken over by tiefling bandits.

Upper Levels

Exploring the level, the party discovered a bunch of bedrooms, along with a study full of notes and maps of the planes. Additionally, a strange humanoid skull apparently made out of colored glass and various metals rested on the desk. The party took it, just in case.

Exploring up the ladder, the party found a terrified gnome wizard named Ferd'no apparently hiding from the Yugoloths. He thanked the party for saving him and asked if the monsters were all dead. He accompanied the party for a bit, but once he knew the coast was clear, he fled down the ladder and out of the tower.

The room Ferd'no was hiding in had a strange crude humanoid statue leaning over a round stone table. The party examined it but found no secret doors or any way to activate it. The ladder up was blocked with a bolted hatch, which the party opened. On the top floor was a small pillar in the middle of the room with a large gemstone mounted on top. Sitting peacefully in the corner was an elderly [githzerai woman](#).

Marching

Since marching towers were often used by bandits or as weapons of war, they were unlikely to be attacked en route. Plus, the legs were ~50' long and 12 mph (a 5 minute mile), was pretty fast. If they were going to be attacked, it would probably happen when they stopped and attacks while marching were extremely rare.

Sylvania

A gate-town in the [Outlands](#). It's gate leads to the Olympian Plane of Arboria, sometimes called Olympus, the plane of Chaotic Good.

Sylvania was an elven town woven into the surrounding forest. A large party seemed to be underway. The tower stopped and the party headed into the town, looking for the gate.

Elves, dryads, pixes and other creatures were in the midst of a town-wide party, though the party occasionally heard a loud thunder-like crash. A satyr, who the party somehow knew was possessed by a spirit named Danai, one of the rulers of the town, greeted the party and asked them their business in Sylvania. The party said they'd come for the party, and Danai welcomed them but asked a favor.

Faunel

Faunel was mostly inhabited by awakened animals of various sorts, and was mostly in shambles, having recently fallen into The Beastlands. Where the party expected Faunel to be was merely a half-dozen huts, a neutral trade-ground between the feuding animal groups contending over how the new Faunel would be run.

Glorium

Curst

A gate town to Carceri, a prison plane. The town is prisonlike in that it's easy to get it but harder to get back out. The town is surrounded by a huge wall of rusty metal woven through with razorvines. The air is acrid.