

# TO DEAL A SIGIL

Magia • Shard • Wistful Dark

○ Stealth ◆ Acquisition ◆ Dense Bazaar

## ADVENTURE DESCRIPTION

The party need a Magia Sigil to get into Magia's innermost districts - and fast. The legal route is too slow and the expedited one too expensive, leaving one option: a shady deal in an overcrowded bazaar.

## STARTING THE ADVENTURE

*"You need a Magia Sigil, and fast. Applying through normal channels is far too slow and you're far too broke to afford the exclusive "expedited route." Sigils are heavily controlled, and their illicit trade is harshly punished. Despite this, rumors have it that a Sigil can be 'acquired' in the Shard's Guild markets through a specific contact. Desperate, you've made your way to the most prominent bazaar in Magia, the Sub-Barrier Market, so named for sitting directly underneath the Magia Barrier. A dense cluster of stalls and buildings, thick with smoke and draped silks that make it hard to see more than a few steps ahead. Guild patrols and watchtowers keep watch at every turn, pushing illicit deals into the dark alleyways. With no name or face of this Dealer to go off, your search through the Bazaar begins."*

While the read-aloud assumes the party needs a Sigil for themselves, the adventure is flexible. A dubious patron could have hired them as a middleman, or the Shard Guild has directly tasked them with capturing the **Dealer** alive.

## THE THING YOU'RE HERE FOR

### Magia Sigil [Magical Accessory]

The innermost parts of the city are cut off from the rest by a powerful magical barrier. Only those with the Magia Sigil, quite often permanently tattooed on, can move freely through it.

An authentic Sigil has 3 well-known properties:

◆ **JELLY** **Jellyfying:** Holding the item prompts an Insight Check. On a Failure, the Holder becomes Jellyfied. The Holder is aware the magic occurs, even on a Success.

▲ **SMOKE** **Moist-smoking:** Pouring water over it causes it to emit thick smoke clouds, making its Area Obscured.

⊖ **NULL** **Anti-magic:** Once per Day, it can nullify 1 Source of minor magic (i.e., from Basic Abilities) within 2 Areas.

1 Slot • 3 Gems



## RANDOM BAZAAR STALL [D6 + D6]

Vendor	Situation
1 Solemn <b>Weaponsmith</b>	Obviously drunk
2 Bubbly <b>Tattoo Artist</b>	Pickpocketing <b>Ruffians!</b>
3 Spiritual <b>Artificer</b>	Overcrowded
4 Grumpy <b>Butcher</b>	No customers
5 Angry Sacred Chain <b>Preacher</b>	<b>2 Patrols</b> on duty
6 Rich <b>Jeweler</b>	Hiding a body

### Magic Items (D20 per Stall, Item on a 16-20)

- Bag o' Feathers (Homebrew Items)
- Grass Sword (Homebrew Items)
- Holy Icon [Church of the Sacred Chain] (Source, pg. 180)
- Jellyfication Antidotes [15C]

## RANK 1-2 ADVENTURE

**Decrease:** Consider increasing the Suspicion needed per tier.

**Increase:** Increase the Peacekeepers to Skele-Masters and the Lookouts to Blaster Mages.

**Starting Coin:** 200C

## SOURCES & ADVERSARIES

This is an adaptation of the one-page dungeon **Bazaar of Lies** by 1PageDungeons, licensed under CC-by-SA.

**Magia:** BREAK!! Blog

**Shard's Guild:** BREAK!! Blog

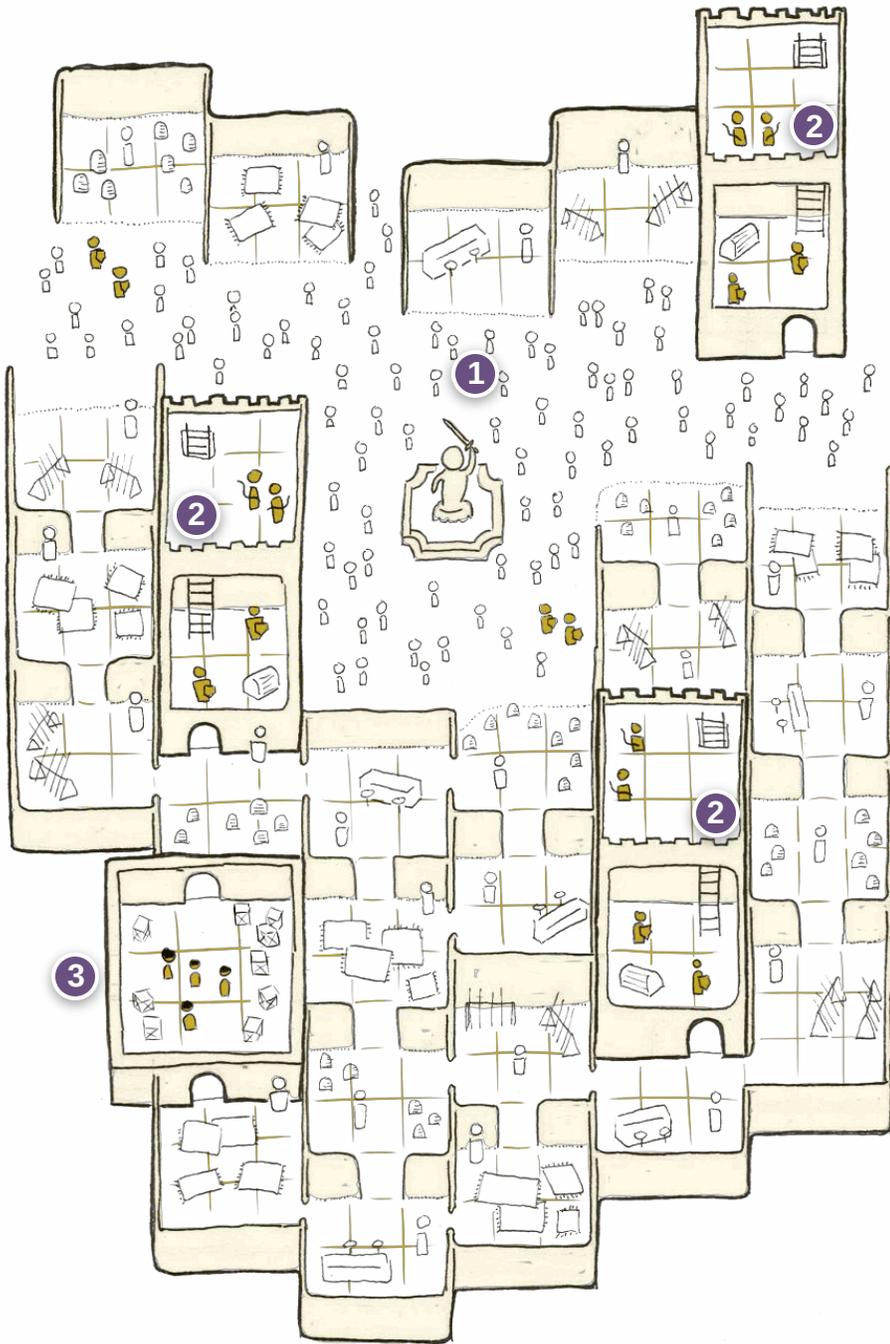
**Scout Drone:** by Quagg (Homebrew)

**Peacekeeper:** by Quagg (Homebrew)

**Assassin:** by Quagg (Homebrew)

**Delinquent Goon:** by Yan Kodiak (Homebrew)

# THE SUB-BARRIER MARKET [ADVENTURE MAP]



Map of the Bazaar. Art by [1pagedungeons](#). (Right-click + Open in new tab for full size)

## GUARDS OF THE BAZAAR

Hired peacekeepers within the Market, loyal to the Shard's Guild.

### SUSPICION

Guards share **Suspicion**. Noticeable or hostile actions increase it. The Market opening fresh for the day decreases it by one. The party starts with no **Suspicion**.

- Guards take note of you.
- Lookouts** track your movements.
- Pairs of **Patrols** follow you around.
- All **Lookouts** / **Patrols** are hostile.

### Lookout [Scout Drone]

*Camouflaged. Boasting. Acrobatic.*

- Eagle-eyed**, sees the entire Bazaar.
- If hostile, mark party members with tracking pointers (Ability: Target Acquired).

### Patrol [Peacekeeper]

*Decisive. Sturdy. Guild adornments.*

- On the streets**, overseeing deals.

## LIFE IN THE MARKET

Many honest folks live and sell wares here despite its reputation. It's easier to breathe here than under the gaze of the Church or Patricians. That said, plenty of delinquents *do* live here.

### Ruffian [Delinquent Goon]

*Under-fed. Dismissive. Quick to run.*

- Each **knows** one descriptor of the **Dealer**. Will **share** it for a random cost:
  - A custom trinket for their mother
  - A **Patrol's** feathered helmet
  - A specific vendor's head

### Dealer [Assassin]

◆ **JELLY** ▲ **SMOKE** ⊕ **NULL**

*Tenebrate. Blond. Moustached.*

- Sells** the **Magia Sigil**.
- Won't deal** with anyone followed by **Patrols**.
- If threatened, uses the Sigil's smoke to Flee.

## BAZAAR LOCATIONS

### 1 The Streets

Overcrowded with people. Visibility is limited. Each Area is Isolated when running through. **4 Patrols**.

### 2 The Watchtowers

Each watchtower has **2 Lookouts** on the roof. **2 Patrols** guard the chest inside, containing **Patrol Outfits** [Authoritative Outfit, grants Edge on Checks to avoid Suspicion from a distance] and **50C each**.

### 3 Warehouse

**Ruffians** roam here, heckling anyone coming through.

### 4 Dealer & Imposters

On the map, randomly determine which stalls each is located at.

## THE IMPOSTERS

3 disguised **Patrols** pretend to be selling **Magia Sigils**. They stock incomplete replicas that will fail at the Barrier and raise **Suspicion** on anyone who shows interest. Can be tested for missing properties.

One sells Jellyfying Sigils ◆ **JELLY**

Vendor is moustached and blond but a **Chib**.

One sells Moist-Smoking Sigils ▲ **SMOKE**

Vendor is blond and a **Tenebrate** but no moustache.

One sells Anti-Magic Sigils ⊕ **NULL**

Vendor is a **Tenebrate** and moustached but not blond.

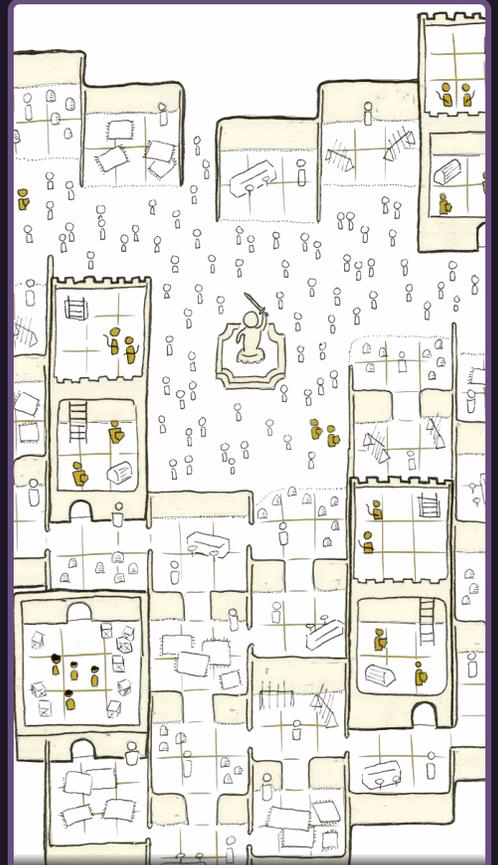
# ART VIBEBOARD



"The Sub-Barrier Market"  
Art by Jan Urschel



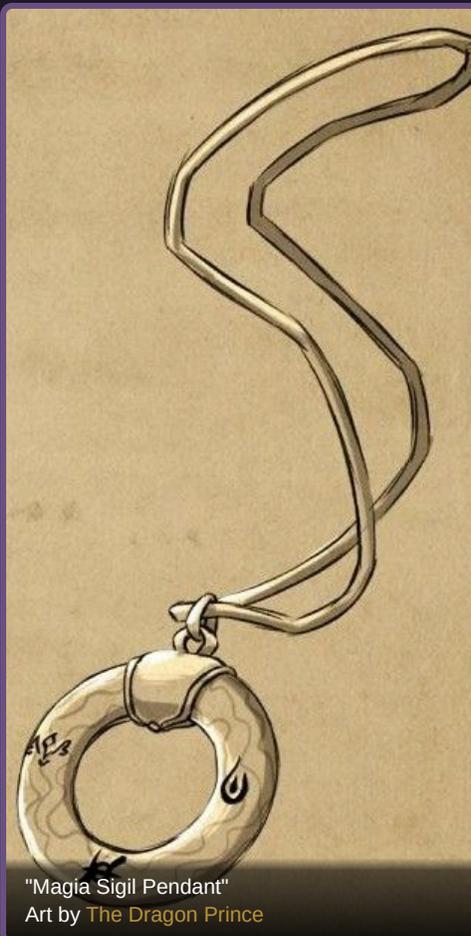
"Overhead view of the Sub-Barrier Market"  
Art by Jan Urschel



"Map of the Bazaar"  
Art by 1pagedungeons



"Shard's Guild Guard"  
Art by Jess Jones  
CAPTAIN ROHESIA WICKED  
PROPERTY OF NELYBEAN



"Magia Sigil Pendant"  
Art by The Dragon Prince



"Magia Concept Art"  
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