

City of Sigil Session Summary 01/14/2007

Attendance

Ernest (Dakani Night Scream) realizes that he has forgotten his character sheet at home. He promptly launches into an orgy of electronic connectiveness, coordinating the activities of several people and networks to get the information he needs, Here And Now! *Paul* further emphasizes the interconnected society we live in by getting a text message from his boss urging care when coming in to work tomorrow. He remarks, “Woot! Three-day weekend!” *Patrick* (Doctor Cid) prefers to avoid thinking of this sort of thing; he spends his time putting together little dioramas of HeroClix figures. *Chuck* (Tarusk Fireblade) provides running commentary, “This guy is breaking into the house, and this other guy is going to put a cap in his ass!” *Chris* (Bone Gnawer) examines the orientation of the figures and notes, “Is that what they call that nowadays?” He suddenly suspects that his words are being completely invented. *Bruce* (Angaff) just grins quietly, fully aware that the others’ literary fates are completely in his hands...

Tim (Brakiel) and *Matt* (Beilorveildothyx) decide that the only way to avoid complete disgrace is to show up late. Little do they know that a lack of actual physical presence is not enough to protect them. It is through their Names that they are Held! Tim finally walks in, adorned with a knit cap. Ernest calls out, “So, you have a reservoir tip!” Tim grumbles, faintly aware that he has been insulted. But he can’t be too aggrieved, because he also forgot his character sheet.

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Chris	Bone Gnawer	<i>Who can tell? He’s a troll...</i>	Troll 2
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 2
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 1 / Swordsage 1
Matt	Beilorveildothyx	Prime Material	Red Dragon 2
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 2

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Bruce	Angaff	Beastlands	Fire Genasi Evoker 1 / Fighter 1
Patrick	Doctor Cid	Prime Material	Human Paladin 2

Into the Hive!

The characters have found a map showing a draconian lair inside the Hive, near the Mortuary. They head there with ambitions of fixing the situation. The Hive is, of course, full of poor people so there are guards outside keeping careful track of who leaves. The characters notice that the guards don't seem to care who enters.

The streets of the Hive are narrow, winding, and clogged with the miserable scum of Sigil. There are a fairly large number of tough-looking bravos sidling around, looking for trouble. Occasional Portals to the Plane of Ooze open up, spilling slime onto the streets. Careful folk avoid stepping too close to them, as arms sometimes reach out to them to grab passers-by. *Tarusk* comments, "Ooze mephit. Very dangerous. Hard to wash out." The characters make their way to the Mortuary by following Dustmen and their gangs of undead servants.

The characters spend a few moments admiring the Obelisk of the Dead near the Mortuary. The names of the dead of Sigil are carved into its sides, but folk have been dying for so many centuries that the Dustmen are forced to carve new names on top of old.

The Draconian Lair Entrance

When the characters finish with the Obelisk, they proceed to the tunnel entrance and head on in. The tunnel mouth is guarded by six *baz* draconians. *Doctor Cid* asks, "Do we still have those cultist cloaks?"

Dakani Night Scream answers, "No, we threw those away. They were soaked with blood."

Doctor Cid mourns, "Then we're going to have to fight those guys. Unless someone knows how to bluff them?"

Bone Gnawer roars, "Me bluff them! Me bluff them to death!"

Doctor Cid rolls his eyes and mourns, “Yeah. We’re clearly dealing with one of the party’s core incompetencies here.”

Dakani ignores the others. Instead, he shifts into the *Island of Blades* stance and shoots one draconian with his heavy crossbow. *Tarusk Fireblade* matches Dakani by spearing another draconian with a *Ray of Enfeeblement*.

And then the draconians move forward en masse, strongly engaging both Dakani and Tarusk. The other characters plow in to help the two of them, quickly clogging the corridor with player characters. *Angaff* groans, “I see that all of you listened carefully to my request that you not mess up my line of sight...” As a stand-in, he hits a wounded draconian with a *Magic Missile*, putting the creature out of the fight.

Brakiel notices that *Beilorveildothyx* is blocking him from attacking directly, so he settles for placing *Bull’s Strength* upon the dragon.

Tarusk steps forward into the space opened by the dead draconian, taking a longsword slash in the process. The blade glances harmlessly off his blade-covered hide. He chuckles evilly, “I have the best racial package ever!”

Bone Gnawer claws his way right through a draconian. He grunts, “First they’re chewy, then they’re crunchy! Me like!” Doctor Cid demonstrates that he likes them too as he flattens another draconian’s skull.

Dakani mocks Tarusk, “Hey bro! You kinda smell like a troll when you don’t wash your underwear!” Tarusk is deeply hurt by this comment, but he responds only by crying on the inside. On the outside, he cuts his way through another draconian with psychotic precision.

Angaff finds himself completely blocked from the surviving draconians, so he simply draws his sword and cheers, “Go team go! Go team go!” This encourages Doctor Cid enough that his next strike takes out another draconian. *Brakiel* steps forward and executes the last.

Doctor Cid quickly loots the dead draconians. He comes up with:

- 6 longswords; and
- 6 chain shirts

He is a bit disappointed with the lack of money the draconian cult invested in their door guards.

The Door

Dakani hushes the others and pauses to listen at the door into the lair. He hears someone inside, but doesn't see any traps. He concludes that the folk inside are aware that there are people outside, so the characters wait for a few minutes to let the defenders' buffs expire.

Doctor Cid casts *Detect Evil* and concludes that there are eight evil presences in the room behind the door. He urges more patience. A minute later, Bone Gnawer announces, "Me done with patience! No more patient!" and storms through the door. The characters see eight evil dragon cultists inside.

Doctor Cid moves first, running up to engage one cultists. Angaff follows him, spearing another cultist with a *Ray of Flame*. Bone Gnawer casts aside the ruins of the door and claws at another. Dakani moves in more cautiously, hiding behind a big statue of Takhisis and waiting for an opening. He thinks, "Its really nice that these guys worship Taco Jesus. It's like a more modern version of Buddy Jesus, with tacos!"

One cultist sneaks past Dakani, failing to see him on the way. Dakani thinks, "Oh, thank you Taco Jesus! This is the best Christmas ever!" He stabs the cultist to death.

Angaff demonstrates that he really did pick up some skill at fencing as he steps in and neatly dispatches a cultist. He bows and tells the others, "First, I would like to thank the Academy... Mother Thompson's Old-Timey Country Fencing Academy, in particular."

Bone Gnawer and Beilorveildothyx ignore Angaff's grandstanding as they grimly move forward and cut through the remaining cultists.

Where Are They Keeping All These Guys?

The characters are barely finished with cutting down the last cultists when two doors behind them slam open and a mix of cultists and draconians come launching through. Beilorveildothyx chews one into pieces. Angaff manifests *Produce Flame* and *Burn* all at the same time and sets a cultist on fire. Beilorveildothyx comments, "You realize that the cultist can take a full-round action to put himself out?"

Angaff answers, “Well, he can do that or he can burn to death. From my point of view, it’s win-win.”

Bone Gnawer decides that he’s tired of this debate. He watches the cultist Angaff ignited burn to death, then claws through an adjacent draconian. Brakiel notices that Angaff is actually fairly badly wounded and uses his angelic gifts to heal him completely. Angaff is really quite appreciative.

Beilorveildothyx looks up to find himself engaged by two draconians and one cultist. He launches himself at them, gashing a draconian badly. The draconian counterattacks straight onto Beilorveildothyx’s claws and teeth and dies.

Doctor Cid decides that the trend of the day is to help out the evoker, so he dispatches his foe and moves up to support. Angaff takes heart from the help and sets a draconian on fire. The draconian howls out, “Why? Why? Why was I programmed to feel pain?” and falls.

Bone Gnawer announces, “Bored with complaints! Bored with fire! Raaaugh!” and extinguishes a cultist.

Angaff points out, “You can’t extinguish him! I didn’t even set him on fire!”

Bone Gnawer grunts, “Stop use long words! Confuse me! Make me miss!” He swings wide, missing a draconian. He is frustrated to see Brakiel kill the guy before he can swing again.

The draconians and the cultists have standard equipment. The characters pick up the normal complement of items:

- 3 chain shirts;
- 6 suits of scale mail;
- 6 large wooden shields; and
- 9 longswords

The Draconian Bosses

Dakani listens at a door and motions to the others. They set up around the door, then burst through to find two draconians. One is a *bozak* draconian, similar to the magical fire-wielding type the characters fought before. The other is unfamiliar to them.

The unfamiliar shoots an arrow at Bone Gnawer. The *bozak* draconian follows up with a *Scorching Ray*.

Bone Gnawer, Doctor Cid and Beilorveildothyx storm forward, intent upon blocking Angaff's line of sight. Angaff sighs and moves to one side to line up the magic-wielding draconian for a shot. He snakes the draconian for two points of acid damage with a quick *Acid Splash*.

Bone Gnawer decides that it is time to stop fooling around. He destroys the unfamiliar draconian, then leaps back in dismay as the creature disintegrates into acid.

Beilorveildothyx moves up to claw at the *bozak* draconian. The draconian accuses, "Traitor to your kind!" and almost electrocutes him with a *Shocking Grasp*. Tarusk steps up right through the acid pool and slips his blade through the draconian's ribs, killing the creature. It responds by exploding with trivial force. Several characters are injured trivially.

The characters find a desk, and a chest. While several other characters stand guard, Dakani deals with them. He finds:

- 2 gold dragon eggs (chest);
- 91 gold pieces (chest);
- 822 silver pieces (chest);
- 10,173 copper pieces (chest);
- A gold comb with a red garnet dragon's eye worth 1500 gp (chest);
- A golden dragon statue worth 500 gp (chest);
- A potion (desk);
- A magic shortsword;
- A longbow;
- Leather armor; and
- A shortsword;

Angaff takes the longbow. Then he notices that Bone Gnawer is looking upset, so he gives his light crossbow to the troll. The characters know that there are four missing eggs, so the two the characters have found represent half of the missing eggs.

The Big Metal Doors

The characters package up their various items and head for the big metal doors. They open them to see a huge green dragon and a variety of draconians, including one with golden scales. The shouts of additional draconians are audible further into the compound.

The characters quickly decide that they'd best withdraw. Quickly. Brakiel casts *Obscuring Mist*. Brakiel takes one egg; Beilorveildothyx takes the other. Bone Gnawer takes the chest full of loot. The two flying characters split up and lost themselves in the city. The other characters pretty much follow the troll.

Kazzarina's Lair

The characters head back to Kazzarina's lair to turn in their two eggs and explain that there is a tremendously gi-normous green dragon in circulation. *Cronopus* offers his and *Kazzarina's* help in dealing with the dragon and the *aurak* draconian. He allows as how the characters should be able to handle the mopping-up operations.

Once More into the Temple

Kazzarina demands that the characters return immediately. Angaff mourns, "No eight hour rest so I can regain my spells? Awww..."

The characters immediately end up confronting the green dragon and his minions. She demands, "Where are my eggs?"

The green dragon admits, "You are too late! They have been stolen from us! Your henchmen took two, but before that the Minders' Guild showed up and took the other two. I was not present to encourage my minions to resist."

Brakiel asks, "What is the Minders' Guild?"

Tarusk explains, "The Minders' Guild is made up of former members of the Sodkillers. When the Sons of Mercy and the Sodkillers split back up again, the Sodkillers founded the Minders' Guild. It operates as a quasi-legal enforcement entity. They have even taken up in the old Mercykillers headquarters."

The characters end up agreeing to get some evidence to prove that the Minders' Guild is responsible. Then they head out to count up their coins and plan an approach on the Tower of the Wyrn.

Tower of the Wyrn

The Tower of the Wyrn was once a low-security prison for the city of Sigil, taking its name from a special type of wyvern bred for truth-seeking venom. Sadly, the wyrn was slain during the Tempest of Doors.

The characters jump a lone Minders' Guild member and set to interrogating him in a nearby tavern. They quickly determine that the guildsman they've captured is not particularly high-ranked and doesn't know anything useful to them. Dakani even moves to the classic, "Do you have a family, friend?" with no particular additional effect.

It is about this point that Brakiel realizes that the tavern is called *The Urine-Filled Flask*. He asks Dakani, "Why are we here? Why did you pick *this* place?"

Dakani ignores him. He's concentrating on persuading the characters' captive into writing a note to his superior officer, with the hope of drawing him out. The man writes a note, but Dakani is convinced that there are hidden messages in it. He destroys the note and forges a replacement, embedding his own secret message: "Come quick!"

Angaff ignores both of them. He buys a newspaper from a passing urchin and amuses himself by tearing it into strips and setting them on fire. Brakiel notices that this activity is actually improving the smell of the tavern, but still not so much that he can stand it. The trumpet archon heads outside to perform some street music and beg for pennies. He ends up collecting three gold coins (mostly in silver and copper).

Dakani's forged note ends up attracting *Garnos Mellor*. He sits down with Dakani and the captive. Dakani starts asking him about expensive omelets, which confuses Garnos. Garnos asks, "Omelets? You mean like Ord, God of Omelets?"

One table over, Bone Gnawer whispers, "Ord! I'm getting hungry, and that sounds like the god for me. Let's go to the Ord Temple. Maybe we can go find the God of Pancakes later on."

Tarusk whispers back, "They serve pancakes at the Ord Temple. It's a really good place!"

Dakani eventually explains what he's interested in to Garnos. Garnos indicates that there are some rogue elements within the Minders' Guild command structure. The Hive district is commanded by *Zail Hamosmal*, who might fairly be characterized as a

“rogue element”, at least when he’s not getting direct orders from the Guildmistress *Nijul P’iuy*.

The characters arrange a meeting with Guildmistress Nijul P’iuy, even if they can’t quite get over her name.

The Minders’ Guildmistress

The characters discover that Nijul P’iuy is an aasimar. She is quite beautiful and aethereal in the way that aasimar often are. The characters explain that they are missing some golden dragon eggs and suspect that Zail Hamosmal might have them. They are forced to admit that they don’t have any direct evidence, though they do have a fair amount of circumstantial evidence. In particular, they have the word of a green dragon and several of the green dragon’s minions that the eggs were taken by Minders’ Guilders.

She agrees to go with the characters to the Minders’ Guild safe house that Zail Hamosmal operates out of. She brings along a bodyguard of five of her best men; the characters note that they look quite seasoned, and that at least one of them is evil. Nijul takes Zail aside to talk to him privately.

When Nijul returns, she tells the characters, “Come this way.” She takes them into a back room where the two dragon eggs are kept.

The Green Dragon Visits

Just as the characters see the eggs, they hear a shattering sound from the front room. They realize that the green dragon’s minions are breaking into the building. Zail Hamosmal doesn’t wait: he charges towards the noise, flailing his sword above his head.

Doctor Cid takes a quick glance down the corridor and reports that the full complement of draconians has arrived. Dakani proposes a plan: “Door! Back door!” Everyone swiftly agrees. Bone Gnawer throws the back door open while Brakiel casts *Bull’s Strength* on Beilorveildoxyx and *Bless*.

Then Bone Gnawer announces, “No door out from back room! Dead end!”

Brakiel glances at the windows and compounds the good news. He tells the others, “This room is subterranean, so all the windows are high up. It also looks like there’s a lot of razorvine growing around them, so anyone going through will take a fair amount of damage.”

The characters dig in and wait for the assault.

Bone Gnawer understands that the attackers have arrived when he sucks up a *Scorching Ray*. The troll staggers under the impact. He runs into the back room howling, “They’ve got fire magic!”

Angaff explains, “Watch this spell! At caster level 1, it really sucks!” He hits the lead draconian with an *Ice Dagger*.

Dakani observes, “That just did three points of damage. You weren’t kidding about that spell sucking.”

And then a greatsword-armed *sibak* draconian comes crashing through a window and straight at Tarusk. The bladeling staggers back and groans, “At least it isn’t a *magic* large greatsword...”

Beilorveildothyx swiftly closes the door, just in time for the *bael* draconian outside to blast it with fire. The door holds, but only barely. Beilorveildothyx comments, “We need to take out that large draconian right now.”

Doctor Cid points out, “Brilliant tactical insight you got. I bet you need to have dragon blood to think of that kind of plan.” He steps up to the *sibak* draconian, staggers from a greatsword swing, and then delivers a strong hit with his warhammer. The other characters move in. Dakani executes a *Clinging Shadow Strike* and staggers the creature.

Beilorveildothyx stands and holds the door against three draconians as they attempt to smash through. Again, the door holds.

Doctor Cid and Bone Gnawer fall upon the *sibak* draconian and tear him apart. The draconian explodes, inflicting fire damage upon everyone in the group except for Beilorveildothyx and Angaff (both of whom enjoy Fire Resistance).

At the same time, the *bael* draconian sends another *Scorching Ray* at the door, burning it to nothing. Beilorveildothyx responds by killing one *bozak* draconian. Tarusk steps up and chops at a second draconian; Doctor Cid and Bone Gnawer smell blood and move up to help. The big troll exterminates the unfortunate draconian. Beilorveildothyx steps forward and obliterates his comrade. He comments, “*Bull’s Strength* really helps out a lot against these things!”

Dakani clambers up a convenient statue to check out the situation outside. He sees a notable lack of hostiles.

Tarusk charges the *bozak* draconian, cutting it in the arm. The draconian responds with a *Shocking Grasp* that flattens Tarusk. Brakiel calls out, “Just hold those entrails in for a round and I’ll be there for you!”

Bone Gnawer remembers, “Lizard thing blow up when die! Must save sharp friend!” He runs up and drags Tarusk out of the blast radius.

Meanwhile, Doctor Cid moves in and crushes the draconian’s ribs. The draconian staggers. Angaff makes a lucky *Acid Splash* shot. The draconian staggers again. Beilorveildothyx charges up, offering, “I like it when they explode in my mouth!”

Bone Gnawer asks, “You not a very smart dragon, are you?”

The draconian looks at the situation and attempts to cast a spell. It explodes.

The characters observe that Nijul and Zail are still engaged against the green dragon. Nijul in particular is firing staggering numbers of arrows into the dragon. The characters decide that they’d best not get involved, so they creep out the back window after a quick effort to loot the draconians:

- A pink pearl (worth 80 gold);
- A rock crystal (worth 30 gold);
- A carnelian (worth 40 gold);
- 50 gold pieces;
- A very fancy moonstone eye patch with an imitation sapphire dragon eye (worth 1100 gold); and
- A large greatsword

Brakiel drops an *Obscuring Mist* into the building as he leaves.

Reaping the Rewards

The characters return the eggs to Kazzarina. She is quite appreciative, and very willing to pay the 500 gold piece reward.

The End of the Session

Characters who do not gain the 20% experience bonus gain 1553 experience points. Characters who *do* get the bonus gain 1864 experience points. This is enough to allow Brakiel, Beilorveildothyx, and Bone Gnawer to reach 3rd level.

Total loot garnered is worth 4143 gold, 3 silver and 3 copper. Each character's share is worth 591 gold and 9 silver. The magic shortsword is a *Shortsword +1*; Angaff claims it. The characters drink the unidentified potion down before they manage to identify it.