

## City of Sigil Session Summary 02/25/2007

### Attendance

*Chris* (Bone Gnawer) offers, "I've got crappy cookies up here. Everyone has to eat one, it's mandatory." *Chuck* (Tarusk Fireblade) asks, "Are they vegan cookies?" *Ernest* (Dakani Night Scream) examines the package and pronounces, "Yep! They've got real vegans in them!" *Bruce* (Angaff) points out, "I'm okay with that. I just read an essay rehabilitating King Leopold for the good works he did in the Belgian Congo! Human cruelty no longer bothers me!" *Paul* just looks around for the Black & Decker Eye Wrench that figured so prominently in last session's intro page. *Ed* (Minea) disappoints him by explaining that he had to take it back to the store for repair. *Matt* (Beilorveildoxyx) shudders as he imagines what sorts of things it might have been used for that would lead to a need for repairs...

*Tim* (Brakiel) decides that it would be far better to show up late and miss all this merriment. *Matt* (Doctor Cid) comes up with an even better plan: he opts to simply not show up at all.

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Bruce	Angaff	Beastlands	Fire Genasi Evoker 2 / Fighter 1
Chris	Bone Gnawer	Prime Material	Troll 4
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 3
Ed	Minea	Prime Material	Medusa 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 2 / Swordsage 1
Matt	Beilorveildoxyx	Prime Material	Red Dragon 4
Patrick	Doctor Cid	Prime Material	Human Paladin 4
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 4

### *Are We All Vagrants?*

The characters are faced with an unsurprising problem: where are all staying during their time in Sigil? They had been living in the dragon *Kazzarina's* servants' quarters, but she recently left for an extended stay in Celestia, putting her mansion up for sale or lease. *Bone-Gnawer* asks a leasing agent what her place will cost. He gasps when he finds out she's asking for 400 gold per month, but only because he doesn't have enough fingers and toes to count that high. The other characters figure out that the rent would come out to a very reasonable 50 gold each per month. They sign a lease, then move in and start redecorating.

*Bone-Gnawer* announces his desire to hire a cook. *Angaff* instantly realizes that he'd better get involved or *Bone-Gnawer* will hire a cook who can only prepare foods appropriate to trolls. The characters look up the Profession rules and conclude that they can hire an Expert (or possibly a Commoner) cook with a +7 bonus for 34 gold per month (or about 4 gold, 5 silver each).

The first day the cook works, *Bone-Gnawer* comes back with three kanks and indicates that he wants them slaughtered and cooked. The cook shudders as he butchers the sour-smelling, fibrous meat. *Bone-Gnawer* happens to know that kanks also secrete globules of a tasty honey-like substance on their backs; he keeps one around to provide him with a steady supply of sweets.

### *The Morning News*

*Angaff* is awakened by a horrible noise in front of the house. He investigates and finds a news-crier hollering out, "Karan has returned to lead the Xaositechs! Only two coppers to find out what their newest plan is!" *Angaff* gives him two coppers for the newspaper, and one more to go away. He reads that *Karan* had been thought to have been mazed when the factions were disbanded, but now he has reappeared and gathered together all the remaining Xaositechs to fight against the Legion of Order. Nobody knows how he is able to organize Xaositechs, but he has always had that knack. His crusade seems a bit quixotic, as the Legion of Order was also disbanded some time ago. A representative of the City Watch thinks that the new arrival is actually *Karan's* insidious twin brother *Gerzak*, a known drug dealer and an addict of celestial blood.

Bone-Gnawer chirps up, “That’s great! I have an insidious twin brother too, so if anyone sees me doing anything evil that’s just my evil twin.”

*Minea* points out, “Hey, we have our own trumpet archon, so we’ve got a supply of celestial blood of our very own. And now we know where to sell it.”

*Tarusk Fireblade* points out, “But celestial blood is illegal.”

*Minea* suggests, “Then we’d better get it all out of him before he gets charged for transporting an illegal substance.”

*Angaff* counters him, “Actually, the laws are there so people don’t go around executing celestials for their blood. Really, most of the laws around here are intended to just keep people from killing each other.”

### *Our Patron Appears*

A man shows up at the characters’ door. He looks human, except that he’s got several magical sensors pinned to his head and one golem arm made out of metal. He is accompanied by a construct made of metal and wood (warforged).

Bone-Gnawer and *Minea* open the door. The man is a bit taken aback: he’d thought he was the weird one. The man indicates that he’s looking for *Brakiel* and his mercenary group. He represents the Bureau of Timekeepers and they are quite worried about the recent activity by the Chaos Men. Apparently, the Bureau of Timekeepers was organized out of the remains of the Fraternity of Order, though the man is hardly willing to admit that. He wants the characters to guard some warehouses in the Clerks’ District that contain old Fraternity of Order documents. He is willing to pay 2000 gold, which really gets the characters’ interest. Of course, the characters accept the commission.

### *The Warehouse*

The characters divide up into two groups, one covering the front of the warehouse and the other covering the back. Soon enough, two gangs of Xaositechs approach: one small group of bariours attacks *Minea*, *Tarusk*, and *Beilorveildothyx* in back, while a larger group of humans and githzerai charge *Angaff*, *Bone-Gnawer* and *Brakiel* in front.

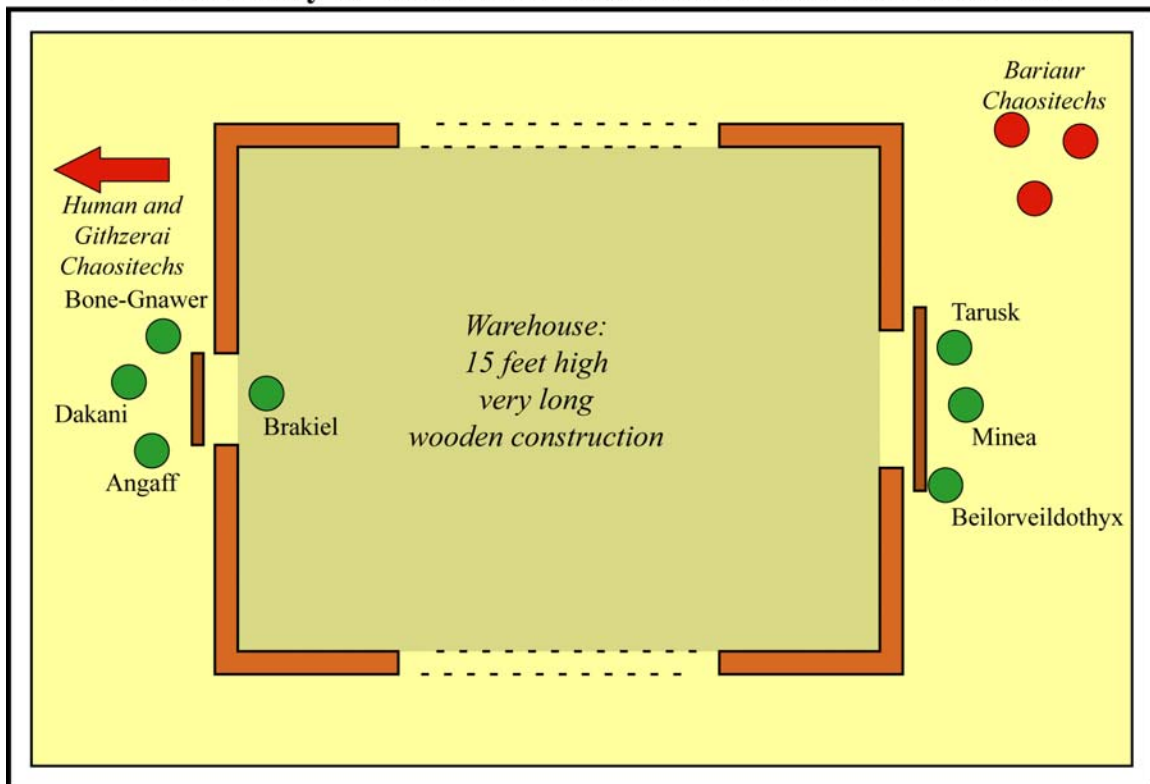
*Bone-Gnawer* charges straight into the humans and githzerai, just in time to almost get cooked by the *Fireball* *Angaff* sends at the attackers, roasting almost all of

them. Bone-Gnawer howls out, “What the fuck did I do to you? I didn’t kill you, I didn’t eat you, I didn’t screw your goats! I’m going to so kill you!”

Angaff looks up from the *Staff of Fire* that produced all the damage to yell back, “I’m sorry! I didn’t realize it was going to do so much damage!”

The three surviving Chaos Men surround Bone-Gnawer and attempt to sneak attack him. Just to be random, one of them refrains from attacking in favor of painting him bright orange. *Dakani Night Scream* runs up and takes the paintbrush guy out.

### The Fraternity of Order Warehouse and the Chaositech Attack!



On the other side of the building, Beilorveildothyx listens to the sound of the *Fireball* detonation and reflects, “Well, if they were having problems before they should have things well in hand now.” He charges a bariaur.

The other two bariaur charge Minea and Tarusk Fireblade. Tarusk glances at their hooves and utters his battle-cry: “Fuck! It’s bludgeoning!” He closes his eyes and waits for the impact. Minea decides that she will meet the challenge rather than shrinking from it like the duskblade: she swings at a bariaur with her mace, delivering a nasty bruise.

Angaff casts a *Persistent Blade* behind one attacker, ensuring that between that and Dakani’s *Island of Blades* stance everyone facing Bone-Gnawer is flanked. Bone-

Gnawer takes advantage of the situation to put down the last two attackers. Dakani Night Scream hands Bone-Gnawer a tube of bactine.

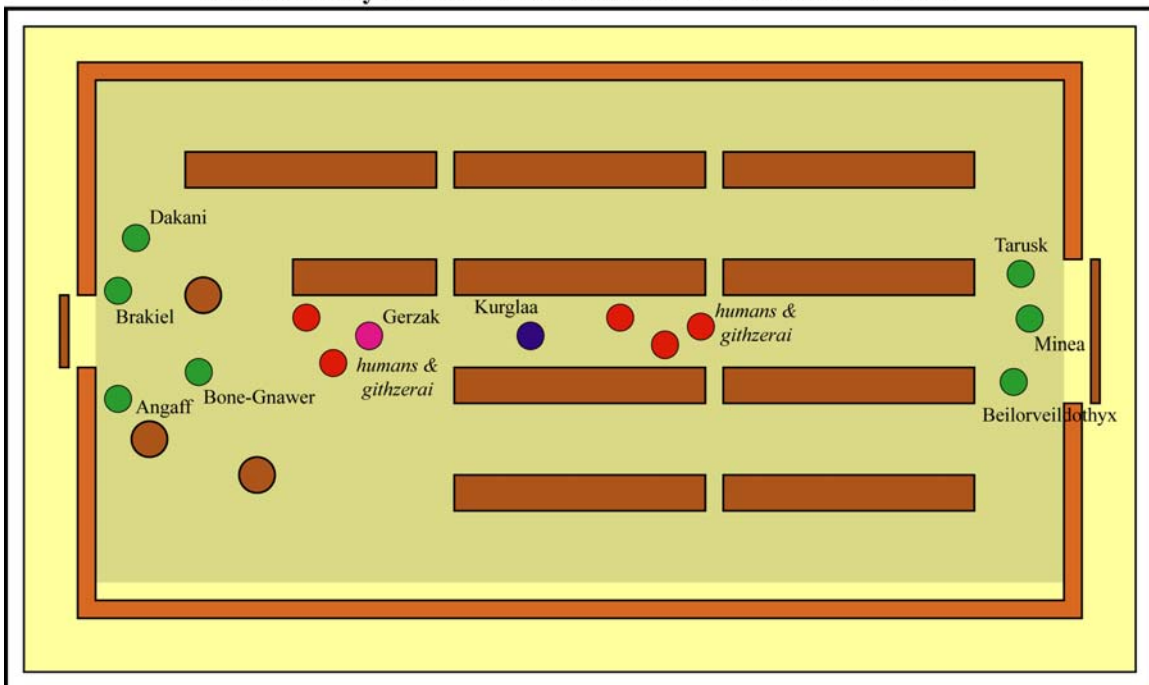
Beilorveildoxyx turns and flies in at the bariaur attacking Minea. His presence alone is enough to send the bariaur screaming into the night. Another bariaur charges in to head-butt Beilorveildoxyx from behind. Bone-Gnawer thinks, “Haaaaw! You just can’t make stuff like that up...”

Beilorveildoxyx ignores Bone-Gnawer’s thoughts long enough to chew through the surviving bariaur.

**Someone’s Inside!**

*Brakiel* wakes from his meditative trance to announce, “I hear the sounds of things being knocked around inside! Someone’s inside the warehouse!”

**The Fraternity of Order Warehouse and the Chaositech Attack!**



Dakani Night Scream swiftly unlocks the front door of the warehouse. Characters pile in to see a gang of Chaos Men running through ranked shelves piled high with bales of paperwork. Gerzak (Karan) himself is a wild-looking githzerai with a bad (apparently self-drawn) chaos tattoo on his arm and a second tattoo depicting chaos itself on his head. He is hefting a massive box of papers. Next to him is a lumpy, toadlike creature stacked with bloated musculature and a heavy blade.

Dakani Night Scream runs up and flings a flashbomb into the midst of the Xaositechs, blinding one bariaur. Angaff follows up with an *Ice Dagger*.

Karan laughs at the characters and announces, "You are too late! I already have what I want! Kurglaa! Finish them!" Karan teleports away as the toad-creature lumbers forward to bite Dakani Night Scream with his huge, distended maw. A githzerai Chaos Man tumbles behind him and stabs him.

Brakiel steps up to cast *Girallon's Blessing* and *Cure Moderate Wounds* on Bone-Gnawer. The troll finds himself fully healed and four-armed, and faced with a human Xaositech. He does what comes naturally.

On the other side of the building, Beilorveildoxyx and Tarusk are still hammering away at the door. Tarusk comments, "I'm starting to hear screams of pain. Maybe we shouldn't break our way in."

Kurglaa runs up and unleashes a howl against the characters. And one unlucky githzerai. Dakani Night Scream and the githzerai both fall stricken. A second githzerai attempts to tumble behind Bone-Gnawer; the troll crushes the creature with a swipe of his massive paw.

Brakiel steps over to heal Dakani Night Scream. Dakani thinks, "I feel better, but why is this dead githzerai teabagging me?"

Kurglaa watches as Angaff attempts to set a bariaur on fire, then rumbles, "Tasty caster meat! You will be consumed!" He claws and chews Angaff into negative hit points, only to be frustrated as Brakiel heals him back up. Kurglaa is even more frustrated when Bone-Gnawer steps up and claws him to the ground.

Dakani Night Scream looks around, observes that there's only one bariaur left standing, and takes him out, then drinks an antitoxin.

Thinking that the fight is over, Bone-Gnawer starts to eat Kurglaa and is very surprised to find that the creature is not yet dead. Kurglaa bites and claws him. Bone-Gnawer roars, "You food now! Food not fight back! Raaaugh!" He tears the slaad into several pieces and resumes eating.

Dakani Night Scream sees a potentially valuable ring on Kurglaa's hand and attempts to grab it before Bone-Gnawer eats it. He manages to pull his hand back just in time to not lose a finger.

## Gathering Up the Loot

The characters find they have a lot of bodies to loot. They pick up:

- 4 suits of bariaur chainmail barding;
- 4 scimitars;
- 8 potions of *Cure Light Wounds*;
- 6 suits of medium-sized chainmail;
- 6 longswords;
- 3 masterwork rapiers;
- 1 masterwork longbow; and
- 1 magical (faint abjuration) ring

## What Was in the Box?

Beilorveildothyx examines the shelves around the box that Karan stole. On the one side, there is a box of tax records for Sigil. On the other side are census records for a gate town in Acheron. Unfortunately, the actual labels are in code but a couple of quick Decipher Script attempts suggest that the missing box contained weather reports from a region of the outlands. Nobody is sure why Karan would have wanted this.

## *The Reinforcements Finally Arrive*

*Mister Porter* and a pack of wizards and constructs show up a few minutes later. He orders one of them to inventory the records to find out what has been taken. Dakani Night Scream tells him flat out, “They stole your old weather reports. That’s why I asked if they were looking to steal anything specific, jerk-face.” Brakiel understands that one of the wizards knows why the reports were important, even if *Mister Porter* doesn’t.

The wizard tells the characters, “They stole the notes of Lariset the Inescapable!”

*Mister Porter* growls, “What! I thought those notes were destroyed!”

Beilorveildothyx knows that *Lariset the Inescapable* was the Factor of the Fraternity of Order twenty years ago. Rumor holds that Lariset learned so much of the hidden lore of the universe that he Ascended into the aether. Common wisdom is that he actually got himself mazed. Either way, he is no longer in circulation.

The nameless wizard explains, “Lariset believed that the key to understanding the universe lay with the mazes of tunnels underneath the Palace of the Jester. He used divination magic to trace the location of a central point under the Palace, which he marked with a question mark.”

Mister Porter remains upset, “Which is precisely why the notes were supposed to be destroyed!”

Dakani Night Scream asks, “What’s the chances that you made a copy of the map, or something else that would be useful to us?”

The wizard confesses, “I would be happy to tell you, except that I was not supposed to have the notes at all, and now I will be punished for my presumption.”

The characters manage to negotiate a 6000 gp fee to go into the Jester’s Palace and kill the leader of the Xaositechs. Mister Porter also pays off the 2000 gold he already promised the characters. Each characters’ share is 285 gold, 7 silver, 4 copper. The characters split up the *Cure Light Wounds* potions. Minea takes the ring and gets it *Identified* as a *Ring of Protection +1*.

### *Quick! To The Pelor24 Shop!*

The characters rest for the evening. The next morning, Dakani Night Scream wakes to find that parts of his skin have turned grayish and slaad-like. He runs to the *Pelor24* healing stand to get a quick *Remove Disease* for 150 gold.

### *The Jester’s Palace*

The characters walk up to the Jester’s Palace hoping to find a convenient way to slip inside. They are more than a little bit upset to find out that there is a large party in progress. Some of the characters are able to recognize various local eminences among the guests.

*Jerramo the Natterer* is acting as host. He quickly spots the characters and invites them over as new neighbors. Several of the golden lords already at the table are upset at being asked to move aside, but Jerramo is not to be denied. He suggests that the characters should eat as much as they’d like, boasting that there is a theme to the evening’s feast: all of the items on the table were imported from the Abyss. He



recommends that all those who do not have a strong stomach should avoid the smoking oysters.

He asks, “Brakiel, what’s your story? It’s not often that we see an archon in this neighborhood. We do have a couple of fallen sword archons who succumbed to the lure of wealth. I’m just interested in knowing if we’re going to see a third.”

Brakiel answers, “I don’t know. I’m just worried about our local medusa. She keeps on trying to bleed me on the idea that there’s some narcotic properties to my blood.”

Jerramo seems to have a lot of side information about all of the characters. He notices that Angaff is showing off to one of the serving girls, and offers to let him hire her away. Angaff understands instantly that she would be a spy for Jerramo, but that doesn’t prevent him from accepting the offer. Jerramo admits that he cannot offer a complete tour of the Palace, in part because most of it has been closed off and unused for years. Even worse, he has a bit of a cranium rat problem. Sadly, they’ve had more cranium rat problems ever since the Sanitation Guild stopped offering bounties on cranium rat tails.

The characters eventually persuade Jerramo to let them look around. A cadre of guards escort them; he apologizes for their paranoia. Tarusk Fireblade finds that Jerramo is more than willing to expound in detail upon the furnishings and decorating. Dakani and Beilorveildothyx look for cranium rats, but find none. Noting their interest, Jerramo explains that they’re mostly down in the warrens. Along with Karan and is Xaositechs, who he let down into the warrens yesterday.

While the characters stand there openmouthed, Jerramo offers to lend them a tracking beast.

### *Into the Labyrinths*

The characters find that there is a certain similarity between the warrens underneath the Palace of the Jester and the Remington Mystery House: passages go nowhere, staircases go into solid walls, and so on. Fortunately, the tracking beast proves to be quite capable.

It is not too long before the characters find some problems. They round a corner to see a swarm of hundreds of cranium rats flowing up out of a crevasse. And then the

rats unleash a *Mind Blast* that stuns Angaff, Brakiel, Dakani and Minea for nine rounds. The other characters boil forwards to engage the rats. They are rather horrified when the rats start flinging *Mirror Image* and *Magic Missile* spells around. Tarusk Fireblade is so horrified that he unleashes a *Razor Storm* at them.

Beilorveildothyx decides that dragons should be immune to swarms, so he flies right among them. The rat swarms respond by hitting him with *Magic Missiles* and swarming all over him (as it were). He fights next to Tarusk Fireblade, alternately chopping and biting at rat swarms. It takes him a moment to realize that every other character in the group has been taken out of the action by *Mind Blasts*.

The two of them do a signal job of holding off the rats while the rest of the group stands senseless. The rats finally overwhelm Tarusk, dropping him to zero just as Brakiel comes back to his senses. The rats respond by stunning Brakiel again. Brakiel sighs and goes back to the couch to sleep some more.

At long last, the others start to wake up and help out by throwing vials of alchemist's fire, *Burning Hands* spells, and whatever else comes to hand to reduce the swarm down. It takes a long time, but the characters are eventually victorious.

### *Onward Through the Labyrinth*

Hours later, the characters conclude that they are gaining on the Xaositechs. The characters suspect that the Xaositechs are being slowed down by the need to disarm traps and kill the occasional cranium rat swarm. Once or twice, the characters encounter the remains of one of these encounters that didn't go so well.

The characters walk down a stairway to see a large room with a shallow pool in the center. They also see a line of Xaositechs with bows waiting for them. The Chaos Men open fire as the characters step into view. Fortunately, they aren't very skilled archers: they miss everyone.

Then Angaff steps up, brandishes his *Staff of Fire*, and incinerates every single one of them. Dakani comments, "I think Paul is really regretting letting you have that thing. It's got like seven charges left, right?" Angaff nods.

### *The Final Encounter*

The characters step around a corner into another large chamber. At the back of the chamber, a huge iron gate blocks off a mist-filled chamber. Inside, there are perhaps two dozen creatures that look like the Lady of Pain, though they are not all the same: some are male, some are female, and all are unique.

In front of the gate, Karan has constructed a confused altar comprised of all manner of random trash. A blue slaad is chained behind the altar; the altar is drawing power out of the creature somehow. Two bariaur Xaositechs stand guard.

As usual, Angaff leads with a *Fireball* that strips away the two bariaur. Karan is made of tougher stuff and withstands the attack. Sadly, the altar isn't nearly so durable: it takes enough damage that it ceases to chain the blue slaad. Angaff apologizes to the others for getting them all killed.

The blue slaad steps up and unleashes its *Chaos Hammer* on everyone except Tarusk. Minea mourns, "I'm going to be cromulently confounded!" And then he is.

Bone-Gnawer charges the blue slaad and inflicts a trivial scratch upon the creature. He notices that when its blood hits the air it makes a vibrant rainbow-colored smoke. He tell the others, "It's pretty when it dies!"

Tarusk slams Karan with *Touch of Fatigue*. Karan looks really, really exhausted. Angaff asks, "Have you been working long hours recently? You really ought to slow down for a bit." Karan responds with a flurry of misses against Tarusk.

Angaff tosses a *Persistent Blade* behind the blue slaad to give Bone-Gnawer a flanking bonus. Bone-Gnawer stands strong against the creature as it goes berserk on him. The slaad tears Bone-Gnawer into shreds. Bone-Gnawer lies down to regenerate for a while.

The blue slaad steps up to help out Karan. Tarusk evades its attack as Dakani strikes Karan, staggering him. Then Beilorveildothyx chews Karan apart.

Brakiel flies past the slaad, exchanging ineffective strikes with the thing. Tarusk cuts it. Angaff proves that it has cold resistance in addition to fire resistance. Then the blue slaad demonstrates that it *also* has fast healing and a multitude of attacks. Tarusk survives everything up to the bite, which puts him down at the edge of death.

Brakiel tries flying up to the slaad and sounding his trumpet. The slaad acts mildly irritated by the sound. From Brakiel's expression, this was clearly not what he was hoping for.

Beilorveildothyx attacks the slaad, inflicting some injury. The slaad responds by obliterating Beilorveildothyx.

Dakani Night Scream tries one last attack against the slaad, then tumbles to safety.

Brakiel flies past the slaad, takes an almost-mortal strike, but manages to heal Tarusk. Tarusk decides that his best option is to play dead and hope that the slaad isn't all that bright.

Angaff realizes that for the first time, nobody is in melee combat with the slaad and he can hit it with a *Fireball* without killing his allies. He strikes it and actually inflicts a fair amount of damage. It responds by charging him. Minea stands in the way, taking a crushing strike from it. Angaff and Minea pull back rank-on-rank as Angaff flings *Fireballs* at the slaad. Behind them, Brakiel desperately flies around healing everyone he can reach. Angaff hits the slaad with three *Fireballs* in sequence, alternating with Minea to take the slaad's attacks in return, until it finally falls.

The characters draw and quarter the remains of the blue slaad, "just to be sure." Then they loot:

- 1 masterwork longbow;
- 5 suits of chainmail;
- 5 longswords;
- 3 suits of chainmail barding;
- 3 scimitars;
- 8 potions of *Cure Light Wounds*; and
- a magical amulet

### *More Visitors*

The characters have only barely finished looting when eight dabas (servants of the Lady of Pain) emerge from the walls. They attempt to communicate with the characters with their strange glowing-rebus-language. The characters get the idea that the Lady of

Pain is grateful, and that the characters should leave the maze right away. The characters oblige. They notice that the maze rearranges itself to give them a straight path out, but promptly tangles itself again behind them.

*The Fraternity of Order*

The characters are rather vague about what happened down in the maze at the question mark. Angaff’s story is that there was a lot of mist, a blue slaad, Karan and a strange altar. This satisfies them.

Bone-Gnawer goes to the Fraternity of Order afterwards and offers them an extra 1000 gold to know exactly what happened down in the maze. They accept. He tells them the true story under *Zone of Truth*. They pay him the money and tell him to never tell anyone else what he just told them.

*The End of the Session*

Brakiel gains 2485 experience points. The characters that gain a 20% experience bonus gain 3035 experience points. The characters that don’t gain the experience bonus gain 2529 experience points. Angaff gains Evoker 3/Fighter 1, Dakani gains a level, and Tarusk becomes Duskblade 4.

Loot distribution is as below. After everything is sold, each share is worth 1276 gold and 7 silver.

<i>Item</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Total</i>
masterwork longbow;	2	375	sell	53%	397.5
chainmail armor	11	150	sell	53%	874.5
longsword	11	15	sell	53%	87.45
chainmail barding (bariaur)	7	300	sell	53%	1113
scimitar	7	15	sell	53%	55.65
masterwork rapier	3	320	sell	53%	508.8
<i>Identify</i> cost	1	-100	cash	100%	-100
potions of <i>Cure Light Wounds</i>	16	50	Various		
<i>Ring of Protection +1</i>	1	1000	Minea		
<i>Amulet of Mighty Fists +1</i>	1	2000	Beil		
payment from Fraternity of Order	6000	1	cash	100%	6000

Total Value	8936.9
Number of Shares	7
Share Value	1276.7