

City of Sigil Session Summary 12/31/2006

Attendance

Bruce (Deomach; Angaff) decides to be very, very boring about the attendance paragraph. *Chris* (Dorn-Vekkar; Bone Gnawer) thinks, “There must be something wrong! Bruce normally can never resist verging into stream-of-consciousness gibberish in these paragraphs!” *Ernest* (Dakani Night Scream) points out, “He may be turning over a new leaf. Or whacked out on goof-balls.” *Tim* (Brakiel) chirps up, “I’m totally whacked out on goof-balls!” *Paul* examines the fruit-cake that Ernest brought and pronounces, “I don’t know who bought this for you, but they definitely hate you. I think this is depleted uranium fruitcake.” *Matt* (Beilorveildothyx) and *Patrick* (Doctor Cid) both ignore the ongoing debate over who is and who is not using goof-balls as they concentrate upon their characters. *Chuck* (Tarusk Fireblade) busies himself with the important task of picking out a miniature.

The Characters

Player	Character	Home Plane	Race/Class
Chris	Dorn-Vekkar Bone Gnawer	Acheron	Maug 1 Troll 1
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 1
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 1
Matt	Beilorveildothyx	Prime Material	Red Dragon 1
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 1
Bruce	Deomach Angaff	Beastlands Beastlands	Fire Genasi Evoker 1 Fire Genasi Evoker 1
Patrick	Doctor Cid	Prime Material	Human Paladin 1

A Task for the Trumpet Archon

Brakiel the new-created trumpet archon is called in before his Lady and instructed in his mission. He is to travel to the City of Sigil and help a Chaotic Neutral red dragon move to the delights of Lawful Goodsiness. He is assured that he will have the help of a

low-ranked human paladin in this project. Ever the dutiful one, he acknowledges his charge and returns to his monastic cell to pack his tin trumpet and his spare robe.

Some time later, Brakiel arrives in Sigil. He mourns the fact that he doesn't know how to fly yet; his adorable little wings are really only good for knocking things off countertops. But he doesn't let this little challenge stand in the way of finding *Doctor Cid* and the dragon *Bael*. He tells the dragon, "I have two problems with your alignment. You have been called into the service of my god. Now, follow my tin trumpet."

Bael is confused. He asks the slightly-bedraggled (but still somehow magnificent) archon, "Are you doing some kind of fundraiser? How much are the chocolate bars? I don't have a lot of money, but I can give you a couple of silvers."

It is at this point that Brakiel discovers that the fire genasi evoker *Deomach* has been hanging around Bael like an annoying Chihuahua. Bael admits, "He's fascinated by fire creatures. I can't get him to go away."

The Gold Dragon's Lair

The characters head off to the gold dragon *Kazzarina*. She runs an import-export business out of a very nice townhouse with a glass-lined solarium. The characters enter the solarium to hear *Kazzarina* complaining to one of her servants about the senseless regulations her Homeowners' Association is enforcing upon her.

Then the characters are introduced to *Chronopus*, a human wizard covered with arcane tattoos. Doctor Cid whispers, "I think the tattoos are his spellbook. We should skin him and sell it!"

Deomach whispers back, "I'm good with that!"

Chronopus ignores them and explains the problem, "*Kazzarina's* eggs have been stolen. She wants them back, and she wants you to go get them."

Dorn-Vakkar is incredulous, "She's hiring first-level guys for this? This must not be high on her to-do list."

Chronopus corrects him, "She thinks the Harmonium did it, because divinations show that the thieves were dressed in their armor. But I don't think they were responsible, especially after the Lady of Pain told them to get out of the city. I need someone to find out who did it, because she's very upset right now and is liable to just go off and incinerate everything between here and Arcadia (specifically, Melodia)."

“The thieves came in while Kazzarina and I were off negotiating with some portal scouts. They walked right in, past the magical wards and guardians. This shouldn’t have been possible: all the guardians have *True Seeing* and should be able to see both invisible and ethereal creatures. Even I cannot enter her chambers: only Kazzarina and the wizard *Kartikus* know the way through the ward, and *Kartikus* has been dead for over a hundred years.”

Dakani Night Scream offers, “We might be able to look him up at the Mausoleum. The Dustmen might have him doing something undead these days.”

The more mercenary characters negotiate over price. Chronopus eventually agrees to pay them 500 gold on return of the eggs.

Seeking Out the Guilty

The characters see that the thieves burned a hole in the wall to enter the egg vault. The other end of the hole is in the Underdark. The characters venture down into the darkness and talk to a variety of interesting creatures and things. They note that the recent banning of all the factions has had an impact upon those public services that were once provided by the factions, including the prisons, the Barracks and the Courts. Criminals are currently running rampant.

The characters approach the Barracks to find four tieflings emerging from a hole melted in the side of the building. The four are carrying some amount of loot. Dorn-Vakkar howls out and charges. Dakani groans, “Tieflings. In Sigil. Get ‘em!” The characters move out to the sound of Brakiel’s trumpet call.

The tieflings respond by dropping the carpet they were carrying and pulling out crossbows. Dorn-Vakkar and Bael take bolts, but are not badly hurt.

Deomach invokes *Produce Flame* and attempts to cook a tiefling. He discovers that tieflings have fire resistance and that he’s completely useless against them. Brakiel comments, “You realize that there are lots of things in Sigil that have fire resistance? Actually, I think almost everything has fire resistance. They don’t even have a fire department in this town because the *buildings* are fire resistant. Hey, even *you* have fire resistance...”

The other characters close with the tieflings, who respond by drawing rapiers and knocking Bael out of the fight. Brakiel takes inspiration from seeing his comrade cut

down. He slashes clean through one tiefling, killing it instantly. Dorn-Vakkar decides that he cannot let the angel show him up and kills another of them. Dakani kills a third, and Doctor Cid eliminates the last with a timely use of his *Smite Evil* powers.

Dakani prods the motionless form of Bael and asks, “Anyone know first aid?”

Nobody does, but everyone is willing to try. Bael endures several failed stabilization attempts before Brakiel demonstrates that he paid attention that day in school. While Dakani tends to the wounded tieflings, Dorn-Vakkar unrolls the carpet and finds some silverware and other goods inside. Dakani finds that each of the tieflings has a symbol of Hecate tattooed on their necks. The tieflings also have:

- Four rapiers;
- Four small steel shields;
- Four sets of cut-up studded leather;
- Four light crossbows; and
- 40 gold pieces.

Dakani takes one rapier and Doctor Cid takes a light crossbow. The rest of the loot is held to buy some *Cure Light Wounds* scrolls.

The characters cart Bael to a nearby shrine of Pelor with a healing drive-through to get him patched up. This expense is enough to eat through all the money the characters got from the tieflings.

Dakani interrogates a surviving tiefling and learns that they are Hecate worshippers who felt that the Harmonium (who used to run the Barracks) owed them something. The tieflings weren't responsible for melting the wall: that was done by a bunch of dragon cultists, led by one guy in a dragon-head helm. The tiefling thinks that some of the dragon cultists might still be in the building. He also notes that he used to work for the witch queen. Dakani finally forces the tiefling to admit that he is a pygmy marmoset, then sets him free. Brakani calls out after him, “I have two problems with your alignment!”

Bael manages to sell off the stuff wrapped up in the carpet for 140 gold. Each character gets a share of 20 gold. Tarusk, Deomach and Brakiel each spend 25 gold on scrolls of *Cure Light Wounds* to give over to Doctor Cid.

Return to the Barracks

The characters make their way back to the Barracks. Dakani goes in first very quietly. He returns to report that the stone-melting people are still inside, up on the second floor. He cannot tell how many are inside, because bladelings have the counting skills of rabbits (“Lots and lots!”). He does report that the stairs up showed signs of having been melted by the intruders’ passing.

The characters enter the building carefully, again with Dakani in the lead. Dakani spots four robed figures carrying longswords. He is able to see scale mail (in a dragonscale pattern) under their robes. The instant he rounds the corner, one of them spots him.

The four robed figures move forward. Doctor Cid moves to meet them. He announces, “A paladin always leads from the front! Gadzooks!”

Deomach whispers, “A paladin also often gets dragged out by his boots...”

A brief battle ensues. The characters dissect the dragon worshippers in detail, with no significant injuries. Loot includes:

- Four longswords;
- Four heavy wooden shields;
- Four suits of scale mail; and
- 20 gold pieces.

The Big Wall-Melting Boss Monster

The characters determine that the creature responsible for melting all the doors is at the end of the second-floor corridor. The four fire-resistant characters move up to serve as the front line of assault. They break into a large room with four other closed doors.

Tarusk storms through the door to see a large green thoqqua with green wings sitting in the midst of a large fire-pit. The thing’s pointed end glows with magma heat. The characters assemble around and attack it. The creature sprays out a gout of acid, instantly killing Deomach. Brakiel takes vengeance by killing it in a single strike, then is taken aback when it explodes. The explosion kills Dorn-Vakkar.

And then the draconian steps into the room. Brakiel yells out, “Hey! You better have loot!” A ferocious battle ensues, during which Brakiel is struck by a *Scorching Ray* that puts him down for the count. Fortunately, the surviving characters are able to carry the day and kill the draconian. Loot from the draconian includes:

- A gold idol of the sahuagin lobster goddess worth 800 gp;
- 477 gold;
- A *Cloak of Resistance +1*;
- A potion of *Cat’s Grace*;
- A *Shortsword +1*;
- Two arcane scrolls of *Spider Climb*;
- A divine scroll of *Bless Water*; and
- A divine scroll of *Faerie Fire*

The characters spend 70 gold on healing services from the temple of Pelor. Dakani takes the magical shortsword. They drop Deomach’s body off at the temple of Pelor as well.

The Festival of Takhisis

After dealing with the fallout of their run-in with the dragon worshippers of Takhisis, the characters do some checking on the dragon cult. They learn that there is an upcoming festival at which the dragon cultists expect to use the stolen dragon eggs and a variety of abducted youths to perform some kind of horrible ritual.

The characters learn that tickets to the ritual are available for 10 gold each. They buy some tickets.

The mage Chronopus is able to tell the characters more about the cult of Takhisis. The cultists use captured good dragon eggs to create draconians. The eggs of a gold dragon create *auric* draconians, the most powerful type. Each gold dragon egg can produce a large number of draconians. The ritual also requires the presence of an elder dragon. Chronopus advises that if the cultists are expecting to produce draconians at their festival, the characters would be well-advised to stay far away from the festival hall.

Chronopus also provides the characters with two reinforcements: *Angaff*, another fire genasi evoker (and oddly enough, the brother of the fallen Deomach), and *Bone Gnawer*, a troll.

A fair number of protesters have already assembled near the festival hall to shout out their hatred for the practices of the cult of Takhisis. Doctor Cid, Dakani and Tarusk do their best to incite the crowd and send them off to besiege the cultists. The Takhisis guards react in a very straightforward manner: they beat and threaten every protester who gets near them.

After a brief tactical debate, the characters send Dakani up to pick the lock and open the door. He is able to accomplish this without attracting notice from the guards.

The Festival Hall

Dakani finds himself in a hallway. He looks around and quickly finds a coatroom with a lovely collection of hanging Takhisis cloaks. Seven cloaks later, he slips back out with an armload of them. He hands the cloaks out to the characters, who use them to make it past the guards.

The characters find a small room with four dragon cultists, sitting around a table. The cultists are playing a game of three-dragon ante around a table. Bael steps right in, confident that his draconic identity will be his pass, and tells the cultists that the others are his servants. The cultists demonstrate that they are true cultists by accepting this tidbit with no question at all.

One cultist asks Bael, “I didn’t realize there were any plans to involve any dragons in this fake ritual. What’s up?”

Bael offers, “Well, I’m here as a servant of Takhisis.”

“OF course! By your nature you are a servant of the Goddess.”

Bael continues interrogating the cultist, “How strong is your faith?”

“My faith is unshaken! I would give my life for the Goddess!”

At this point, the other characters start egging on Bael, urging him to abuse his status with the cultists as much as possible. “Hey! Try to get one of them to cut his finger off for his Goddess!”

Slaughter of the Cultists

Then one of the cultists walks into the sleep room to fetch some more ale for Bael. Brakiel swiftly stacks a chair against the door to block him in. Everyone else takes this as a signal to kill the remaining cultists. Bone Gnawer claws one cultist into shreds

while Angaff casts *Mage Armor*. Dakani draws his new shortsword and slashes at another cultist. Doctor Cid cuts one down; Bael claws another into shreds.

Brakiel opens the door of the sleeping chamber, cuts down the cultist who ran through, then steps to the side. The characters group themselves up near the door, waiting for the cultists to emerge. Bone Gnawer rips one cultist to pieces, then chews upon the remains. Then Doctor Cid storms in and kills the draconian, which responds by turning to stone. Doctor Cid thanks his lucky stars that he was using a crushing weapon. Bone Gnawer thanks *his* lucky stars that he wasn't the one to deliver the death blow.

Dakani steps over to guard the other door into the room, waiting on someone to show up. He is quite gratified when a pair of Takhisis cultists and a draconian step in. Dakani kills the first cultist and waits for the others to come to him. And then the other characters pile down upon them. Doctor Cid manages to deliver the death blow to the draconian, watching him turn to stone. Loot includes:

- 10 longswords;
- 8 suits of scale mail;
- 8 heavy wooden shields;
- 40 gold pieces;
- 2 chain shirts;

Bone Gnawer takes one of the longswords. Brakiel takes one of the chain shirts, though he admits that it will need some modification before he can wear it.

Even More Draconians

The characters continue on through a hallway. One door seems to lead to a private room; another leads into the main hall. The characters position themselves around the private door. Dakani indicates that he can hear some kind of activity through the private door.

Bone Gnawer and Doctor Cid position themselves in the door, ready to storm through. Angaff casts *Produce Flame* and waits for targets to show up. The characters open the door to find two baz draconians waiting for them.

Brakiel runs past the draconians, taking two attacks of opportunity in the process, then strikes one draconian. Doctor Cid strikes the other draconian, wounding it. Bone

Gnawer and Tarusk move in and fence with one draconian, unwilling to commit enough to actually hit the creature.

The draconians don't last long under the characters' onslaught: Bone Gnawer slays one of them, getting his claw stuck in the creature's petrified body for his trouble. Angaff actually manages to roast the other with *Produce Flame*.

With the room secure, the characters look around to see a fair amount of loot on the table in the center of the room. The loot includes:

- 556 gold pieces;
- 1 arcane scroll of *Cat's Grace* (x2) and *Erase*;
- a golden yellow topaz worth 500 gp;
- a violet garnet worth 400 gp;
- 2 longswords; and
- 2 chain shirts

The characters also find some documents written in Draconic, including a love note written from *Numaznu* to *Abujah*, praising the beauty of her bronze scales, and a description of a tunnel system in the Hive. The tunnel system is apparently an old temple of Tiamat, long abandoned. The characters make the unsurprising deduction that the missing gold dragon eggs are probably there.

The characters put their cultists' robes back on and bluff their way past the draconian guards, then throw the cloaks away as soon as they get clear of the building.

The End of the Session

Each character gains a base of 1000 experience points. Characters with +0 ECL characters or monster level characters gain 1200 experience points. Everyone moves to 2nd level. Angaff takes the opportunity to gain a level of Fighter.

Treasure shares are 456 gold, 2 silver and 1 copper for each character, reduced by the *Identify* surcharge below. Tarusk takes the two scrolls of *Spider Climb*. Angaff takes the arcane scroll of *Cat's Grace* (x2) and *Erase*. Brakiel takes the divine scrolls of *Bless Water* and *Faerie Fire*. Bael takes the potion of *Cat's Grace*.

Each character marks off 29 gold to pay for *Identify* spells for the magical shortsword and magical cloak, which turn out to be a *Shortsword +1* and a *Cloak of*

Resistance +1. Dakani takes the *Shortsword +1.* Bone Gnawer takes the *Cloak of Resistance +1.*