

## City of Sigil Session Summary 02/11/2007

### Attendance

*Chris* (Bone Gnawer) mentions, “I just watched the first three seasons of *Voyager*. Aieeee! Someone please tear my eyes out so I can be free!” *Paul* reaches into his bag for his Black & Decker Eye Wrench. *Tim* (Brakiel) winces and covers his own eyes. *Chuck* (Tarusk Fireblade) leans forward and asks, “Will you use a single-movement wrench? Or go for the double-stroke burrowing action?” *Bruce* (Angaff) understands right away what Chuck’s MOS was back in the Army. *Ed* (Minea) also understands this and slowly creeps under the table, hoping to save his own eyes. *Ernest* (Dakani Night Scream) really starts getting into the moment, howling out, “Let’s get with the gouging! Yeah! Baby!”

It is at this moment that *Patrick* (Doctor Cid) walks in. He observes the ongoing tableau and asks, “When I call 911, should I ask for the police or the hospital first?” *Matt* (Beilorveildothyx) suppresses his retch response long enough to gasp out, “Hospital... Definitely hospital...”

<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 3
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 3
Ed	Minea	Prime Material	Medusa 3
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 2 / Swordsage 1
Matt	Beilorveildothyx	Prime Material	Red Dragon 3
Patrick	Doctor Cid	Prime Material	Human Paladin 3
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 3

### *Is It Market-Day? Who Cares!*

The session starts with the characters standing around in the catacombs underneath the Sanatorium, having just dealt with the revenant of *Nigel Blackheart*. *Bone-Gnawer* asks, “Who wants to go spend an hour or so shopping?”

*Dakani Night Scream* points out, “Not me, because I’m a guy.”

*Bone-Gnawer* shoots back, “Yeah, I can tell from all the phalluses you’ve got hanging off your body.”

*Dakani Night Scream* responds, “My entire species is ribbed, for her pleasure! By the way, you’re acting awfully smart for a troll with an intelligence of six. What’s up with that?”

The characters take a quick look at the various magical objects they took from *Nigel Blackheart*. *Angaff* examines it and explains that it shows a moderate evocation aura. He also pronounces that the magical amulet has protective powers.

The characters recall that they have another door to explore first, so they go that way rather than heading off to shop.

### *Further Into the Catacombs*

*Dakani Night Scream* leads the way through the door, into a large corridor running east to West. The rest of the group lines up behind him in the corridor. *Doctor Cid* complains, “Don’t put me in back! I have these short, stubby legs and I can’t hear anything from down here!” *Angaff* offers, “Don’t worry about me. The only spell or trick I’ve got left is *Prestidigitation*.”

*Bone-Gnawer* opens the door to see that one of the iron blood-drainage pipes from above ends here. The blood has run out into a puddle and is flowing into a crack in the floor. *Beilorveildothyx* peers into the crack and sees blackness darker than night inside. He feels it starting to drain away his vitality. He backs away from it.

*Bone-Gnawer* asks, “Whacha see, dragon?”

*Beilorveildothyx*, “It was draining my energy! It’s hard to describe exactly.”

*Bone-Gnawer* continues, “Like you were getting sleepy? Or sick? Or dead?”

*Beilorveildothyx* glares at him, then suggests, “Let’s get the evoker up here and see what he thinks.”

Angaff looks at the crack and fondles his goatee. *Brakiel* shudders and asks, “Please don’t do that anymore.” Angaff concludes that anyplace there is a bounded space in Sigil can be a planar gateway. Each such gateway normally requires a key to remain open, but if the key is something like dripping blood... From the evidence, the crack is a portal to the Negative Energy Plane, which is closely associated with the undead.

Angaff uses his last spell to clean up the blood around the crack while Bone-Gnawer plugs up the dripping pipe. As the work, Dakani Night Scream reports, “I hear insane giggling coming down the corridor! Flatten out, you yeastheads!” The characters brace for action.

### *The Madness Strikes*

Two incorporeal wraith-like creatures flap out of the wall in a way that defies natural law and head for the characters. Their babbling gets into the characters’ minds and drives most of them insane. Only *Brakiel* remains in control of his actions. He examines his helplessly babbling comrades, draws his sword and steps forward. He thinks, “This will be a long fight.”

One of the spirits touches *Brakiel*, draining out two points of wisdom. Then *Brakiel* realizes that he’s out of spells and has a nonmagical weapon. He looks around for some way to deal with the situation. Angaff attempts to shudder out, “Ta-bay-bayke the-eeee sho-bru-ort-subord...” while twitching his magical shortsword back and forth.

*Brakiel* steps back, takes Angaff’s *Shortsword +1* and strikes at one of the madness spirits, groaning as his blade passes through the creature. The other one starts feeding upon *Beilorveildothyx*. Within moments, *Beilorveildothyx* is pale and translucent from Wisdom loss.

It becomes quite clear to *Brakiel* that he is doomed, so he opts to retreat and leave his companions to the spirits’ insane mercies. He drops the magical shortsword on the way out.

Oddly, this serves to give the other characters enough time to break out of their insane reverie. Dakani Night Scream is first out of the gate with his *Shadow Blade Technique*. He screams darkly as his strike bites into one of the phantoms.

Bone-Gnawer scoops up the discarded *Shortsword +1*. One of the phantoms swings at him, but the troll is able to duck under the thing’s icy claws.

Dakani Night Scream strikes at a phantom, boasting, “I’m Stabby McStabberton, out of Stabbersville! Hah!” The phantom is unimpressed. It is a lot more impressed when Bone-Gnawer steps up and slashes clean through it. It gibbers back, “Hey! That cost me a *lot* of hit points!” Bone-Gnawer is quite upset that his strike didn’t actually kill it dead.

Doctor Cid and Angaff join together in an inspiring cheer: “Knees! Fingers! Brains! Head! Sacrifice all against the un-dead!” It’s not clear how much this impresses the shadows. Or the other characters.

*Tarusk Fireblade* invokes his *Shocking Grasp* and sends another shadow spinning in shock.

Doctor Cid continues to make attack-like motions while Angaff keeps up the cheers: “Hit them low! Hit them high! Miss again and we’ll all die!” One shadow looks at Angaff quizzically, then turns back to mauling Bone-Gnawer.

Angaff decides that if evoking doesn’t look like it’s going to work out for him as a career, he could apply for a job as a cheerleader with a fling-ball team. He calls out, “Shadows one and shadows all, strength of justice will make them fall!” *Tarusk Fireblade* looks up from his grim anti-shadow efforts to suggest that Angaff really should just work on keeping his day job. Meanwhile, a shadow draws away two more points of Bone-Gnawer’s Wisdom.

Angaff keeps up the cheers, though he’s getting pretty far from anything that even drunk fling-ball fans would consider inspiring. “Is it a scam or is it real? Religion doesn’t care how I feel!” Dakani Night Scream kills the last shadow in an effort to make the so-called cheers end.

*Minea* suggests, “There’s one room left! Let’s go look for loot!”

Bone-Gnawer grumbles, “We’re going home.” The characters know that *Restoration* spells will cost 280 gold each, and the insane dragon will certainly need one.

When the characters finish cleaning up the blood, the rift closes. The characters hear a clattering noise from somewhere else in the complex. The characters sneak on out, hoping that the sound was just some skeletons collapsing.

### **Pelor Twenty-Four Hours a Day**

The characters stagger out of the Sanatorium and make their way to the Pelor24 healing stand. The cult of Pelor does a bang-up business in *Restoration* spells as the characters all get their brains stuffed back into their skulls.

Angaff observes the varied quality of the folks in the waiting room and reflects that it's pretty clear how the cult of Pelor covers its expenses.

### **Containing the Situation**

Doctor Cid and Angaff go back the next day, armed with spackle and yellow "Warning! Negative Energy Plane Portal!" tape. Doctor Cid covers over the crack while Angaff puts up the tape on stands.

### **The Last Door, Almost**

The characters head back to investigate the last room in the basement. It leads down a twisting corridor into a weird longer room. An ogre ghoul is waiting for them. It grates out, "I don't think you should be here..." By the time it stops talking, the characters are already rushing to the attack. The creature doesn't last long: the characters take it to pieces.

Then the characters search for loot. They conclude that the ogre ghoul had nothing. Minea mourns, "I'm definitely not going to become undead. They just don't have any nice things."

### **Wights, Not Quite the Life of the Party**

There is one door leading out of the ogre ghoul's chamber. The characters pass through and into another room. Beilorveildothyx, much recovered from his Wisdom-draining ordeal, has no trouble spotting the wight hiding inside.

Bone-Gnawer steps up to the wight and promptly executes it with a total of 31 points of damage split across three attacks.

### **A Lively Corridor Encounter**

The characters continue on until Bone-Gnawer stomps open another door. This triggers a *Lightning Bolt* trap that crisps Beilorveildothyx. He shrugs off the damage,

then peers into the darkness. He sees a shadow. He alerts the others, “Shaaaa-dow!” This warning does nothing to dim the other characters’ enthusiasm for plowing forward into the fight.

Doctor Cid steps into the room and notes that Bone-Gnawer is only partly correct: there isn’t just one shadow in the room, there are four. Doctor Cid moves in to back up Bone-Gnawer. The shadows fall upon them and start drawing their Strength down. Bone-Gnawer tears one apart like an old bedsheet. The shadows respond with devastating strikes against Doctor Cid and Brakiel that leave them weak as kittens. *Sick* kittens. Bone-Gnawer decides that he’d better teach the shadows a lesson, so he shreds a second one. “Bruuf! No make friends weak! Yough!” The others suspect that taking someone’s strength away qualifies as Worst Possible Crime in Bone-Gnawer’s ethical lexicon.

The two surviving shadows respond by draining away six points of strength from both Brakiel and Bone-Gnawer. Brakiel bravely announces, “I can still move! I can still fight!” He proves himself good to his word as he destroys a third shadow.

Bone-Gnawer, determined to not let the angel show him up, destroys the last shadow.

The characters find that the room was once a dormitory for madmen. There’s nothing of value inside.

### *The Ghoul Aristocracy*

The dragon points out, “I’ve still got *Magic Fang* for a while! We need to press on!” The characters head down a corridor and into a room full of skeletons, all of them no longer animated. The characters turn back and head down to another room, a room that turns out to be full of deanimated zombies. The troll picks out a few choice morsels for later.

The characters find a room full of ghouls and zombies. The ghouls have dressed themselves in the finest clothing they can find. They stand around gossiping while the zombies serve them goblets of blood from fine trays.

The characters move in. The ghouls respond by withdrawing and ordering their zombies to attack. Doctor Cid and Beilorveildothyx move in clawing while Angaff casts a *Persistent Blade* to help them flank.

Bone-Gnawer steps forward, complains, “Math is hard!” and destroys a ghoul. The ghoul dies in its finery. Next to him, Tarusk uses a *Shocking Grasp* to execute another ghoul. Angaff steps up and sets one zombie on fire with *Produce Flame* as his *Persistent Blade* finishes destroying another.

The rest of the characters pile into the room and turn themselves into an incredible ghoul-and-zombie mulching machine. Ghoul and zombie parts fly across the room, accompanied by a high-pitched chopping sound.

With the zombies and ghouls devastated, the characters look for loot. They find a tarp covering over a variety of very nice items:

- Two *Longswords +1*;
- Two masterwork large steel shields;
- A suit of banded mail;
- An adamantine breastplate;
- A masterwork composite longbow;
- 10 *Arrows +2*;
- 10 vials of holy water;
- three potions marked “Cure Moderate Wounds”;
- one potion marked “Cat’s Grace”;
- a scroll of *Raise Dead*;
- a pair of *Boots of the Winterlands*; and
- a pair of *Gauntlets of Ogre Power +2*

Brakiel tries on the gauntlets and verifies that he does get stronger. He proposes that Doctor Cid should get the gauntlets, because he’s the only member of the group whose alignment he agrees with. In fact, Brakiel recommends that Doctor Cid should get *all* of the magical items. Oddly, the other characters disagree with this recommendation.

The characters decide to head back to pick up the 300 gold the Funerary Guild owe them, buy some pearls, and have Angaff *Identify* everything. He also identifies the items from the last session:

- A *Staff of Fire* with 11 charges;
- An *Amulet of Natural Armor +2*; and
- A *Ring of Counterspells* (empty)

Total cost for *Identify* spells is 800 gold. Disposition of the various loot items is listed below:

<i>Item</i>	<i>Qty</i>	<i>Base Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Value</i>	
<i>Longsword +1</i>	1		Tarusk			
<i>Longsword +1</i>	1		Doctor Cid			
Masterwork large steel shield	1		Doctor Cid			
Masterwork large steel shield	1	170		46%	78.2	
Banded mail	1		Doctor Cid			
Adamantine breastplate	1	10200	sell	46%	4692	
Masterwork composite longbow	1		Brakiel			
<i>Arrows +2</i>	10		Minea			
Vials of holy water	10		Share to party			
<i>Cure Moderate Wounds</i> potion	1		Brakiel			
<i>Cure Moderate Wounds</i> potion	1		Doctor Cid			
<i>Cure Moderate Wounds</i> potion	1		Tarusk			
<i>Cat's Grace</i> potion	1		Beilorveildothyx			
Divine scroll of <i>Raise Dead</i>	1		Brakiel			
<i>Boots of the Winterlands</i>	1		sell			
<i>Gauntlets of Ogre Power +2</i>	1		Brakiel			
<i>Staff of Fire</i> with 11 charges	1		Angaff			
<i>Amulet of Natural Armor +2</i>	1		Dakani			
<i>Ring of Counterspells</i> (empty)	1	4000	sell	46%	1840	
Arcane spellbook: <i>Nigel's Necromantic Natterings</i>	1		Angaff			
Pearls	3	100		100%	300	
Emerald	1	1000		100%	1000	
Gold bracelet set with tiny rubies	1	500		100%	500	
Potion of <i>Fox's Cunning</i>	1		Angaff			
<i>Identify</i> charges		8	-100	Buy	100%	-800
Mortuary Guild Payment	1	300	cash	100%	300	

Total Value	7910.2
Shares	8
Share Value	988.775



*The End of the Session*

Dakani Night Scream gains 433 experience points. Angaff and Tarusk Fireblade each gain 1397 experience points, which isn't enough to give either of them a new level. All other characters gain 1676 experience points, which generally is enough to allow them to gain levels: Bone-Gnawer goes to Troll 4, Doctor Cid goes to Paladin 4, Beilorveildothyx goes to Dragon 4, Brakiel is Trumpet Archon 4, Minea is Medusa 4.