

City of Sigil Session Summary 03/11/2007

Attendance

Chris (Bone Gnawer) points out, “I was reading the last session summary and I noticed that a lot of clever statements were attributed to me! I *never* say clever things, so I don’t want any more laid at my doorstep! And you’d better not twist my words into something that makes me look small-minded!” *Bruce* (Angaff) solemnly promises that he will do no such thing, then promptly goes back upon his word. *Paul* notes, “Well, Bruce’s word has never been worth a pithed frog anyway, so where’s the surprise?”

Chuck (Tarusk Fireblade) finds himself desperate to change the subject, so he hefts up a baggy the size of his head and comments, “Hey! Look at this! Chris bought himself a pound of random dice!” *Matt* (Beilorveildoxyx) examines the collection and tells the others, “Chris needs to start playing a barbarian: there are lots and lots of d12’s in here!”

Tim (Brakiel) romps in somewhat late to ask, “So, how did everyone like *300*? And why’s everyone collecting pithed frogs?” *Patrick* (Doctor Cid) shows up even later, just in time to see the elephant.

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Bruce	Angaff	Beastlands	Fire Genasi Evoker 3 / Fighter 1
Chris	Bone Gnawer	Prime Material	Troll 4
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 4
Ed	Minea	Prime Material	Medusa 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 2 / Swordsage 2
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

Bladeling Dreams

Tarusk Fireblade and *Dakani Night Scream* are somewhat surprised to find themselves standing in Zoranoar, the bladeling home city. The air smells of blood and smoke. A priest of the secret, mystical bladeling religion stands before them, his back to them. He turns to reveal a completely serene face ringed with blades. He asks, “Why did you stop Karan’s attempts to free us?” The characters notice that his mouth does not move.

The characters stammer a bit. They sense that they’re not really talking to a bladeling priest. The entity continues, “Now the Lady has locked us even farther away. Our Banes are locked inside the Maze. You must free them so you can free us.”

Dakani Night Scream replies, “What are you? Why would stopping Karan hurt you? He was chaotic, and we’re all lawful.”

“I am your father! I am your progenitor! I created the bladelings!”

It develops that after the characters get the key and free the Banes then the entity and its companions will resume their war against the gods. The entity claims that the only reason the gods were able to lock them away to start was because there was a traitor in their midst, the *Lady of Pain*. The first step is the key, which is a hand. Unfortunately the entity does not know anything more about it, including where it is and what it looks like.

Dakani Night Scream attempts to gather some additional information with little success. He tells Tarusk, “Well, I don’t see a downside to this. Let’s do it!” Tarusk isn’t quite so enthusiastic. And then they both wake up and compare notes. Tarusk’s assessment is that he should avoid going to bed drunk.

Angaff weighs in with his so-called scholarly opinion. He knows that the bladelings didn’t originally come from Acheron, which implies that they did get exiled from somewhere. He doesn’t know anything about the entity that contacted Dakani Night Scream.

Dakani and Tarusk offer their story to the others. Their credibility isn’t improved by the fact that Dakani Night Scream claims that he learned about the bladeling progenitor from a drunk goblin. *Bone Gnawer* is adamant, “I was on the same adventure

that you were on, and I don't remember anything about the Lady of Pain being involved. Nothing at all. Nothing at all. Certainly nothing that would get me mazed."

Brakiel weighs in, "It sounds to me like you've heard about the Cenobite cube and you want to go find it. Well, if someone is going to get torn apart by hooks, I'd really rather that it be some Xaositech and not me."

Dakani interprets the archon's comments and answers, "Great! Then we're in agreement! Let's go!"

Home Furnishing

Bone Gnawer ignores the others in favor of decorating his corner of the characters' new home with rags and chewed bones. The others elect to ignore the smell.

Jerramo brings by Angaff's new serving girl by. Angaff agrees to pay her 20 gold/month. Angaff takes advantage of his free time by spending 800 gold to transcribe the remaining spells from *Nigel's Noxious Necromantic Natterings* into his own spellbook. He reflects that it is ironic that even though he is an evoker he knows more 2nd level necromantic spells than evocation spells.

Trouble on the Streets

Some time later, the characters are walking through the streets of the Clerk's Ward in Sigil, minding their own business. In the background, a shopkeeper cries out his wares: "Forms! Ink stamps! Denied! Due on Receipt! All types available!" A young lad bearing a heavy basket shouts out, "Documents and paperwork! Aaaaar-chives! Get yer aaaaar-chives here!" *Brakiel* is overwhelmed; he swiftly hires four professional queuers.

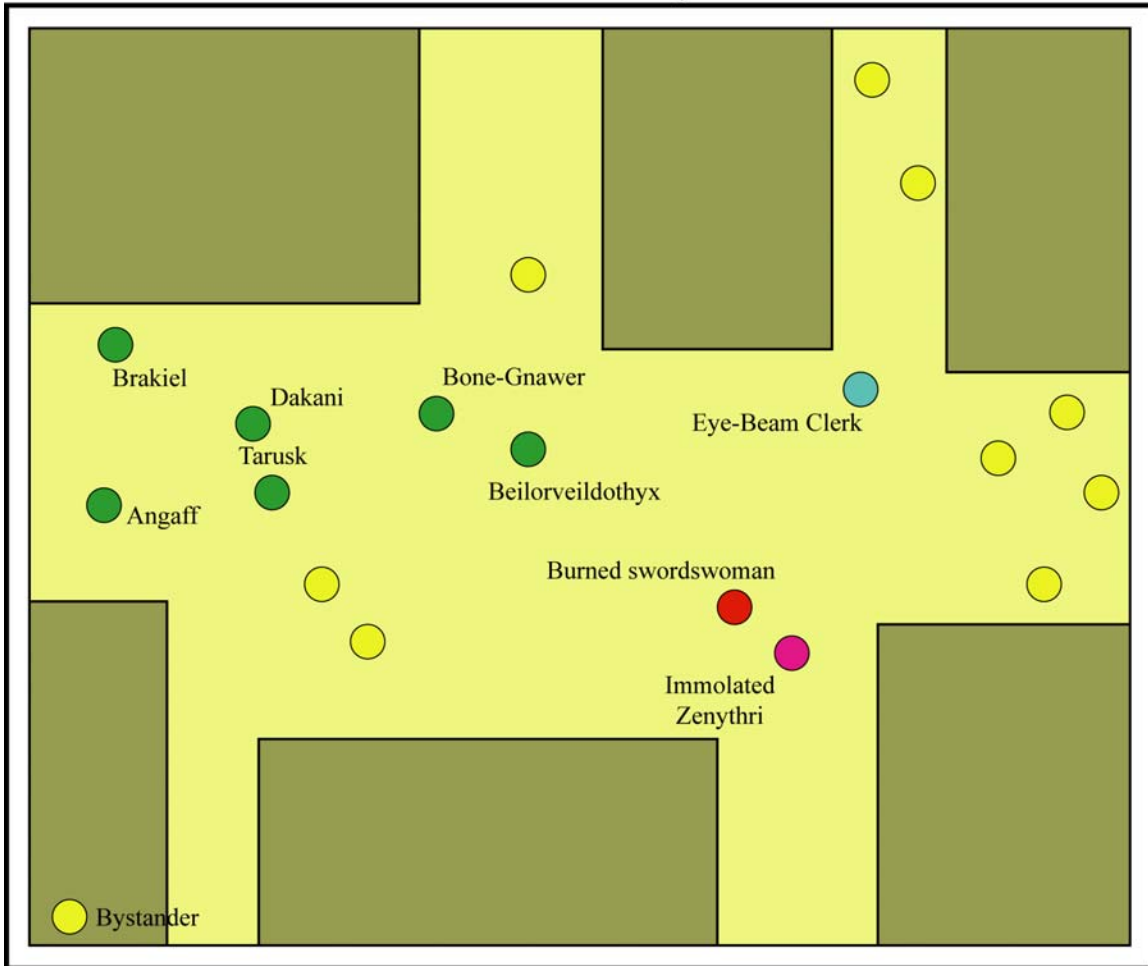
Then the sounds of screaming and violence reach through the crowd. Someone yells, "Fire!" The characters can see smoke coming out of an alley. Then a blue zenythri wreathed in flames runs out into the street, apparently in the throes of panic even though the fires don't appear to be harming it. The creature runs into a female swordswoman, and the flames *do* hurt her. Zenythri are law-descended creatures, so it is quite unusual to see one in a panic.

Doctor Cid moves forward and tries *Detect Evil*. He learns that 30% of the population of Sigil is evil. Unfortunately, this doesn't include the zenythri.

The zenythri rushes at Bone Gnawer screaming, “Help me! Help me!”

Bone Gnawer responds, “Stay away from me, you burning mofo!” He slashes at the fellow, but misses. *Beilorveildothyx* launches himself in and grapples the zenythri. The fire tickles him. Then Brakiel flies in and casts *Create Water* to douse the dragon and the zenythri with ten gallons of wholesome, drinkable water. This interrupts the flame only momentarily.

Sourcerous Trouble and Immolated Zenythri in the Clerk's District



Angaff recalls that he’s heard of this sort of thing happening to people as they first learn that they’re sorcerers. Both Tarusk and Bone Gnawer rush up to the zenythri and learn that his flame aura really can do damage. *Beilorveildothyx* grapples him, then looks around for dirt or water to use to extinguish the fellow. While the dragon is distracted, the zenythri wriggles free and makes a break for it. Tarusk trips the man, allowing *Beilorveildothyx* to grab him again.

Suddenly, from across the street blue beams shoot out of the eyes of a mundane-looking fellow who could have been some random clerk a moment before.

Dakani Night Scream decides that someone is deliberately playing tricks. He takes cover in an alley and looks around. He doesn't see anything, but he does remember one bystander in a long cloak with a high-collar who didn't look at all panicked. The cloaked man walked down a nearby alley. Brakiel spots him as well, and notices that the insanity appears to be following him.

Bone Gnawer seems the blue-eyebeam citizen and charges. He howls, "Die, danger to the public!" The fellow glares at him and inflicts ten points of force damage. Bone Gnawer ignores the theory that the guy might just be an innocent bystander, caught in the wrong place at the wrong time, and cuts him down.

Brakiel screams out, "Get that guy! Get him now!" He flies down and charges the guy. He feels a surge of magical energy pass through him, but he's not nearly charismatic enough to allow his sorcerous potential to be embodied. Then the mysterious stranger dodges aside, protected by a magical force shield.

Then the mysterious stranger throws aside his cloak to reveal that he is a githzerai. Angaff flings a *Magic Missile* at the githzerai and groans as the creature's Spell Resistance fizzles the spell. A nearby dwarf starts to shake spasmodically, as if he were having a seizure. Angaff yells out, "He's casting a spell! Grease him!" Tarusk fireblade interprets this to mean the githzerai and toasts him with a *Kelgore's Fire Bolt*; he is somewhat disappointed by the fact that the githzerai mostly sidesteps it.

The dwarf finishes twitching and summons up a shadow mastiff. The creature promptly howls, which panics almost all of the folk still in the street. The characters are just glad that this means fewer people to mutate. Until they realize that the githzerai was *also* panicked. He tumbles past the characters and heads down the street. Dakani and Bone Gnawer run after him.

Angaff attempts to take out the shadow mastiff with a *Fiery Burst*. The mastiff reacts by charging him and tripping him. Doctor Cid walks over and smites the mastiff, staggering it. Angaff's follow-up *Ray of Flame* and Doctor Cid's second strike finish it off. Brakiel decides to try and fix the root cause of the problem and kills the dwarf completely, but doesn't manage it in his first strike.

The githzerai realizes that he is completely surrounded by five characters. He tumbles right past all of them. Dakani follows with a *Sudden Leap*, but despairs of actually hitting him. Tarusk decides that enough is enough: he charges in and manages to hit him. The githzerai monk looks downright shocked.

Off to the side, an aristocratic elf appears to go insane. He starts babbling about a thousand years of war, a key that is a hand, and a staff that is a dagger.

The githzerai continues to run in panic with a cloud of characters after him. Most of them are unable to actually hit him, though not for lack of trying. Then he comes out of the fear and attacks Tarusk. Tarusk is highly upset by this development: the githzerai was enough of a problem when he was just running away all the time. He'll be even more of a problem if he starts to fight. Fortunately, Bone Gnawer picks this moment to make a natural 20 and strike him down. After that, Bone Gnawer commenced eating.

It is just at this moment that the city guards show up. Bone Gnawer tells them, "Nuffling going on arouf hmere, offershur..." The guard instructs him to not talk with his mouth full. Doctor Cid takes the front line with the guards and persuades them that the characters are more heroes than criminals. This is worth free drinks and commendations for all of them. Sadly, they don't know where the githzerai came from or who he might have been working for.

The monk's cloak is magical. The characters keep it as loot.

Afterwards, the old lady Brakiel saved comes to him and tells him that anytime he wants baked goods in the Clerk District they're free.

The Source of the Outbreak

The characters go back to the original location of the trouble to learn what happened. They discover that he was just walking along in a cloak, and that there are a lot more interesting things going on in Sigil.

Then *Mr. Porter* from the Bureau of Timekeepers shows up and asks for a chat with the group. They talk at a local bistro. He thinks the current event is related to the characters' earlier activities, but prefers to not discuss it directly. The afternoon's attacker was *Tavan Zith*, a githzerai who was locked away into the Maze hundreds of years ago by the Lady. He fears that the forces responsible for the Xaositech outbreak were also responsible for bringing him out of the Maze. There are a lot of horrible

entities trapped in the Mazes, and for whatever reasons these mysterious forces are letting them free. He wants the characters to work on resealing the Mazes.

It is at this point that Mr. Porter indicates that his associates have used divination to backtrack Tavan Zith's path. He cannot provide much money, as he has to keep his activities quiet.

Tavan Zith entered the city through a wine cellar in an abandoned manor on the edge of the Lady's Quarter. When the characters have investigated and are ready to report, they should contact him at the *Bloody Minstrel* inn.

The Sage

The characters track down a sage to learn more about the Mazes. Dakani Night Scream points out that the Xaositechs have had success at freeing a couple of minor figures from the Mazes, and wants to know more about them. He explains that a drunken goblin told him about a key that is a hand. He asks her several questions, starting with "Who is in these Mazes anyway?" She indicates that it will take her a couple of days of research and will cost 200 gp.

Stately Wayne Manor, Deserted

The characters head over to the deserted manor that was the starting point for Tavan Zith's rampage. Dakani Night Scream verifies that there are no traps on the door and then asks Bone Gnawer to open the thing up.

Bone Gnawer opens the door to see a maug with a two-bladed sword. He comments, "Well, I can't eat that thing."

Dakani Night Scream waves and says, "Hi! So, there are mutated monks coming out of here. Know anything about that? Seen any mutated monks go by?"

"No! My orders are to stop all intruders. You have three seconds to move away from the building. Three ...two... one."

The characters attack. Sort of. Beilorveildothyx attempts to negotiate even after the fighting has started. The maug isn't having any of that: it slashes Doctor Cid as he charges. This is all the other characters need to move in and attack. Bone Gnawer, fortified with *Girallon's Blessing*, executes a rend in textbook fashion. The maug looks deeply hurt. The maug responds by slashing Bone Gnawer, leaving him almost dead.

Brakiel attempts to fly past the maug, suffers a bone-cracking hit for his trouble, and casts *Bull's Strength* on Beilorveildothyx.

Angaff unleashes two *Fiery Bursts* at the maug and proves two things: first, that maugs have Spell Resistance, and second that Angaff doesn't have enough of a Caster Level to get through it. Bone Gnawer finally destroys the creature. With it done for, the characters turn to looting:

- Magical large two-bladed sword (faint);
- Magical large plate armor (faint);
- Magical ring (moderate divination);
- Oil of *Repair Serious Damage*

The characters search through the rest of the house. All of it has long ago been looted to nothing.

Underneath The Manor

The group descends down into the wine cellar. Amid shattered wine bottles and rotted wine racks the characters find a new-looking tunnel that seems to lead to spinwards, towards the Maze underneath Jerramo's manor.

The characters follow the passage for 600 feet, then see it split into two branches. Tarusk thinks that the tunnel might have been created by an elemental earth creature. They move into a small cavern complex, right up until Doctor Cid discovers a pit trap. A quick bypass effort later, the characters emerge into a small chamber. The walls are slick with condensed moisture, with the north wall substantially more coated.

And then a globular mass of slime frees itself from the wall and moves on Dakani. Beilorveildothyx circles around it, takes the attack of opportunity, and starts carving hit points away from it. Angaff is gloriously happy, because it does seem to take damage from *Fiery Bursts*. Then the ooze latches on to both Dakani and Beilorveildothyx, sucking them inside it. Dakani finds that he's pretty much immune to the creature's acid, so he just continues cutting at it. He is horrified when his attack simply divides the creature in half, so there are now two large oozes facing the party, one containing Beilorveildothyx and one containing Dakan Night Scream. Bone-Gnawer kills the one. Angaff volleys *Fiery Bursts* at the other. And Brakiel discovers that shooting an ooze

with an arrow causes it to split into two. Bone-Gnawer cleans up one of them and Doctor Cid bludgeons the other one to death.

Brakiel heals up Dakani's wounds, then announces that he has no healing spells left. The characters take this as a sign that it is time to go back up to the manor and camp.

Later That Evening

Beilorveildothyx and Doctor Cid are watching when they hear sounds from the tunnels. They investigate and see a plate-armored, blood-covered human dragging a body. They wake Bone Gnawer and Dakani, then Doctor Cid checks and verifies that he isn't evil. Their plan is to talk to him while Doctor Cid talks to him.

It doesn't take long for the characters to decide that the other fellow is also a paladin. He introduces himself as *Celerisint* of the Sons of Mercy and explains that the body was his monk companion. He was investigating the tunnels at the request of some aristocrats of the noble houses in the Lady's District who had heard digging sounds from under their manors. He and his companion used potions of *Invisibility* to observe various evil creatures attempting to open several secret doors. Celerisint concluded that they were evil and were attempting to release something terrible. They attacked and defeated the creatures, but not before the villains managed to open one secret door and get a hag through.

The characters indicate that they're going to continue investigating, but only after they finish resting and regaining spells. Celerisint warns them that there is a lamia down underground. Then he heads out to bring his dead friend back to the Sons of Mercy.

Further Into the Tunnels

The tunnels widen into a cavern with loose stones scattered on the floor. A couple of other tunnels are on the wall. There is a large leather bag and a few digging tools piled in the corner. Dakani investigates the bag and finds a variety of goods including a handwritten note: "Kikanuile, once you get inside the unsealed portion of the Maze. You will need to find a massive iron door. It may be warded, but you will be unable to open it. You will need to use a wish to get in, but that will last only for a moment. What lies beyond is dark to our magic except that you will find the grail of

Tremoc Korin. The last wish will be your key to get out. Yuinthu.” Other items in the bag include:

- Food;
- A lantern;
- Two flasks of lamp oil;
- Two flasks of acid; and
- A large waterskin

Dakani Night Scream immediately rifles through the bag for a ring. He is disappointed in this. *Tremoc Korin* is from ancient elvish, meaning “bane heart.”

The characters continue south until they arrive in a place that is no longer a tunnel: the burrowing break into a finished stone chamber that in turn leads to two other chambers. Celerisint tells the characters that the sealed door is to the right.

The Sealed Door

The characters enter a large chamber. A ten-foot walkway runs around the entire room, twenty-five feet up. A spiral staircase leads up to it. In the center of the room, a ten foot brass tower covered with arcane carvings supports a fifteen-foot diameter ball. There are panels missing from both tower and ball to reveal internal mechanisms of brass. It all looks nonfunctional.

There is a large iron door covered with runes and limned with a glowing silver lining on the west wall. Four dead goblins lie in front of the door. Celerisint confirms that he killed them. The characters are unimpressed even after Celerisint points out that a hag made it through the door and the lamia has been driven off.

Angaff and Tarusk examine the runes on the tower. Angaff thinks that whatever magic that was used here was beyond the understanding of mortal magic. The runes are associated with abjuration (warding) magic.

Dakani finds a secret panel in the door. He opens it to find a combination lock, based upon runes he’s never seen before. He attempts to open it. After some work, he believes that he has unlocked it. The others get into position as he readies to open it... and then he finds that he still cannot open the door because it is magically sealed. He feels disappointed. The others simply feel relieved that they are not dead.

Angaff examines the tower and theorizes that it is a magic generator (unfinished). Were it working, it could supply magical power to extremely strong wards. For example, it could drive wards upon the door. He estimates that there might be ten missing panels. He enlists Beilorveildoxyx and Tarusk to help him look for missing panels. They find nothing on the first floor or on the catwalk. They continue searching into the corridors upstairs off the catwalk.

The characters locate a room with a locked door. Bone Gnawer volunteers to open it. He crushes it open to see a statue of a twelve-foot tall statue of a metal-helmed warrior standing at a ready pose in the center of the chamber. As soon as it sees him, it charges. It hits Bone Gnawer so hard he spits teeth. And then the creature falls apart, oozing magical energy. Doctor Cid is caught by the magical wash and falls unconscious.

Angaff suggests that it is possible for a badly-made golem to fail over a long time to the point that it can fail if called on to act after a long period of inactivity. He's not sure if it is safe to approach at this point.

Inflato the Giant

Beilorveildoxyx and Brakiel test the safety of the golem carcass by flying over it. They don't drop instantly, which convinces the others that it must be safe. Brakiel continues flying down a corridor until he finds a large pit. Four thick rusted iron chains hang over the pit. They are affixed to ancient iron staples on the walls. And inside the pit a huge giant is clambering its way up. Brakiel runs.

Dakani Night Scream approaches cautiously and attempts to talk to the giant in Giantish. It fails to understand. He tries Planar Trade. It responds, "Retreat or I will eat your bones! Go away!"

Dakani backs off, "Yeah, so they'd have you chained up here to guard something valuable."

The giant is not sure how to respond. "Maybe." It is clear that it isn't the brightest of creatures.

Dakani offers, "Say, does someone bring you food?"

"I have no need of food! Ignore me!"

Beilorveildothyx decides that he wants to test the giant. He flies nearby. It waves a club at him and orders him, "Come no closer!" He touches it, and the giant vanishes. He grumbles, "Stinking illusions..."

Brakiel continues on through a doorway. He finds a lamia standing in a room. He promptly disbelieves. She makes a gesture, speaks the magic words, "Doo-bee-doo-bee-doo-aa!" and forces him to make a Will save. He makes the save and retreats. Everyone else advances. The lamia stabs Brakiel twice. Brakiel staggers. The other characters waste no time in surrounding it and cutting it to pieces.

Bone Gnawer announces, "Check it for loot because I'm hungry!" The characters promptly loot the thing, finding:

- A pouch with 232 gold pieces.

The characters examine Doctor Cid, who remains unconscious. They wait five minutes. He doesn't wake up. They wait five more minutes. He finally wakes up. He complains, "Why does my breath taste like dragon?" Beilorveildothyx refuses to admit anything.

The End of the Session

The session ends with the characters peering down the stairs the lamia was guarding. Characters that do not gain a 20% experience bonus each gain 1786 experience points. Characters that do gain a 20% experience bonus each gain 2143 experience points.