

City of Sigil Session Summary 03/25/2007

Attendance

Paul tells everyone else, “Ever since I gave up on legitimate employment, I’ve been doing nothing but obsessively writing gaming stuff! I’m going to have the most detailed adventures *ever!*” *Ernest* (Dakani Night Scream) explains to the others, “This means he’s discovered the magical world of crystal meth. Go for the dream, little rainbow!” *Ed* (Minea) groans, “Can’t we have a nice family-oriented game session, just once?” *Chuck* (Tarusk Fireblade) corrects him, “No! No we cannot!” *Chris* (Bone Gnawer) further compounds the situation by making a comment so brain-searingly inappropriate that it cannot be rendered onto the typed page. *Matt* (Beilorveildothyx) looks curiously towards *Bruce* (Angaff) and asks, “Can’t be rendered? You can’t be serious. I’ve seen some of the things you’ve put into previous session summaries.” Bruce shrugs.

Down at the end of the table, *Patrick* (Doctor Cid) desperately tries to ignore the decadence that has consumed the rest of the group. *Georgina* just thinks about Go and hopes for the best.

Tim (Brakiel) decides that he’d rather avoid the whole scene. He stays home for the game and works on his needlepoint.

<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 5
Chuck	Tarusk Fireblade	Acheron	Bladeling Dusksblade 5
Ed	Minea	Prime Material	Medusa 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 2 / Swordsage 2
Matt	Beilorveildothyx	Prime Material	Red Dragon 5
Patrick	Doctor Cid	Prime Material	Human Paladin 4

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 4

The Steel Door

The characters find themselves still in the Maze underneath Jerramo's Manor, confronted by a massive, magically-sealed steel door. *Dakani Night Scream* manages to pick the mundane lock after two minutes' effort. *Doctor Cid* howls out, "Two minutes! I'm watching my life pass before my eyes!" *Dakani Night Scream* tells him to hush: not so long ago, the Paladin had spent almost ten minutes paralyzed. After that, he ought to be able to wait a mere two. Besides, the door is still sealed by magical caulking.

Tarusk Fireblade and *Bone Gnawer* decide that the best plan to get through the door is brute force. They hurl themselves at it, unaware that the DC to break down an *Arcane Locked* iron door is 38. They accomplish all of nothing.

It's the Blue Man, Troops!

After a few minutes of fruitless bonging sounds, the characters turn about and head down an opposite corridor, hoping to find a different (easier to open) door. They don't quite manage this: without warning, a huge blue man suddenly appears next to *Dakani*. He goes, "Bah!" It immediately attacks with two claws and a bite. As an added bonus, he discovers that the blue creature is able to rend. *Dakani* goes down.

Bone Gnawer steps up and claws great bluish bloody chunks out of the creature. He notices that its body is dripping with water. *Beilorveildoxyx* offers, "Perhaps it's some kind of troll! Maybe it's a fiendish troll! Or a celestial troll! We should burn it!" And then *Beilorveildoxyx* realizes that *Bone Gnawer* just inflicted 84 points of damage on it, tearing it into wretched shreds. *Angaff* follows up with a *Fiery Burst*, "Just to be sure." The creature chars in a very satisfying manner.

Doctor Cid walks over to *Dakani Night Scream* and heals three points of damage. He explains, "Well, I'm only a 1st level caster and I rolled a 2. And now I'm out of healing."

And then the creature starts to heal. Angaff blurts out, “It’s healing! That’s not natural!” Beilorveildothyx rolls his eyes and shows off his fancy new breath weapon as he roasts the creature.

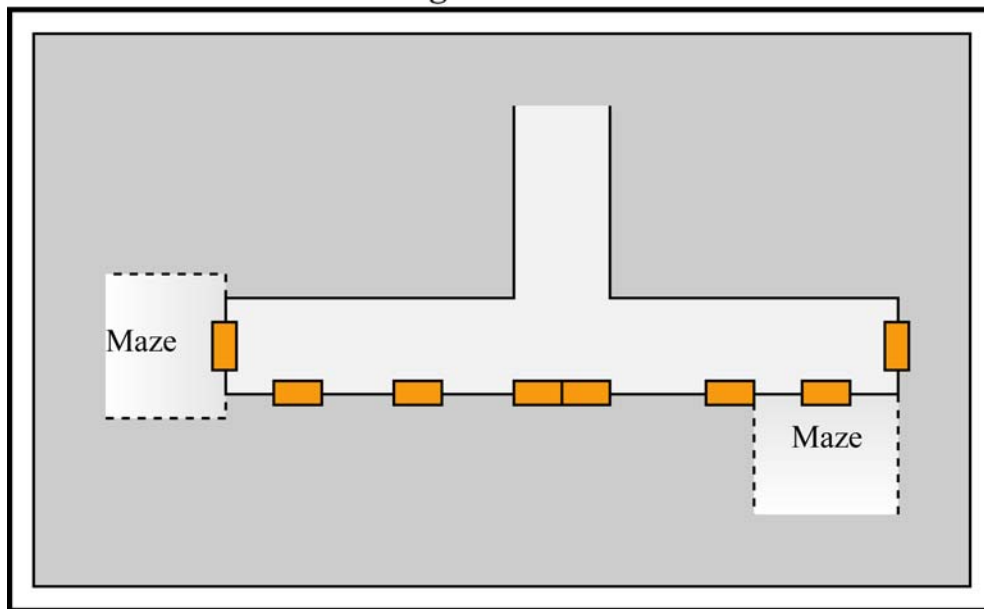
Bone Gnawer ignores all of the others. He just starts eating the creature.

A Street in Sigil

Beilorveildothyx meanders down the corridor to a big, open double door. He sees what looks like a normal street in Sigil on the other side. The only strange thing about it is that there are no people at all. None at all.

He moves down the corridor to another door. Yet again, he sees a street in Sigil except that it is extremely cold. Water pools on the ground, and the air feels chill. He returns to the original door, where Angaff is staring at some carving barely visible on a wall on the other side of the street.

The Sigil Maze Prison



The two of them go through the door to see the carvings. They are in Planar Trade and read, “LOCKED DOOR”. The characters look at the door they just came through and see four gems, maybe amethysts, one at each corner. Then Angaff notices that there is more crude carving on the wall. First there is a long series of prison-style hashmarks, as if someone had been imprisoned here for thousands of days. At the end, the phrase, “TIME DOES NOT MATTER” is carved deeply into the wall.

Beilorveildothyx evaluates the amythestis and reports that they are worth 350 gp each.

Angaff thinks, “Well, I guess we’re trapped in here forever.” Then he sees Beilorveildothyx just walk back into the corridor with no trouble at all. He thinks, “Ah well. Perhaps we’re not trapped after all.”

Dakani Night Scream quickly realizes that his pleas to return to the city above for healing are being utterly ignored. As everyone else tromps in to examine abandoned Sigil, he sighs and glugs down a healing potion.

Doctor Cid and Bone Gnawer investigate some buildings. They find that they are completely empty: no furniture, nothing. Doctor Cid theorizes, “I think this is an extradimensional prison, and we’ve been killing some of the escaped prisoners.”

Dakani Night Scream groans, “Oh yeah. Great. Y’all better lube yourselves up for the ass-raping.”

Bone Gnawer suggests, “Well, after thousands of years you’d think that they’d be interested in a bit of conversation first.”

Dakani Night Scream groans. He groans harder when he hears Angaff and Bone Gnawer discussing pulling iron facades and scrollwork off buildings to sell.

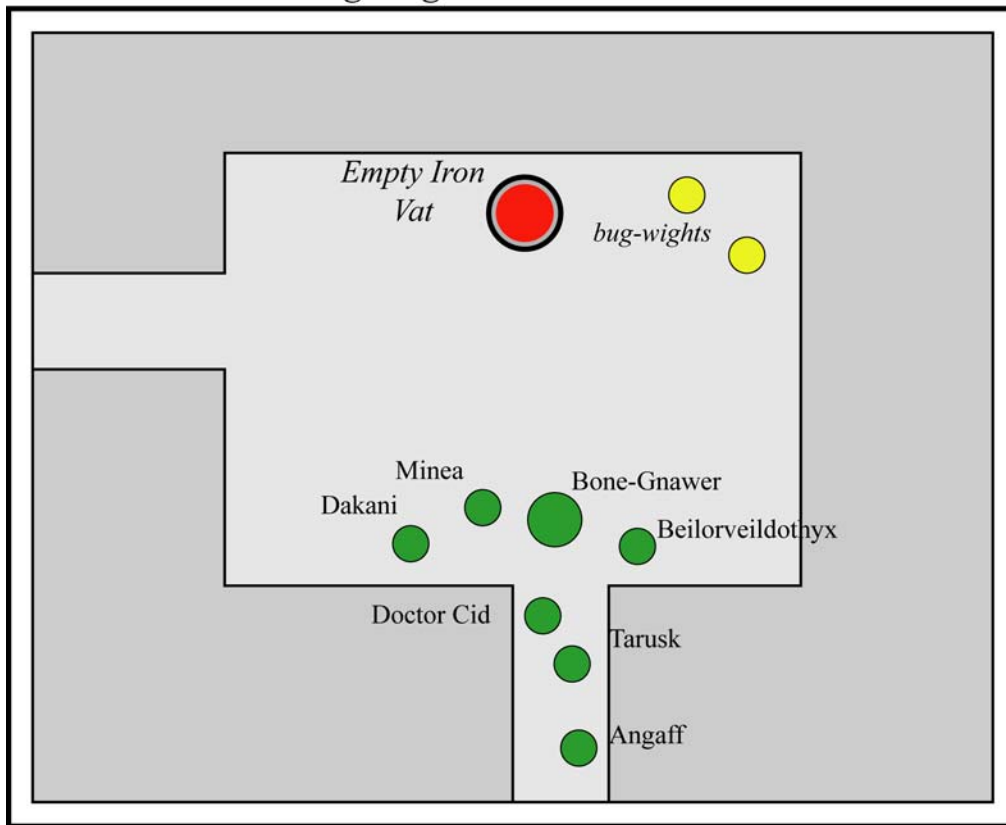
Chamber of the Vat

The characters move on to a chamber dominated by a huge iron vat. A buzzing sound in the corner coalesces into two horrific humanoid shapes constructed entirely from insects and vermin.

Beilorveildothyx steps up to the occasion and engulfs the two insect horrors in flame. Both of them survive. Minea and Dakani join in the fun with various other ranged attacks. Dakani is quite demoralized to see that his crossbow does little damage to the things.

The characters plow into the creatures full-on. Beilorveildothyx is unhappy to discover that bug wights are able to induce negative levels but that’s really the only note of tragedy in the encounter, at least for the characters. A succession of fire and bludgeoning attacks serve to smash and disperse the villainous insects.

The Bug-Wights and the Vat of Iron



After the bug wights are dead, the characters check out the iron vat. It is empty, and apparently always has been. The characters are so disappointed that they head back to the surface to get healing and a *Lesser Restoration* for Beilorveildothyx.

Talking to the Sage

The characters hunt down their hired sage to ask what she has learned about people who have been Mazed. She is able to provide them with some confirmation of what they'd observed under the Manor:

- Anyone who upsets the order of the city is a candidate for Mazing. Good or evil, it's all the same to the Lady;
- The Maze itself looks like a version of Sigil, but completely empty;
- Mazed individuals do not age, or suffer hunger or thirst;
- There is a way out of the Maze, but finding it often requires solving a puzzle (e.g., finding four amythestes to place at the corners of the way out);

- There is a range to the Lady's punishments, so some of the Mazes are more unpleasant (e.g., freezing or burning) than others. Some criminals are simply flayed alive in public, with no recourse to the Maze at all;
- At least a few Mazed individuals have escaped to describe their experiences, which is the only reason she knows any of this.

The sage also knows a bit about the *Black Grail*. It is an artifact that will grant great powers to those who drink of it, but drinkers become irredeemably evil and subject to the commands of the owner of the grail.

Dakani Night Scream asks the sage about hands that might be a key to a gate. She tells him about *Aoskar*, the onetime God of Portals. He (and all his followers) were killed by the Lady of Pain when one of the dabas fell to his worship. That daba is named *Fell*, and he currently runs a tattoo parlor in the hive. The funny thing is that *Aoskar's* touch was reputed to be able to open any portal, and when *Aoskar's* body washed up on the Astral Plane it was missing its hands.

Hearing all this talk of opening magically locked doors, Angaff decides to take positive action. He goes into the marketplace and spends 150 gold on a scroll of *Knock*, 25 gold on a scroll of *Kelgore's Fire Bolt* and 300 gold on ink. A few hours' study later, the spells are in his spellbook and he can cast them all on his own.

We're Escorting a Paladin!

The characters remember that they are escorting the paladin *Celerisint*, whom they picked up in the catacombs. He asks them to accompany him to the *Temple of St. Gustav*, operated by the Sons of Mercy. There, the characters talk to Brother Fabitor, who is very happy to have his paladin back. He also wants to hear about everything that happened underground. Once he's heard a little bit, he urges them to come with him to the Sanctuary to tell the masters of the Sons of Mercy.

The characters tell a story about how there are some Mazes down in the catacombs, and they contain criminals. And everyone knows that they're criminals because they wouldn't have been Mazed in the first place if they weren't. And some of these criminals have gotten free. Dakani Night Scream explains to the others, "I know how to speak Republican!"

The Elders of the Sons of Mercy ask the characters to learn all they can about the way the magical seals on the Maze doors work, “because we want to know all about how to seal away evil.” The other Elders are surprised when *Brother Hef* produces a scroll and claims that it contains the spell *Legend Lore* and should teach the characters much about the seals if it is read next to a sealed door. He suggests the one particularly hard to open door in the Chamber of the Tower as the best candidate.

The Elders send Celerisint down to watch over the door while the characters prepare for their return.

Fell's Tattoo Parlor

The characters venture into the Hive, a wretched pit of scum and villainy, to find *Fell's Tattoo Parlor*. The place is tucked into an aging pile of stone and iron. Fell has a series of sample tattoos posted on the walls, including the same chaos tattoo *Karan* had. The characters read a lot into this until they realize that that's the first tattoo any tattoo artist learns.

Like all dabas, Fell speaks in visible rebuses that float over his head. Tarusk and Angaff use Decipher Script to translate for the others. Dakani asks for a skull tattoo, then starts talking about the things he's seen underneath the Jester's Palace. Fell isn't that enthusiastic about chatting about deep secrets of Sigil with a fellow who just wandered into the shop.

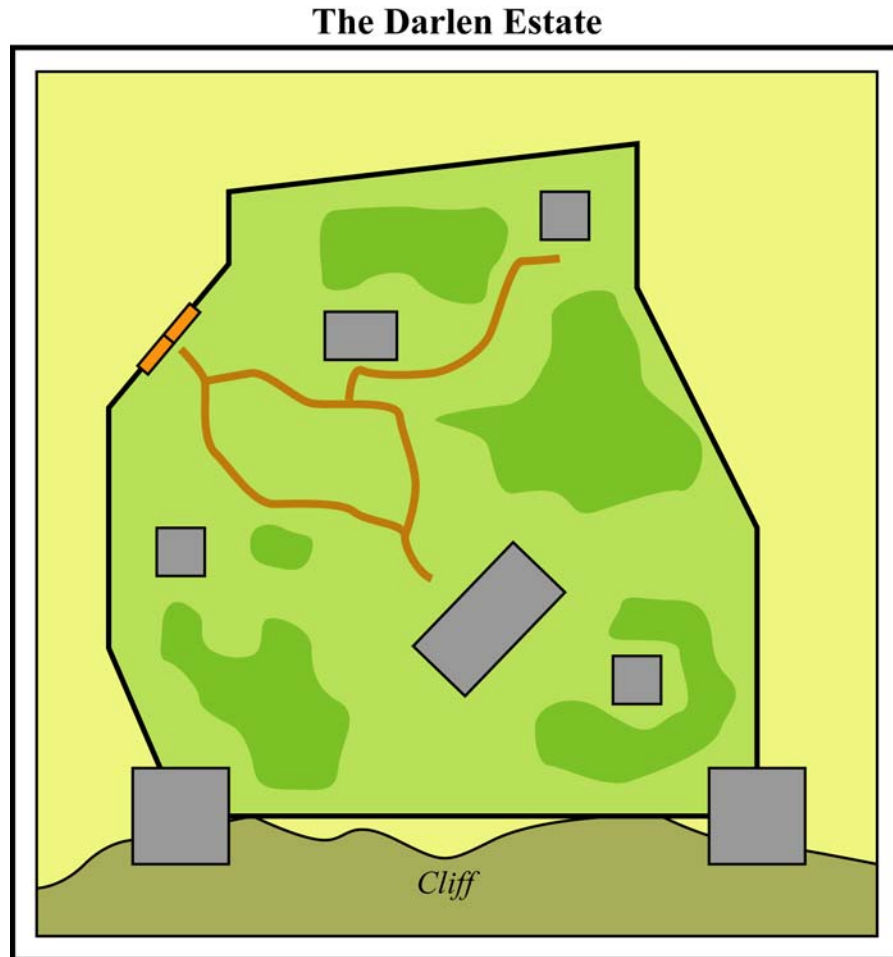
The Mail Arrives

While the characters are sitting around in the city, they get a letter from *Danneth Sonnell* at *Madoth's Asylum* in the Asylum District. The characters stop by for a visit. He tells them that an elven noble named *Tibbeath Farson* was recently checked in. He is completely mad, but he has been asking for the characters.

The characters remember him as one of the random victims who got turned sorcerous on the streets. He has deteriorated quite a bit since the characters last saw him: he is sallow and heavily restrained to keep him from tearing his eyes out. He shrieks at the characters, “The key is deep under Darlen! The key is a hand! You must use it so they cannot! Use it to find the staff that is a knife so you can destroy it!” The attendants restrain him.

The characters indicate that they think he's as crazy as a bedbug, and then head out. They know that *Timon Darlen* is a Golden Lord of Sigil, a very wealthy man. He was also a guest at the Jester's party some time ago. Darlen's estate is actually fairly close to the catacombs the characters had been exploring, so it is quite plausible that the Hand of Aoskar might be found there.

The Darlen Estate



The Darlen family lives in a nice estate on the edge of the Lady's Quarter, along the edge of a cliff overlooking a less-prosperous section of the city. The compound is surrounded by a twelve-foot wall, and fortified by two towers on the cliff side (albeit towers staffed by Neighborhood Watch personnel rather than Darlen family guards). The grounds have an unusual high density of plants, doubtless grown at extravagant expense in the poor soils of Sigil.

Dakani Night Scream infiltrates in to check the place out. His first venture teaches him that the Darlen Family relies heavily upon dogs for security. His second venture is supplemented with an *Invisibility to Animals* potion and lasts a lot longer. He locates a barracks for the family's private army, the kennels, and the three-story manor house.

Dakani spends some time peering into the windows of the manor house. He doesn't see much sign of the family proper, though he does spot what looks like a magician's workshop and a nicely-appointed bedchamber occupied by someone who is very interested in whips and chains. The master bedchamber is much less dramatic, though it is host to someone's collection of battleaxes.

Dakani does not find anything that looks like it goes down into the Mazes. He does open up a second-floor window, so the characters can return and sneak in through the manor house.

The Infiltration Plan

The characters each spend 50 gold to buy a potion of *Invisibility to Animals* and use them to slip into the Darlen family compound. They make it into the guest bedroom without trouble.

Dakani opens the door onto a hallway. The others send him out to recon the place, looking for a stairway down into the basement. He eventually locates a secret trap door in the library. He summons the others, and the whole group heads downstairs into the south end of a seventy-foot long, twenty-foot wide corridor. There is a large double door at the North end of the hall. Dakani sneaks up and hears someone chanting inside.

Angaff and Tarusk move up to figure out what the chanting is about. They conclude that someone is training or meditating on an arcane spell. Angaff indicates to Dakani, "Don't kill! Just KO!"

Dakani quietly opens the door to see a training room, one used for both physical and magical combat. Bloodstains suggest that the training exercises sometimes end badly. A tiefling male is chanting very intently. Dakani pulls out his sap, invokes *Child of Shadow* and moves forward to strike him on the head. Whammo! The tiefling staggers. And then he throws a *Cone of Cold* that kills Angaff and leaves most of the other characters crippled.

Doctor Cid reflects that this magician must be evil. He tests this theory by invoking *Smite Evil*. He is quite gratified to find that he is right: Doctor Cid's strike leaves the magician looking rather injured.

Tarusk Fireblade steps up and channels a *Shocking Grasp* through his blade. He learns that tieflings have resistance to electricity. Tarusk takes this opportunity to utter some very creative Acheron curses.

And then Beilorveildoxyx falls upon the magician and fells him. The survivors cheer. Then notice that the dead wizard is wearing the Darlen family crest. Perhaps he was a son or a nephew of some stripe. Then Dakani points out that some of the initial damage done was nonlethal, so he's not actually dead and tying him up would be a wise idea.

The characters swiftly strip off the wizard's valuable items and restrain him. Then they go into a quick orgy of *Cure Light Wounds* wand usage, at least until Dakani points out that someone is in the next room and probably heard the recent happenings.

The characters group up and move through the door. They enter into a corridor lined with cells. Bone Gnawer moves through the door first. The guy with the longsword waiting on the other side of the door takes that opportunity to stab him. Fortunately the shock of seeing a troll storm through the door puts him off his game a bit: his attacks go wide. Bone Gnawer criticizes him, "You keep missing!" Then Bone Gnawer shows him how it's done by clawing him viciously and demanding surrender. The soldier drops his sword and offers up his key ring. The characters blindfold him and question him.

Tarusk demands to know about the Hand. The man stammers, "A hand? I don't know anything about a hand. I'm just here to guard the slaves... err... prisoners." There are only two prisoners: one dwarf and one chaond:

- *Dagar Ravenspell*, dwarf wizard. Ran afoul of *Aliaster Darlen* for refusing to share a spell he invented.
- *Thariod*, chaond. Sold into slavery by his family, not sure what he was going to be used for. A broken shell of a thing.

The characters apologize when they point out that they're going to have to leave the prisoners in the cells for now, and come back to release them later on. After all, the

characters managed to infiltrate pretty successfully and don't want to see that ruined by a bunch of escaped slaves running around.

The characters toss Aliaster Darlen's unconscious body into one of the cells.

The Torture Chamber

Aliaster Darlen proves to have a properly-equipped basement: around the corner from the cells is a torture chamber with all the fixings. Several characters search around but find nothing particularly worth taking along.

The Vault

The characters decide to head out to the north end of the corridor. Beilorveildoxyx leads them, and as such manages to trigger the magical trap. One burst of poisonous vapor later, Beilorveildoxyx is shy eight points of CON.

Reasoning that there may be other traps in the corridor, Dakani Night Scream goes back into the torture chamber to pick up a barrel of flesh-eating mice. He rolls it down the corridor in advance of the group to set off several dart traps while Doctor Cid treats Beilorveildoxyx for poison.

Dakani Night Scream checks the door first, then carefully opens it. He opens the lock, then finds that the door really *was* trapped: he just failed to find it. The magical fire trap explodes, inflicting 39 points of fire damage on half of the party. Bone Gnawer collapses, and is unable to regenerate from the fact that he's been burned. On the plus side, the door *is* open. Doctor Cid proceeds to burn up additional charges from the *Cure Light Wounds* wand to bring Bone Gnawer back around.

The room beyond the doors is empty, except for a heavy pair of vault doors. Dakani crawls inside, obsessively checking every square for traps. He finds none. Then he unlocks the door, again with psychotic care. Inside, he sees the sorts of treasures that you would normally expect to see inside a treasure vault. Dakani calls back, "We've found their treasure vault. We are going to need to kill the brother."

Bone Gnawer offers up, "I'll take care of that right now." Then the others think better of this and delegate the task to Dagar Ravenspell, who is only too happy to oblige. He also offers to make the characters some magic items, up to 10,000 gp worth for free.

He also promises to make additional magical items for them for cost. Unfortunately, he's only 5th level so he can only make fairly modest items.

Dakani Night Scream commences prodding objects to see if they're real. They seem so. He doesn't see any mummified deific hands sitting about, but he does pick out a bronze coffer and a locked cask as worth additional interest. With the same bomb-disposal-squad procedures as before he unlocks the cask to find a wrapped, mummified hand. Woot! He packages it up and calls in the others to pick up the rest of the stuff.

On the way out, Dagar Ravenspell explains that while Aliaster Darlen was bad, he was more like a spoiled child with no sense of consequence. His sister *Navana Darlen* was the really bad one: she was the one who would spend hours upon hours in the torture chamber. The characters debate the virtues of lying in wait for her, but then decide that they'd best simply withdraw.

Leaving the Grounds

The characters have to face one last problem: they only brought enough *Invisibility to Animals* potions for the way in. After listening to Beilorveildoxyx point out that he can fly one other character out of the grounds (leaving the others to be torn apart by wild dogs), they decide that the best plan is to simply sprint for the walls. Beilorveildoxyx is quite disappointed: he also wanted to stop by the library to steal Aliaster's spellbook. Even Dakani's comment that the book is almost certainly magically trapped does not dissuade him.

The Bloody Minstrel

The characters crawl their way back to the *Ghostly Minstrel*, an inn that has was previously known as the *Bloody Minstrel*, to talk to *Mister Porter*, their contact in the Bureau of Timekeepers. They stop only long enough to pick up a lead sheet to wrap their mummified hand ("Lead. It keeps *Locate Object* away. Buy lead!"). He agrees to pay for Angaff's *Raise Dead* and Beilorveildoxyx's *Restoration*, and agrees with the characters that fixing the arcanomechanical tower down in the Maze is of the greatest import. He is extremely interested in knowing who is interested in opening up the seals in the Maze: that is of primary importance.

Identifying the Loot

The characters take a little while to examine the loot they have collected and *Identify* it all. The various treasures include:

- *Divination Ring* (from the Maug): attached to an artifact. Whoever controls the artifact can always determine where the ring is and can scry upon the wearer. Whoever wears the ring can always determine where the artifact is.
- *Large Plate Armor +1* (from the Maug);
- *Large Two-Bladed Sword +1* (from the Maug);
- *Cloak of Resistance +3* (from the Maze escapee);
- *Ring of Spell Storing* containing *Fly* (from Aliaster Darlen);
- *Wand of Lightning Bolt* with 41 charges (from Aliaster Darlen);
- Arcane scroll of *Flesh to Stone* (from Aliaster Darlen);
- A potion of *Cat's Grace* (from Aliaster Darlen);
- A dose of wyvern poison (from Aliaster Darlen);
- A Masterwork Dagger (from Aliaster Darlen);
- A platinum ring set with a black pearl with 850 gold
- A coffer containing 1218 gold; and
- Other art objects worth 2400 gold

The needed *Identify* spells cost 400 gold in pearls. The disposition of the various items is:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
<i>Divination Ring</i>	1		Storage		0
<i>Large Plate Armor +1</i>	1	4300	Sell	41%	1763
<i>Large Two-Bladed Sword +1</i>	1	4700	Sell	41%	1927
<i>Cloak of Resistance +3</i>	1	9000	Dakani		0
<i>Minor Ring of Spell Storing (Fly)</i>	1	18000	Tarusk		0
<i>Wand of Lightning Bolt (41 charges)</i>	1		Beil		0
Arcane scroll of <i>Flesh to Stone</i>	1		Angaff		0
Potion of <i>Cat's Grace</i>	1		Minea		0
A dose of wyvern poison	1		Bone Gnawer		0
Masterwork Dagger	1	302	Sell	41%	123.82

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
A platinum ring set with a black pearl	1	850	Sell	100%	850
Gold coins	1218	1	Sell	100%	1218
Other art objects	1	2400	Sell	100%	2400
<i>Identify</i> pearls	4	-100	Buy	100%	-400

Total	7881.82
Shares	8
Share Value	985.23

Back Into the Maze

The characters head back towards the tunnels. Doctor Cid checks with the street urchins he paid to watch the place. The urchins tell him that another group went into the complex, including a lamia (a half-woman, half-lion creature), a maug and a bunch of goblins. The characters reflect upon the fact that whoever their foes are they keep on recruiting the exact same strike group for some reason.

When the characters emerge from the tunnels and look over the chamber with the big sealed doors, they notice that their paladin is dead and that the lamia, the maug, and the four goblins are all occupying the room. Beilorveildothyx steps out and sends a *Lightning Bolt* through the lamia and one of the goblins. The lamia nimbly sidesteps, leaving the goblin to get completely destroyed.

Dakani Night Scream adopts a fighting pose. The lamia rushes him and much to everyone else's surprise hits him with a *Stunning Fist*. Doctor Cid speaks for everyone else when he exclaims, "Stunning fist? She's a monk! What?" Nobody knows what Dakani thinks: he's too busy being stunned. Tarusk Fireblade and Doctor Cid pile in on her. She responds by creating seven *Mirror Images*. Tarusk rather unbelievably swears, "Why did she *do* that? We weren't even hitting her before!"

Bone Gnawer unleashes a cloud of attacks against the maug. He discovers that maugs are very hard to hit. He decides to pull back. The maug presses him, but discovers that trolls are pretty hard to hit too.

Beilorveildothyx cleans up the remaining goblins with a *Lightning Bolt*. Dakani congratulates him, “You just killed their porters! Now help us with something dangerous!”

Dakani Night Scream steps up to engage the lamia. He explains, “I’m going to turn up two points of Combat Reflexes so I can do a bit of ass-savery.”

Beilorveildothyx reassures the others, “That’s because he’s got a really savory ass!”

Bone Gnawer groans, “I wish you hadn’t told me that. Grghhh...” He is so upset that he hits the maug three times and destroys it. He deduces that this maug wasn’t quite so strong as the maug he’d fought before.

The lamia notices that Tarusk Fireblade actually managed to hurt her, so she unloads all of her attacks on him. Tarusk complains, “She’s using flurry of blows *plus* her claws? That means she gets five attacks! That’s totally unreasonable! Especially since she can only attack with unarmed attacks or monk weapons!” The uncaring universe agrees with him, but it doesn’t help him much: two of her monk strikes land, knocking Tarusk silly.

The characters pin the lamia in position and slowly chew down the lamia’s supply of images, then face the ridiculously difficult problem of actually attacking the lamia. Tarusk takes another sequence of rippingly vicious attacks and ends up stunned. The characters swamp her with sheer volume of tremendously inaccurate attacks, eventually managing to fell her. Dakani enjoys the honor of striking her down, by the skin of his teeth. Loot includes:

- A magical ring
- Magical bracers
- 2 magical bone rings;
- Potion of *Bull’s Strength*;
- Potion of *Owl’s Wisdom*;
- Potion of *Cure Serious Wounds*;
- Potion of *Cure Moderate Wounds*;
- *Large Two-Bladed Sword +1/+1*;
- A suit of *Large Masterwork Plate +1*;

- Potion of *Haste*;
- Oil of *Moderate Repair*

The goblins were armed with only common equipment (shortswords, shortbows, and so on).

Where is the Staff?

The characters consider going through the Great Door, but then they recall that they need to find the staff that will destroy the Black Grail first. They continue searching through the compound. It isn't long before they come upon another mobile threat: a wraith, recently emerged from another unsealed Sigil Maze.

Dakani Night Scream, Bone Gnawer and Tarusk step forward to engage the creature. They are generally frustrated by the fact that it simply isn't there for half of their attacks. Angaff is briefly elated by the fact that he manages to hurt it with a *Kelgore's Fire Bolt*, though sadly doesn't manage to inflict more than nominal damage. Fortunately, Bone Gnawer is more than able to claw it to pieces.

Beyond the vanished wraith is another Sigil Maze. The characters decide to close the door, while cursing whoever has been opening the things.

The Workshop

The characters pass through a workshop featuring a rotting worktable and a wild collection of brass plates and mechanical bits and pieces. Dakani Night Scream observes, "This would be the place where our arcanists are supposed to earn their paychecks."

Angaff answers, "Or, we *would* earn our paychecks if Ed Nardelli hadn't made sure to hire only the cheapest arcanists. Remember that there's a pretty good chance that I'm totally, totally unqualified for this task. And that I see nothing wrong with keeping my customers waiting for as long as I think is needed before admitting that."

Bone Gnawer is confused, "Who *is* Ed Nardelli? And why do I seem to know about something called Home Depot?"

Tarusk Fireblade replies, "I don't care what you know about Home Depot, just as long as you stop trying to pass off those bits of green paper as real money... I don't care if you have 200 million of them."

A Run Through the Caves

With the random aside done for, the characters answer to the clarion call of “To the CAVES!” The fact that Bone Gnawer is primarily responsible for the call only adds to its credibility.

The characters move into a section of caves with a low, eight-foot ceiling. They find themselves in a rounded chamber. The center of the chamber is recessed and contains a massive pile that looks like mine tailings. There are bits of shiny metal left in the ore, but nobody can recognize what it is. Bone Gnawer prods the pile and rumbles, “Xorn shit.”

Beilorveildothyx shrugs and comments, “Well, something had to dig all these caverns.”

Tarusk Fireblade shudders at the thought of a shrugging dragon.

The next chamber in the cave system has damp stone walls and a loose, gravel-covered floor. Dakani Night Scream makes a cursory check for traps, then decides to make his way across the rocks. He bumbles his Balance check, then nimbly dodges past the ensuing rockfall. He tells the others, “It’s really perfectly safe.” They elect not to believe him. They turn to clearing rocks.

Minea tells Bone Gnawer, “The smaller rocks are jelly beans!” He chuckles as Bone Gnawer eats a few.

The characters are still clearing rocks when the local xorn comes along to investigate. It glides through the earth, emerging to attack Bone Gnawer. Bone Gnawer howls as the creature swallows his foot. Bone Gnawer responds by stomping. Hard. The xorn spits broken teeth out of its rounded, barrel-like mouth. The big troll howls, “How you do like my feet now! Do you want some more? Do you? Do you?!? I never wash them! The must taste really good! Auurrg!” The other characters notice that the xorn is making gagging sounds.

One round later, the xorn is totally surrounded by player characters, all of them delivering every bit of edged and bludgeoning rage they can muster. The xorn thinks to itself, “Everything. Hurt. All. Over. Taste. Bad. Should. Never. Have. Entered. Cave. Ouch. Ouch. Run.” Then it withdraws straight into the earth.

Dakani Night Scream watches it go. He tells the others, “I hear they have coins in their gizzards. Anyone know how to burrow?” Nobody raises a hand.

The End of the Session

The session ends with the characters deep underground, deciding whether or not to forge forward into the sealed chamber or to go back to get more expert advice upon the “staff that is a knife”. Of prime importance is to read the *Legend Lore* scroll near the sealed door, a task that will require a caster level check of DC 12 for Angaff. Experience results are rather complicated:

<i>Character Level</i>	<i>Experience Bonus</i>	<i>Experience Award</i>
3 rd	0%	4750
4 th	0%	4470
4 th	20%	5364
5 th	0%	4315
5 th	20%	5178

Angaff is able to make it back to 4th level. Bone Gnawer moves to Troll 6. Tarusk Fireblade takes his first level of Dragon Disciple. Minea goes to Medusa 5. Dakani Night Scream gains Swordsage 3. Beilorveildothyx goes to Red Dragon 6. And Doctor Cid gains Paladin 5.