

City of Sigil Session Summary 04/22/2007

Attendance

Chuck (Tarusk Fireblade) points out that he now has a good claw attack from his bladeling heritage, and a bad claw attack from his Dragon Disciple experience. He asks, “Can I use my Dragon Disciple bite with my bladeling claws?” Within moments, this has *Bruce* (Angaff) standing on a table howling out, “For god’s sake, man! You have no choice but to choose the least favorable interpretation!” *Paul* groans and explains, “Do what you want, because it’ll never come up. Your sword is a better attack.” *Chris* (Bone Gnawer) mourns, “This is why we can’t have anything nice.” *Patrick* (Doctor Cid) just thinks, “As long as they’re obsessed by the Claw Issue they won’t pay attention to my potentially abusive multiple-smite trick!”

Matt (Beilorveildoxyx) arrives carrying a stack of DVD-R disks. He baffles everyone by claiming, “Fear me and my mystic Disks of Power! They can store *anything*, even your immortal *souls*! Bow down! Bow down!” Bruce offers, “We might be inclined to if you were carrying a premium brand of disk, but those are just Maxell basic-brand.”

Ernest (Dakani Night Scream) calls to say that unlike everyone else he has a real life, and that it’s interfering in his ability to show up to gaming on time. He does his best to avoid mocking everyone else as directionless loafers just drifting through life.

Tim (Brakiel) calls ahead to indicate that he is stuck in traffic. Which means that he will show up sooner or later. The others all wonder exactly *where* he is stuck in traffic. For example, is he still in Texas. Based upon his arrival time, there is some legitimate room for debate.

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Bruce	Angaff	Beastlands	Fire Genasi Evoker 5 / Fighter 1
Chris	Bone Gnawer	Prime Material	Troll 7
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 5 / Dragon Disciple 2
Ed	Ray	Prime Material	Pixie (3) / Favored Soul 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 2 / Swordsage 2

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Matt	Beilorveildothyx	Prime Material	Red Dragon 7
Patrick	Doctor Cid	Prime Material	Human Paladin 5 / Hunter of the Dead 2
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 4

Repairing Jeristronomos

The characters cart the damaged construct *Jeristronomos* to the dwarf wizard *Dagar Ravenspell*. They find that he's actually only a 5th level Wizard and doesn't know enough to rebuild an ancient construct. *Angaff* complains, "Hey! I'm a 5th level Wizard! Why didn't you ask me if I could repair the construct? I mean, I can't fix it either but you should have asked! Besides, I'm the prettiest!"

Bone Gnawer grumbles, "We did ask you. You ignore us. You too busy making snarky comments. You stop talking now, little fire thing."

The characters take *Jeristronomos* elsewhere. They are somewhat disappointed to find that there is no specific neighborhood for clockworkers or gnomes. Asking *Jeristronomos* how he got repaired back in the day is not helpful either: he explains, "Oh, back then *Moradin* would repair me with his mighty divine power."

Bone Gnawer comments, "So, a real god used to repair you? An authentic, real god? So you must know a lot of great stories about god orgies and things, right? Tell them to me!" He is disappointed that *Jeristronomos* doesn't know anything like that. He continues to press the construct until it rather wearily makes stuff up for him. *Bone Gnawer* is satisfied.

Ray gets more comfortable with his new identity as a pixie by chirping out, "Hey! Let's go to that new leather-biker-bondage bar! They've got karaoke!" Everyone else vetoes this plan. They wonder where *Ray* went after that comment, then realize that with natural *Invisibility* he could be practically anywhere and only *Beilorveildothyx* would know any different.

Temples Can Fix Everything

The characters decide to look up the local temple of *Moradin*. The dwarf priests explain that the construct can be repaired with either Profession (engineering) or Craft

(metalworking), so they can put him back together easily for only 100 gold. The characters fork over the money, then go on to get their various loot *Identified* and evaluated.

Dakani Night Scream commissions the dwarf wizard Dagar Ravenspell to enchant his *Shortsword +1* with the *Deadly Precision* enhancement. He funds this in part with his share (1428 gold) from the 10,000 gold in magic items Ravenspell promised the characters. While the wizard is working on the project, he borrows Angaff's *Shortsword +1*. Angaff is okay with this because he's too busy admiring his new *Viperblade Longsword +1*. Besides, he's making his own arrangements with Ravenspell to spend his 1428 gold in credit buying 3rd level spells (including *Girallon's Blessing*). He anticipates actually being able to pick these up some days from now.

There are some very unusual items among the loot the characters have picked up. For example, the *Bolt Shirt* allows a straight-line teleport for up to 60' as a move action once per day. The characters are very impressed with this item, except for *Dakani Night Scream* who notes that "bolt" really means "lightning bolt": only a blind and deaf man could fail to notice it in use. It has no place in the toolbox of a subtle guy like himself.

The other unique item is a *Shield of Vigor +1*. It gives the user Fast Healing 5 for three rounds up to once per day, with additional bonuses if the user is a cavalier or knight of some sort. Doctor Cid picks up both of these items.

The characters sell off the remaining loot and divide it up. *Dakani Night Scream* wasn't part of the last adventure, so he doesn't get a share of the cash, but Ray does.

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
<i>Viper Blade +1</i> (longsword)	1	6315	Angaff	0%	0
<i>Shield of Vigor +1</i>	1	6170	Doctor Cid	0%	0
<i>Bolt Shirt</i>	1	5000	Doctor Cid	0%	0
mithril breastplate (non-magical)	1	4350	Dakani	0%	0
+3 STR <i>Composite Longbow +1</i>	1	2700	Doctor Cid	0%	0
potion of <i>Cure Moderate Wounds</i>	1	300	Doctor Cid	0%	0
potion of <i>Nondetection</i>	1	800	Angaff	0%	0
potion of <i>Glibness</i>	1	1050	Beilorveildothyx	0%	0
gold necklace	1	500	Sell	100%	500
gold and emerald ring	1	1700	Sell	100%	1700
<i>Bracers of Armor +1</i>	1	1000	Beilorveildothyx	0%	0
<i>Bracers of Armor +1</i>	1	1000	Sell	50%	500
potions of <i>Greater Magic Fang (+3)</i>	2		Bone Gnawer	0%	0

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
potions of <i>Barkskin</i> (+4)	2	50	Angaff	0%	0
repairs for Jeristronomos	1	-100	Buy	100%	-100
pearls for Identify	2	-100	Buy	100%	-200
<i>Heavy Steel Shield +1</i> (from Doctor Cid)	1	1170	Sell	50%	585

Total Value	2985
Shares	6
Share Value	497.50

Casing the Dungeon

The characters decide to spend some time watching the entrance to the Mazes, while they rest. They rent a room overlooking the entry for 40 gold per month, then spend a single night there, watching. Bone Gnawer comments, "I like to watch!" Doctor Cid responds by praying. Bone Gnawer answers him by stuffing disemboweled pig fragments into his ears. Doctor Cid responds by extending his prayers an extra hour.

During this time, Jeristronomos reminds the characters that there is a way to get past the *Wall of Force* in the Mazes, but the characters must find the secret door in the Drain Room to get to it.

Back Into the Mazes

Refreshed, the characters return to the Maze and the Iron Track Death Room. Bone Gnawer pulls the levers in the order that Jeristronomos told them was safe. At the last lever pull, a faint rumbling sounds for a few seconds. Doctor Cid speculates that the sound came from the Drainage Room as it emptied out.

More Rooms

The characters move further in. They find a chamber stacked with bits and pieces of cut stone. Dakani Night Scream checks for traps, then ushers Bone Gnawer in. A translucent glowing humanoid figure emerges from behind some boxes and attacks him. Bone Gnawer protests, "Can't I spot this thing first? Could somebody tell me what it is? I think it's undead!"

Doctor Cid calls out, "It's a specter! An incorporeal undead that drains levels!"

Beilorveildothyx yells, “Wait! It’s a specter! An incorporeal undead that drains levels!”

Tarusk Fireblade howls, “Be careful! It’s a specter! An incorporeal undead that drains levels!”

Bone Gnawer rolls his eyes. The other characters plow in to attack the creature. Most of them discover that specters have a remarkably good incorporeal miss chance. Angaff yells out, “I have a new trick to ignore incorporeal miss chances! Someone stop rushing long enough to let me use it!” Dakani Night Scream pauses in his charge long enough for Angaff to apply *Blade of Force* to his weapon. Tarusk Fireblade giggles like a schoolgirl. Dakani ignores him for long enough to give the specter a vicious stabbing.

Beilorveildothyx demonstrates that it is possible to get past the incorporeality problems by launching a sufficiently large volume of attacks. The specter looks upset. It also looks substantially more translucent.

And then Doctor Cid destroys it, finally living up to the entire purpose of his prestige class. He tells the others, “I can die happily now.”

Bone Gnawer points out, “I just took two negative levels, so I think we’re going out to get some *Restoration* spells.” 280 gold and a stop at the *Pelor24 Store* later, Bone Gnawer is all better.

Four Constructs, Waiting for Orders

The characters next go to the room with the four bronze construct guards. As the characters approach, the constructs stand at attention. Bone Gnawer asks, “Who wants to go back to ask our pet construct for the password to these guys? At a guess, they’ve got some advanced father-raping technology that we don’t want to deal with.” Beilorveildothyx volunteers and learns that only someone with the *Warden’s Staff* can command them. He is a bit disappointed, as the *Warden’s Staff* is sort of an artifact.

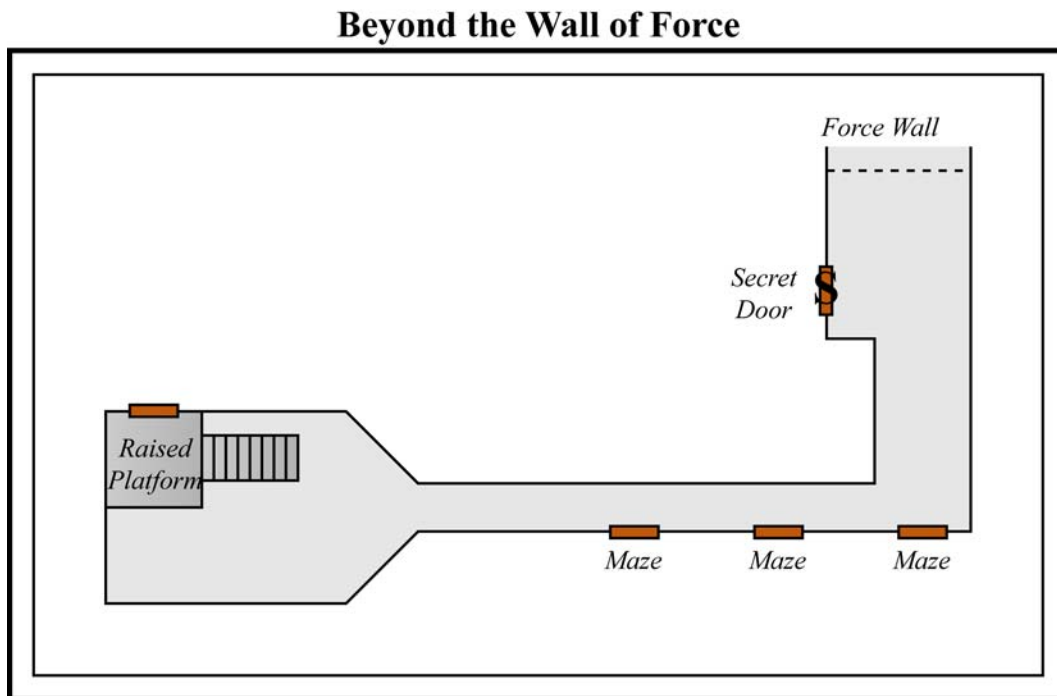
The characters step back and explore the rest of the compound again, looking for a secret door. They don’t find much of anything.

The characters finally decide to risk it. They step past the constructs and open the door, discovering a big, oddly-shaped room inhabited by an octopus statue and a variety of drains and water-handling apparatus. The characters search and locate the secret door. All of them stand guard while Dakani checks for traps and open it. The characters walk

down a short straight corridor to another secret door that opens out behind the *Wall of Force*.

Beyond the Wall of Force

The characters walk down a long hallway with several Maze doors in it, then into an elongated room with a raised metal platform with another door. Dakani Night Scream is just about to check the door when something small and spherical appears (as if from *Invisibility*) and zaps him with a bolt of electricity.



Bone Gnawer takes a long, hard look at the creature and storms it. He assumes, “I’m a troll, so nothing bad can happen to me!” Beilorveildothyx rushes up after the troll.

Dakani Night Scream asks, “Let me get this straight, y’all are standing on the metal plate right next to the electricity monster?” The others don’t bother to answer him. Tarusk Fireblade tries a *Kelgore’s Fire Bolt* and is quite dismayed to see the creature just absorb the attack with no visible effect.

Dakani Night Scream shrugs and leaps up onto the metal grate and strikes with his blade Stabby McStabberton. The creature evades his attack, then wafts into the air and across the room. It sends a bolt of electricity into the unfortunate Beilorveildothyx. Angaff asks, “Is your sword’s name actually Stabby McStabberton?” Dakani Night Scream grumbles something impolite in his native language.

Bone Gnawer thunders after it. Raaaugh! It laughs at him with a crackling voice. Beilorveildothyx rushes it, likewise to no real effect. Bone Gnawer is the first to actually do something useful: he drinks a *Blood Wind* potion and smashes the thing with his wind-claw. The electricity-sprite staggers from the impact.

Beilorveildothyx attacks the creature like a bat attacking a woman's hair. Whka-whka-whka-whk! He is even less effective than the image might suggest. He complains, "Could someone buff me? Did anyone happen to memorize the *Competence* spell this morning?" Tarusk offers a next-best choice with an *Animalistic Power* spell.

Bone Gnawer takes more damage as the sprite lights him up with more electricity. Tarusk yells out, "It's just getting warmed up!"

Dakani finally manages to leap up into reach and terminates the creature with a strike from Stabby McStabberton. He howls in triumph.

And then suddenly *Brakiel* appears, as if from thin air. "Hey guys!" he calls out, "What did I miss?" Bone Gnawer is suddenly unaccountably happy: he just won a dollar!

Force-Spear Trap!

The characters pass through the door and through a series of corridors and staircases, with Dakani Night Scream in the lead. He locates the next trap: three bas-relief armored warriors with magical crystals in their upraised hands. As he passes their alcove, they shoot three spears of force energy at him. He is quite happy that they miss. Then he goes back to pry the gemstones out of the wall. This costs him another round of attacks, but he manages to get the stones out of the wall. Each is a large amethyst.

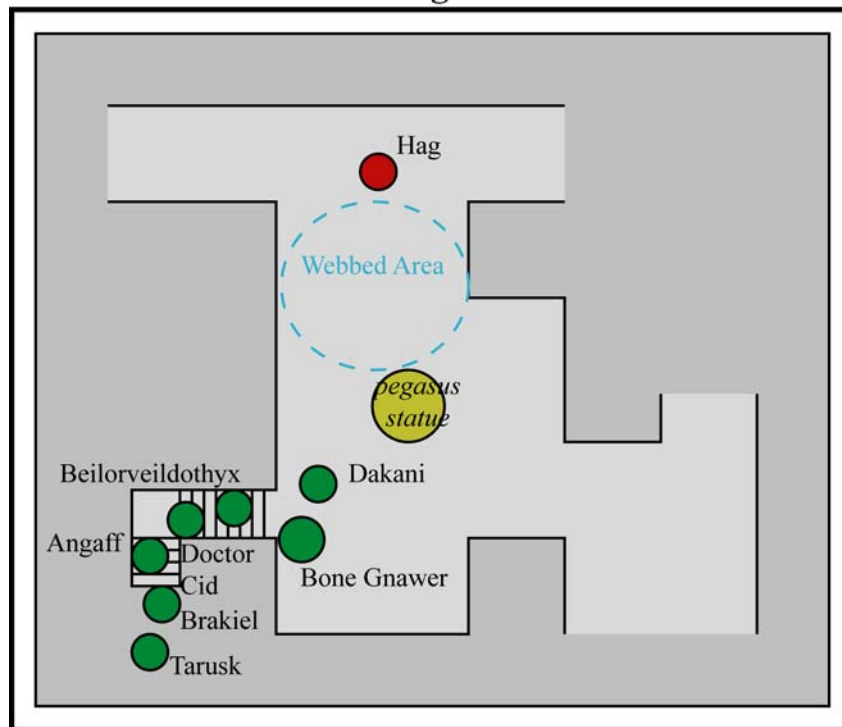
The Hag's Lair

The characters continue on down the corridor. They come upon a large room. A massive statue of a winged horse stands upon a five-foot pedestal in the center of the room. The walls are covered with aged frescoes; angels and demons fly through the skies above armies of armored warriors. The characters are suitably impressed by the artistry of the décor, but their attention is a bit more focused by the fact that a hag is standing in the chamber. She punctuates the early discussion by casting *Web* and filling the area with gunk. Angaff and Beilorveildothyx do their part to clear the area out with gouts of flame.

Brakiel flies through the open path in the *Web* to engage the hag. She responds by summoning a giant beetle. Brakiel protests, “That’s not cricket!” Dakani agrees, “Yep, it’s a giant beetle!” Brakiel watches as the beetle delivers a tremendous amount of damage to Beilorveildothyx, then slashes it badly with his greatsword.

Tarusk tries a *Ray of Enfeeblement* on the hag. He learns that hags have Spell Resistance. Bone Gnawer decides that he’d like to move through a *Web*-covered area. He finds that he is able to stomp through webbed terrain as if it were clear.

The Hag's Lair



The hag notices that there are a lot of characters attacking her. She steps back and casts *Shield* from a scroll. Dakani Night Scream invokes *Child of Shadow*, sneaks up behind her, and misses a sneak attack on her. He calls out, “She’s got a really, *really* exceptional armor class! I just rolled a 27 and I didn’t hit her! And that’s *after* she lost her DEX bonus!”

Tarusk decides that he’s going to take the beetle out of the picture. He strikes true. For an instant there is a flash and the nutty smell of roasting beetle, then it vanishes back to whence it came. Bone Gnawer gets hungry and moves up to engage the hag; she barely notices his strike. She follows up by barely noticing Angaff’s *Kelgore’s Fire Bolt*.

The hag fires off a *Lightning Bolt* at half of the group. Bone Gnawer grumps, “That set teeth on edge!” He thumps the hag viciously. At long last, she starts to look injured.

The hag steps past Brakiel and invokes her ring of *Wish* to heal herself completely.

Dakani Night Scream is incensed. “She just used a *Wish* ring for something so trivial as to heal herself!” He steps up and throws her down onto the ground. “Huuah! Yo! Mighty judo throw! Who’s yer daddy! *Who’s! Yer! Daddy!*”

Bone Gnawer takes advantage of the situation by clawing her twice and then rending. She notices this attack. She notices it *a lot*. She notices so much that she vanishes.

Tarusk concludes that the hag probably just turned herself *Invisible*. He makes a wild attack, connects and downs her. He yells out in triumph. Huzzah! Then he loots her. She was carrying:

- A *Bone Ring*;
- A wand of *Lightning Bolt* (unknown charge total);
- *Greatreach Bracers* (arm-length bracers made from blackened sinew and tendons);
- An unlabeled potion;
- *Amber Amulet of Vermin* (Giant Stag Beetle);
- A potion labeled *Cure Serious Wounds*;
- A scroll of *Shield*;
- A scroll of *Scorching Ray*; and
- 54 gold pieces

The characters heal her and then interrogate her. Dakani Night Scream and Doctor Cid take the lead in the effort. Doctor Cid is forced to play “good cop” by the fact that he’s a paladin and really isn’t spec’d for evil acts.

- *Hi, Honeybuns!* What do you want?
- *We want information. We’re adventurers!* Exactly. You’re going to interrogate me for what you want, and then kill me. I know the program. (Bone Gnawer, “She knows the plan, boys!”)

- *We could turn you over to the Lady instead.* You're a paladin, known for keeping your word. If you promise to let me go, free of consequences with some other conditions, I'll tell you whatever you want to know.
- *No. You've caused my compatriots and me too much trouble. Your beetle bit my dragon. Give us information and we turn you over to the higher authorities, or you're dead.* I accept that deal. (Bone Gnawer: "I sit in a corner and sulk.")
- *So, Kikanuil, we know who you are and what you're up to. Tell us where the Grail is?* I was told it was behind the sealed door, I have been unable to find it. In fact, I was unable to get past the plug. It just opened on its own an hour ago.
- *That was us. You're welcome. Who are you working for?* We are called the Pactlords of the Quan. Our rings are a symbol of our Pact, they connect us to the Fountain of the Pact. The Fountain is located on the Plane of the Quan, a demiplane. There is only one gate to it in Sigil, at the top of the bell tower of the chapel of Saint Vessina.
- *What's your ultimate goal?* Power. Our organization is made up by many intelligent evil creatures. The power of the Pact prevents us from conspiring against each other. No Pact-Lord can harm another.
- *Are you a Pact-Lord?* Yes.
- *How many people are in your organization?* No people. Perhaps forty Pact-Lords, and many Pact-slaves in the Quan. I am far from the most powerful of the Pact-Lords.
- *What's the deal with the Fountain?* Those who take the Pact and drink from it are bound together.
- *Do you even know what the Bane Heart looks like?* Not really.
- *How about the Black Grail?* It looks like a cup.
- *Give me a list of the other Pact-Lords.* Okay... There are a lot of them and my INT is only 10, so I might not know the sort of details that you'd really like to know. Just a second while I check my notes (rustling of papers follows).
- *Okay, how about describing what all your magical objects do?* Okay, for your convenience I've listed them in the table below.

The Scribe Leaves the Building

And it is at this point that the recorder heads off to a dinner engagement, leaving the fate of the group (and of Angaff) in the hands of the others. The current undistributed group loot amounts to:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
Amythest	3				0
<i>Bone Ring</i>	1	0			0
Wand of <i>Lightning Bolt</i> (? Charges)	1				0
<i>Giantreach Bracers</i>	1	2000			0
unlabeled potion	1				0
	1	1200			0
<i>Amber Amulet of Vermin (Giant Stag Beetle)</i>					
<i>Cure Serious Wounds</i> potion	1	750			0
scroll of <i>Shield</i>	1	25			0
Scroll of <i>Scorching Ray</i>	1	150			0
54 gold pieces	54	1	Sell	100%	54

Total Value	54
Shares	6
Share Value	9.00

Fortunately, Bone Gnawer was available to continue the chronicle.

Bone Gnawer's Report

We fight 4 girallons (4 armed apes). They trashed the party pretty handly, then died.

Dakani Night Scream had to leave. Said something about "kids on the stove." Not question him. Hungry. So hungry.

Found some secret doors, investigated one and found a water filled room that promised violent octopi. *Delicious* violent octopi. We planned how to cross the chamber, then found more secret doors finding that crossing the water filled room was pointless, because secret doors bypass it. We celebrated and moved on. Except Bone-Gnawer. Bone-Gnawer got all hungry for octopus. Grump.

We fought a huge Air Elemental. It trashed the party for awhile, then died. Cannot eat air elemental body. Just like air. Bah. Worthless creature.

We found what may be the final hallway. Only LG characters could walk its length. Bone-Gnawer sit at door. Feel sad that Paladin and Angel will get to eat all the

tasty dead monsters first. Paladin and Angel investigate, found another chamber with an "it takes a wish to bypass this" door. Ghostly figure ask them turn back. Can't eat ghostly figures, hah! Bone-Gnawer miss nothing! Then a phase spider popped in, kidnapped the Paladin (teleport?!?), and left behind a ransom note ("leave the dungeon or the Paladin gets it" signed the Bone Ring Gang). Phase spiders give Bone-Gnawer gas. Miss Paladin, but feel good that didn't miss any good grub.

Game ended. XP was awarded. Paul will have to supply the figures.

The End of the Session

Waiting on update from Paul...