

City of Sigil Session Summary 05/20/2007

Attendance

Ernest (Dakani Night Scream) points out, “Hey, if I use the Shadow Night Blade technique then I can hurt people with my DEX! That almost makes me sorry that I invested in a 17 STR.” *Tim* (Brakiel) reassures him, “Just to tweak you, I’ll make sure to cast *Bull’s Strength* on you from time to time. Oh, and I’m going to be missing for about five weeks, starting on June 10th.” *Chris* (Bone Gnawer) asks, “This would be because you hate all of us, right?” Tim grins shyly and nods. *Chuck* (Tarusk Fireblade) tries to defend him answering, “No it’s not! That’s just when the judge told him he needs to do his community service. You know, for the... unpleasantness... we had a while ago.” *Paul* protests, “Putting squirrels down your pants for purposes of gambling is *not* merely unpleasantness! It is one of the signs of the Upcoming Apocalypse!” He turns back to picking goo and filth out of his boot-treads as the others fall to bickering. *Chris* brings peace to the room by talking about songs from his childhood that were irritating, but still very, very popular. *Bruce* (Angaff) starts to entertain fantasies about seeking the authors of these songs out and feeding them squirrels until dead.

Matt (Beilorveildoxyx) staggers in to report, “I only just managed to escape from Heroic Underbog. Fortunately my companions and myself were sufficiently villainous to prevail over the Forces of Good.”

Meanwhile, off in Arkansas, *Patrick* (Doctor Cid) shudders. He thinks, “It is as if a thousand gaming sessions had cried out and been started all at once... or maybe just one...”

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Bruce	Angaff	Beastlands	Fire Genasi Evoker 5 / Fighter 1 / Eldritch Knight 1
Chris	Bone Gnawer	Prime Material	Troll 8
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 5 / Dragon Disciple 2
Ed	Ray	Prime Material	Pixie (7) / Favored Soul 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 4 / Swordsage 3
Matt	Beilorveildoxyx	Prime Material	Red Dragon 8

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
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 7

Ambush at the Black Manor

The characters' plan is to wait at the now-depopulated Black Manor until the harpy *Azz* shows up. *Bone Gnawer* asks, "Azz has singing tricks. How we stop singing?"

Brakiel recommends, "I could cast *Silence*, if only I had it memorized. Or I could blow the Horn of Gondor. Trouble is the DC for that is only 13. And it really doesn't do anything for the harpy."

Dakani Night Scream offers, "I have a thunderstone, and I *am* going to drop it if this conversation continues. Oh, and we have a pet mephit too, if I remember correctly."

Verd the ooze mephit chirps out, "Yes! I am here for you! But I have no sound powers! None at all! Would you like some ooze? I can get you ooze! Lots and lots and lots of ooze!"

Dakani Night Scream shushes the mephit, "Yes, we know you can do ooze. I promise I'll let you know the instant we need some."

The characters keep a careful watch from within the Black Manor. Eventually, they see a harpy circling overhead. She is serving as overwatch for a force of three trolls ushering a coffle of three humans, two elves a halfling and a dwarf. *Dakani Night Scream* deduces that the seven humanoids are prisoners, and that her ogre mage ally is invisible. All are about 200 feet out.

The characters wait in ambush, with *Bone Gnawer* near the front door, *Brakiel* and *Dakani Night Scream* in a side chamber, *Tarusk Fireblade* on the other side of the building, *Beilorveildothyx* hiding around the back and *Angaff* hiding in the main chamber.

The trolls usher their captives in through the front door. They pay no attention to *Bone Gnawer* ("Us trolls all look alike to us...") until he goes into a rage and guts one of them. Then they start to think that something might be wrong.

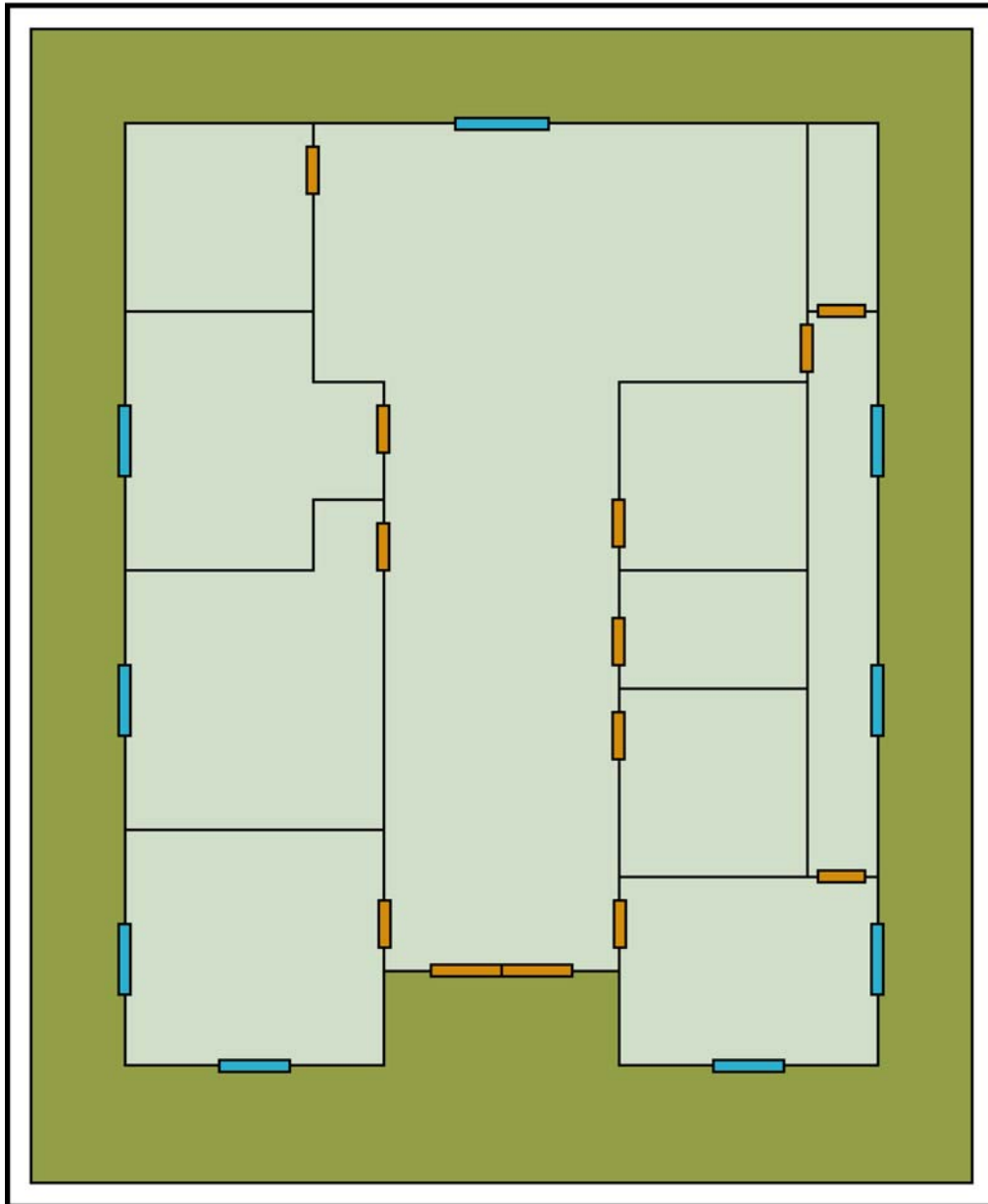
Dakani Night Scream takes the troll screams as a signal to cast a *Shadow Garrote* at the harpy *Azz*. She sputters, then sings out to the characters. Only *Beilorveildothyx*

succumbs. He flaps slowly towards her, clearly overcome by her charms. Angaff suggests, “It’s just as well: he’s said before that he’s a sucker for girls with scaled legs.”

Brakiel points out, “By the way, I noticed an ogre mage sneaking up on us a few minutes ago.”

Dakani Night Scream dodges away from the suddenly visible ogre mage’s strike and curses, “Stupid angel! Why couldn’t you have mentioned that back when it would have been useful!”

The Black Manor



Bone Gnawer ignores Dakani and Brakiel's lovers' spat as he executes one troll and takes a claw swing from the other. Tarusk flings a *Kelgore's Fire Bolt* at the surviving troll, inflicting trivial damage. Angaff flings his own *Fire Bolt* to show him how it's done. The troll seems relatively unimpressed by both of them. He seems a lot more impressed when Bone Gnawer grips his sternum with both hands and *tears*. Shredded remnants of trolls fall back. Bone Gnawer howls out, "Troll-pocalypse!"

Brakiel sees that Beilorveildoxyx has... linked up with the harpy, so he casts a *Circle of Protection from Evil* and flies up to interrupt their little tryst. The harpy responds by shooting arrows at Brakiel. Beilorveildoxyx responds by biting the harpy.

Brakiel flutters around Azz, slashing at her from several angles. Azz responds by shooting two arrows into Beilorveildoxyx, drilling him neatly through each lung. Beilorveildoxyx is horrified to note that she actually fired four arrows at him, so things could have been worse. Beilorveildoxyx roars, "Brakiel! Kill her quickly!" then rushes at her again. Unfortunately, he is still blinded by love and only hits her once. This is still enough to knock her out of the sky: she was badly injured after Brakiel's attacks.

The ogre mage notes that a troll and a bladeling closely press him. He responds by blasting them with a *Cone of Cold* that leaves Tarusk shivering. It just leaves Bone Gnawer enraged; he triggers his *Great Reach Bracers* and rends the ogre mage's head half off. The ogre mage falls.

Angaff walks around delivering fire damage upon all the regenerating bodies. He tells the others, "Dispatching the injured is where I'm a Viking!" The others loot the harpy and her minions, recovering:

- *Composite +4 Longbow +1*;
- *Chain Shirt +1*;
- Magic diamond;
- Magic belt;
- *Bone Quaan Ring*;
- *Potion of Bear's Endurance*;
- Longsword;
- 32 gold pieces;
- Silver ring set with an opal;

- Chest key;
- Masterwork large greatsword;
- Magical gloves;
- *Bone Quaan Ring*;
- Masterwork chain shirt;
- 49 gold pieces;
- Diamond earring;

Dakani Night Scream starts making a necklace out of the dozen or so *Bone Quaan Rings* the characters have captured.

Interrogating the Prisoners

The characters quickly learn that the prisoners were all captured and brought to this plane to mine *andracite* for the Quaan Pact Lords. Andracite (once properly polished and processed) can be used to make spells stronger: 100 gp per spell level of the stuff is enough to make a spell empowered. The prisoners are currently only carrying raw andracite, which isn't worth nearly as much.

Dakani Night Scream notices that Beilorveildothyx is attempting to put the moves on a couple of the female prisoners. He drags the dragon off, pointing out that nobody wants to see more half-dragon mutants running around the world.

Once he has gotten the dragon calmed down, Dakani gets the prisoners to draw out a map showing the location of the *Tower of Charch-Pahn*.

Meanwhile, Bone Gnawer sets up an impromptu larder in one of the rooms and pulls all the bodies into it.

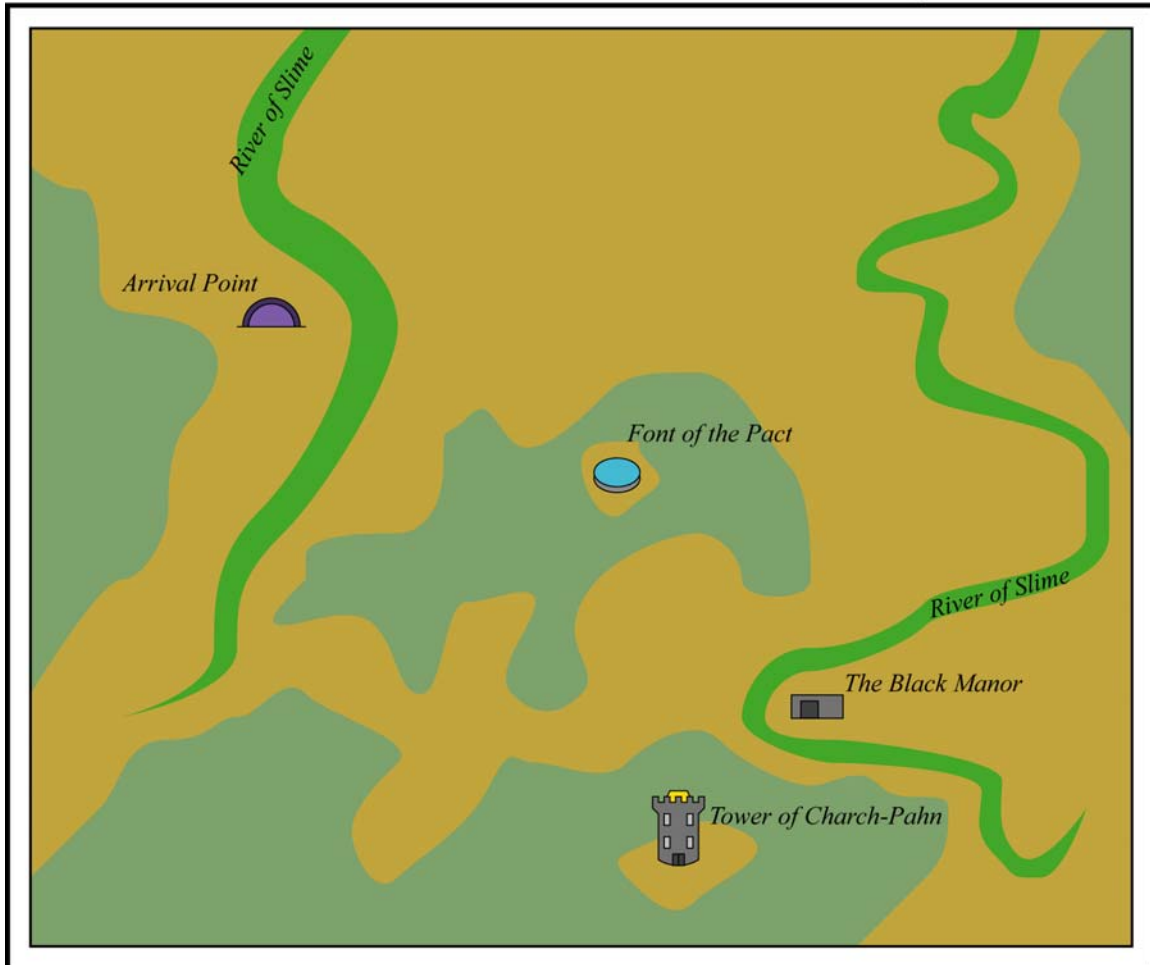
An Encounter on the Road to the Tower of Charch-Pahn

The characters rest for an evening, then head towards the Tower of Charch-Pahn. On the way, they encounter the coatl *Xichlanatlazochtal*. She reports that she just came from the tower, where she killed an annis Pact Lord but was forced to flee from the beholder Pact Lord. She offers her assistance.

The characters fall to discussing tactics to use against a beholder and its frightening array of instant-death eye-beam tricks. The consensus is that *Blur* and *Mirror Image* are the way to go. The characters hand money to Beilorveildothyx with

instructions to fly back to Sigil to purchase a collection of potions of *Mirror Image*, and a somewhat smaller number of potions of *Blur*. Xichlanatlazochtl says that she can cast *Blur* on some of the characters, but not all of them.

The Plane of Ooze and Lair of the Pact-Lords of Quaan



The Tower Assault

The Tower of Charch-Pahn turns out to have a very simple three-level layout. The only problem is that it is designed for a creature that can levitate, so the first floor is 200' feet up and there are no interior stairways, just holes in the ceiling.

The characters spend a lot of time arguing about how to get into a tower 200 feet above the ground with an undersupply of *Fly* and *Levitate* potions. The conclusion of the argument has Beilorveildothyx making a second shopping trip into town for potions of *Levitate* and rope.

The characters walk into the tower and stare straight up. They see a door on the ceiling, and a bronze sigil nearby. They commence casting spells upon themselves. Most everybody flies or gets carried, except for Dakani (who uses *Spider Climb*) and Bone Gnawer (who climbs up the hard way). The coatl Xichlanatlazochtl turns *Invisible*.

Beilorveildothyx breaks through the door and lets the characters into the second floor. A dead annis hag lies upon the ground. The whole floor looks burnt. A bronze pedestal with a cracked orb stands to one side.

Dakani Night Scream clambers up to the door and finds that it is *Arcane Locked*. He attempts to open it anyway, but is disappointed by the fact that he cannot pick magical locks. Brakiel casts *Dispel Magic* to open the door. Bone Gnawer pops it open.

The third floor is thirty feet high. The stone of the ceiling is engraved with a complicated grooved pattern. The beholder Charch-Pahn floats inside. Brakiel comments, "Oh goodness..."

Dakani Night Scream clambers up into the chamber. He notices that the beholder looks ancient and withered. Brakiel flies in, strikes the beholder with a *Sound Lance* then flies in to engage the creature. Dakani Night Scream executes a *Wolf Fang Strike*, proudly proclaiming, "This lets me make two attacks as a standard action!" The coatl Xichlanatlazochtl launches a *Smite Evil*, hurting the beholder a bit more.

And then the beholder attacks. Eye rays go everywhere. *Mirror Images* get massacred. Everyone considers themselves to be deeply lucky. And then the characters strike back. The beholder sucks up a pair of *Scorching Rays* and two sword strikes and dies. Brakiel comments, "Apparently putting *Mirror Image* on the entire party pretty much beholder-proofed us."

Dakani Night Scream adds, "Yeah, but at the cost of about 300 to 600 gold each."

Bone Gnawer asks, "Can I spit my potion back into the bottle?"

Looting the Tower

The characters clamber back to the second floor to examine the two large bronze doors. They quickly conclude that the doors are *Arcane Locked* and nearly indestructible.

Bone Gnawer addresses himself to the problem of breaking the doors down. It takes him a while, but he manages it.

One of the doors is clearly the harpy Azz's room. The characters find nothing of great interest. The other door leads to an andracite storage chamber and includes a chest that Azz's key opens. The contents include 20lb of raw andracite and about 5000 gp worth of cut, polished andracite stones.

Twenty minutes later, Dakani Night Scream yells out, "Doh! We have the hand! We have the one magical object in the universe that can get us through any door we find! Why did we waste fifteen minutes smashing our way through those doors? I'm keeping this thing from now on."

Back in Sigil for a Moment

The characters eventually remember that their next stop is to collect a second piece of the Staff. This one is buried deep in the Maze, so the characters have some opportunity to stop in town to refit and (finally!) learn some spells. Tarusk Fireblade hears from the watchers he set upon the Maze entrance. Several groups of adventurers have entered the Maze since the characters last left.

Mister Porter from the Bureau of Timekeepers does a *Sending* to Brakiel to reaffirm the Bureau's support and to indicate that the Bureau wishes to send one of their own along with the characters when they next delve into the Maze. Brakiel sets up a meeting with him to make the arrangements.

Beilorveildothyx stops off at the Temple of Bahamut to purchase a nice silver holy symbol and to learn enough about the dogma to try and convince the putative guardian of the Staff that he is a devoted follower of the creed.

The characters' new companion from the Bureau of Timekeepers is *Avach Ur-Tesstrin*, a serious-faced young man who seems well briefed upon the characters' previous activities. He tells them that the Order of Mercy is eager to be the first to recover the *Sword of Lies*, the next piece of the staff. He also tells them that he is an Eldritch Warrior. This elicits a fair amount of confusion from the characters, as Angaff claims to be an "Eldritch Knight", which he says is completely different.

A Quick Sale of Loot

The characters take a quick spin through the marketplace to sell their accumulated loot. The items sold and distributed include:

<i>Date</i>	<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
5/6/2007	Gold fragments from the Font of Quaal	1	1200	Cash	100%	1200
5/6/2007	Masterwork large scimitar	1	330	Sell	60%	198
5/6/2007	Three masterwork long spears	3	310	Sell	60%	558
5/6/2007	Masterwork leather armor	1	170	Sell	60%	102
5/6/2007	Masterwork large wooden shield	1	164	Sell	60%	98.4
5/6/2007	<i>Periapt of Wisdom +4</i>	1	16000			0
5/6/2007	<i>Bone Quaan Ring</i>	1		Dakani		0
5/6/2007	Potion of See Invisibility	1	300	Wait		0
5/6/2007	Scroll of Protection from Elements	1	150	Wait		0
5/6/2007	Scroll of <i>Cure Moderate Wounds</i>	1	150	Wait		0
5/6/2007	Large chain shirt	1	200	Sell	60%	120
5/6/2007	Flasks of acid	2	10	Sell	60%	12
5/6/2007	592 gold pieces	592	1	Cash	100%	592
5/6/2007	flask of alchemist's fire	1	20	Bone Gnawer		0
5/6/2007	masterwork longsword	1	315	Sell	60%	189
5/6/2007	35 gold pieces	35	1	Cash	100%	35
5/6/2007	silver hair clasp	1	75	Sell	60%	45
5/6/2007	a pair of boots fitted with small sapphires and silver woven threads	1	450	Sell	60%	270
5/6/2007	masterwork sickle	1	306	Sell	60%	183.6
5/6/2007	Potion of Invisibility	1	300	Wait		0
5/6/2007	Emeralds	3	500	Cash	100%	1500
5/6/2007	452 gold pieces	452	1	Cash	100%	452
5/6/2007	Opals	3	250	Cash	100%	750
5/6/2007	Potion of Displacement	1	750	Wait		0
5/6/2007	Dagger of Returning +1	1	4302	Dakani		0
5/6/2007	<i>Immovable Rod</i>	1		Doctor Cid		0
5/6/2007	80 gold pieces	80	1	Cash	100%	80
5/6/2007	104 silver pieces	104	0.1	Cash	100%	10.4

<i>Date</i>	<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
5/20/2007	<i>Composite +4 Longbow +1</i>	1	2800	Brakiel		0
5/20/2007	<i>Chain Shirt +1</i>	1	1250	Angaff		0
5/20/2007	<i>Iron Ward Diamond, Lesser</i>	1		Beilveildothyx		0
5/20/2007	<i>Belt of One Mighty Blow</i>	1		Dakani		0
5/20/2007	<i>Bone Quaan Ring</i>	1	0	Dakani		0
5/20/2007	Potion of Bear's Endurance	1	300	Brakiel		0
5/20/2007	Longsword	1	15	Sell	60%	9
5/20/2007	32 gold pieces	32	1	Cash	100%	32
5/20/2007	Silver ring set with an opal	1	320	Sell	60%	192
5/20/2007	Masterwork large greatsword	1	350	Sell	60%	210
5/20/2007	<i>Gloves of Fortunate Striking</i>	1		Tarusk		0
5/20/2007	<i>Bone Quaan Ring</i>	1	0	Dakani		0
5/20/2007	Masterwork chain shirt	1	250	Sell	60%	150
5/20/2007	49 gold pieces	49	1	Cash	100%	49
5/20/2007	Diamond earring	1	500	Sell	60%	300
5/20/2007	Pearls for <i>Identify</i>	5	-100	Cash	100%	-500

Total Value 05/06/2007	6395.4
Shares	7
Share Value	913.63

Total Value 05/20/2007	442
Shares	5
Share Value	88.40

Note that the shaded items have not yet been distributed. Share values are different for characters who were present for the 05/06/2007 session and those who were present on 05/20/2007. Those who were present for both sessions gain 1002 gold and 3 copper. Also, the characters have 5000 gold worth of andracite gemstones that they are not selling.

The Forbidden Passage

The characters return to the Maze. They quickly find that young groups of adventurers have been venturing inside in an effort to duplicate the characters' heroic actions. The body count is pretty horrific.

The last time the characters had been down in the Maze they had run straight into a passage enchanted with *Forbiddance* and stopped as only Lawful Good folk could get through it without damage. They take the direct plan this time and simply storm through, taking varying amounts of damage depending upon alignment.

Chamber of Sludge

The first place the characters encounter is a small room with what was once a pleasant bubbling fountain. Now, the whole fountain pool is full of bubbling sludge. Brakiel leans over the pool and comments, "This must have been a very nice place at one time."

Beilorveildothyx agrees, "Yes, very restful. I wish I could have seen what it YARGH!" Just then, the sludge comes to life and surges across the dragon. He howls and wriggles and escapes from the stuff. "Bad ooze!"

Brakiel reflexively slashes at it with his blade. He splits the ooze in two. Understanding how things are going to go, he takes to the air and tells the others, "Okay, I'm done! All up to you!"

Bone Gnawer growls, "Your tactic not working! You not do right! Watch how *troll* fight against jello!" The big troll claws at one of the oozes again and again, splitting it into three pieces. "See! This *much* better!"

Beilorveildothyx decides that he'd better bring some fire to the picture. He learns that they're unaffected by fire. Angaff announces, "No fire damage? I think I'm done here too." He uses a volley of *Magic Missiles* to make one smaller.

Tarusk Fireblade decides to experiment with *Shocking Grasp*. He learns that the goo *is* affected by electrical damage. The ooze responds by absorbing him. He squeals, "Eeeewww! It's all inside my underwear! It's icky and slimy and cold except that it *burns!* Oh, wait, except I'm totally immune to acid."

Beilorveildothyx pulls out a wand of *Lightning* and warms up three of them. Angaff shows off his fancy new bow by executing one of those. Brakiel is terribly

surprised as one of them attempts to use *Smite Good* on him. He is less surprised that it misses him. Then Bone Gnawer uses *Bracers of Reach* to obliterate the thing with his mace. The creature gets one piece of final revenge: its acid destroys the mace. Bone Gnawer curses, “Dammit! Those things don’t just grow on trees! They’re hard to get! You have to go to a store!”

Tarusk Fireblade curses even louder a second later, as another ooze destroys his *Chain Shirt +1*. Avach sees that Tarusk is in trouble, so he attacks both oozes harrying Tarusk, destroying them both. Tarusk grumbles, “You couldn’t have done that a moment earlier back when I was still wearing armor, couldn’t you?”

Angaff hands his newfound *Chain Shirt +1* over to Tarusk. Brakiel warms up a wand of *Cure Light Wounds* to heal Beilorveildothyx’s and Tarusk’s wounds.

The Desecrated Room

Tattered blue and white cloths are spread across the floor, disarrayed from where they once covered the three overturned stone tables. Brass sconces are placed along the walls. The characters note them down as loot and head further on in.

They move into an adjacent room that looks like it was once a chapel to a good deity that has been thoroughly desecrated. Various valuable items are scattered around and the smell of scorched stone hangs in the air. Something stands hidden by a wooden screen in the corner.

Brakiel waits until the entire party is in the room, then approaches the screen. A voice rings out, “Angel! Your gods have no place in here!”

Dakani Night Scream comments offhandedly, “Angaff, fireball this place.” Angaff hits the screen with a *Fiery Burst*. He thoroughly destroys the wooden screen. Beyond the screen is a shriveled priest who looks like he might have been tortured to death.

The undead priest growls, “The living do not belong in this place!” Then he *turns* 24 hit dice worth of player characters. Brakiel, Dakani, Angaff, and Bone Gnawer all decide that their next action is going to be to turn and flee. Bone Gnawer wets himself as he leaves. And then a side door opens and a bunch of wight minions pour in. Tarusk thinks that it might be best if he fled as well, but elects to charge the undead priest

instead. He quick-casts a *Shocking Grasp* and goes all-out on the creature. The undead priest looks pretty badly injured. But then he visibly gets better.

Tarusk, Beilorveildothyx and Avach discover that they are alone in the fight. They go all-out against the undead boss. Tarusk takes a hit and discovers that the creature is also able to drain levels. Avach discovers this in spades: he takes a succession of hits from the wights. Tarusk and Beilorveildothyx make a last-ditch attempt: Tarusk hits the undead boss with a *Shocking Grasp* while Beilorveildothyx lights up almost everyone (including Tarusk) with a *Lightning Bolt*. The wights are unhappy, but not destroyed. They take out their unhappiness on Avach by killing him and forcing him to come back as a wight.

Tarusk experiments with other attacks: he uses his last first-level slot on a *Kelgore's Fire Bolt*. He is happy to see that the undead boss takes damage, but saddened by the fact that he has no more left. He does dredge up one more *Shocking Grasp*, which he uses to weaken one of the wights. Beilorveildothyx starts roaring out fire breath, doing a nice job of attracting the attention of all of the wights. He backs up and electrocutes two wights with *Lightning*, then looks worriedly over at Avach's corpse for signs of movement. He rolls his eyes as Avach draws himself up and staggers forward with a quavering moan of, "Braaaains! Braaaains!"

Tarusk realizes that he is down to a single hit point. He launches a razor storm for the first time in his career (rendering himself shockingly naked), then calls out to Beilorveildothyx to roast him. Beilorveildothyx obliges with a *Lightning Bolt* that ends Tarusk and takes out another wight. Then the dragon takes to the air.

The undead boss looks at Beilorveildothyx with frustration as his wight minions swing ineffectually at the dragon with spiked chains. Then he realizes he has one option left: he steps over to Tarusk and feeds. Expert opinion is that Tarusk will be rising as vampire spawn sooner or later.

Beilorveildothyx flies for the door, then turns and launches yet another *Lightning Bolt*, taking down the next-to-last wight. The vampire retreats, sending Avach to deal with Beilorveildothyx. Beilorveildothyx electrocutes him, collects Tarusk's body, and flies to meet up with the others.

It turns out that Brakiel is carrying a scroll of *Raise Dead*. If applied quickly enough, this is enough to bring him back before he turns into vampire spawn.

Bone Gnawer sneaks back just long enough to pick up Avach's corpse. He is motivated by a very practical impulse: the guy might have some valuable loot.

The End of the Session

The experience rewards for the final encounter are:

<i>Character Level</i>	<i>Bonus Type</i>	<i>Experience Points</i>
6 th	0%	5833
7th level	0%	4667
7th level	20%	5600
8th level	20%	4552

If he gets raised, Tarusk will gain enough experience points to get back to 7th level. The effective cost of death is approximately two sessions worth of experience points.