

## City of Sigil Session Summary 06/03/2007

### Attendance

*Bruce* (Angaff) realizes with some sense of panic, “The game’s already started! And I haven’t even written down any witty observations for the intro paragraph!” *Ernest* (Dakani Night Scream) explains, “If you had introduced us ahead of time, then it wouldn’t be a problem.” And *Paul* offers, “And besides, it isn’t as if you write anything that’s particularly witty, either.” *Chuck* (Skellish) comments, “Yeah, you generally simply libel all of us in the most vicious manner possible.” *Chris* (Bone Gnawer) leaps in to offer a defense, “That might be true, but most of the libels are so ludicrous that they’d never be prosecutable in a court of law.”

*Matt* (Beilorveildothyx) tells the others, “I normally show up late enough that most of the mockery has already been expended, so I’m usually not hit that hard.” *Patrick* (Doctor Cid) suggests, “And I like reading bad things about my friends! It makes me feel like a big man.”

<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	Skellish	Prime Material	Spellscale Sorcerer 7
Ed	Ray	Prime Material	Pixie (7) / Favored Soul 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 4 / Swordsage 3
Matt	Beilorveildothyx	Prime Material	Red Dragon 8
Patrick	Doctor Cid	Prime Material	Human Paladin 5 / Hunter of the Dead 3
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 7

### Trapped in the Maze

The characters decide that they’d best withdraw away from the vampire priest and his disturbing ability to turn humans. They head back out of the Maze, using the *Hand of Aoskar* to open doors and simply sucking up the damage from the Hall of Alignment-Based Damage.

Things get dicey when *Dakani Night Scream* uses the *Hand of Aoskar* to open a door only to have it explode in his face. *Dakani Night Scream* goes down.

*Bone Gnawer* exclaims, “Ouch! Did you use it properly?” *Dakani* does not respond. *Bone Gnawer* prods *Dakani*’s motionless form a couple of times and thinks of lunch.

*Angaff* answers for the unconscious bladeling, “Recriminations later! Healing potions now!” *Angaff* examines the residues and decides that someone outside the Maze is using very powerful transmutation magic to seal the place: the characters are caught inside a massive ritual.

*Beilorveildothyx* decides that he will be next to open a door. There is another explosion. *Dakani Night Scream* explains, “I thought we had a troll for this, but apparently the dragon is addicted to damage.” *Beilorveildothyx* offers an explanation that neatly bypasses his need to indulge an injury fetish.

*Bone Gnawer* takes over for a couple more doors, taking a lot of damage. Then, with no explanation, the magic fades and the explosions end.

The characters leave the Maze expecting a fight. They’re a bit surprised to find nobody waiting outside.

At this point, *Brakiel* flies up to announce, “Hey, guys! I got really, really turned! I ran so fast I actually *Plane Shifted!* Say, where’s *Tarusk?*” The others explain the grim situation and demand healing spells.

### *Where Is Mister Porter?*

The characters decide that they’d better get back in touch with their Control, *Mister Porter* of the *Bureau of Timekeepers*. They head to the bar where they normally meet him and find that he is nowhere to be seen. *Dakani Night Scream* asks around and finds that almost all of the Timekeepers have gone into hiding. There are rumors that they’ve been working on some kind of big magical ritual.

The characters curse, but then spend a few minutes to sell off and distribute some remaining loot:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
<i>Periapt of Wisdom +4</i>	1	16000	<i>Brakiel</i>		0
<i>Potion of See Invisibility</i>	1	300	<i>Doctor Cid</i>		0

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
Scroll of <i>Protection from Elements</i>	1	150	Brakiel		0
Scroll of <i>Cure Moderate Wounds</i>	1	150	Doctor Cid		0
silver hair clasp	1	75	Sell	60%	45
a pair of boots fitted with small sapphires and silver woven threads	1	450	Sell	60%	270
Potion of <i>Invisibility</i>	1	300	Bone Gnawer		0
Emeralds	3	500	Cash	100%	1500
Opals	3	250	Cash	100%	750
Potion of <i>Displacement</i>	1	750	Dakani		0

<b>Total Value</b>	<b>2565</b>
<b>Shares</b>	<b>6</b>
<b>Share Value</b>	<b>427.50</b>

The characters also distribute the worldly goods of the unfortunate *Tarusk Fireblade*. Those items that are either explicitly cash, or which nobody wants, are also sold, as noted below:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
<i>Bastard Sword +1</i>	1	2335	Sell	54%	1260.9
Gold coins	2857	1	Cash		2857

<b>Total Value</b>	<b>4117.9</b>
<b>Shares</b>	<b>6</b>
<b>Share Value</b>	<b>686.32</b>

Total share for each of the surviving characters is 1113 gold, 8 silver and 2 copper. Then they turn around and spend 800 gold (125 gold each) to hold a nice funeral at the Temple of Ord (god of omelets) for *Tarusk Fireblade* and *Avach Ur-Tesstrin*. They are sort of hoping that some recognizable Timekeepers might show up. They are disappointed: nobody arrives. At the end of the ceremony, the bodies are ritually incinerated, as is normal practice in Sigil.

### **A New Recruit**

The characters decide that they could really use a sorcerer. Fortunately, a spellscale sorcerer named *Skellish* walks up and comments, "I noticed that your group has no sorcerer!" The other characters instantly trust him and invite him to join the group.

## Interrogating the Dead

Before Avach Ur-Tesstrin goes to the furnaces, Brakiel casts *Speak with the Dead* to interrogate him.

- *Where are the Timekeepers hiding?* The Inverted Pyramid.
- *Were you planning on betraying us?* No.
- *What plane is the Inverted Pyramid on?* Sigil.

None of the characters know where the Inverted Pyramid is. Apparently, it's really well hidden.

The characters do check with their repaired mechanical man to learn the password to the *Forbiddance* zone.

## Back to the Vampire

The characters buff up and head in to attack the vampire priest again. Brakiel and Angaff distribute *Undead Bane* and *Burning Sword* spells upon various characters' weapons. Brakiel also casts *Hide from Undead* upon the entire group.

The characters enter the defiled temple and find that nobody is waiting for them. Dakani Night Scream scouts. He reflects that it is very difficult to listen for a creature that does not need to breathe. Bone Gnawer simply stomps forward into the chamber, tripping an electricity trap. He curses loudly and pushes on, straight into another trap. The whole area crackles with a dark blue flash. He is not affected, and forges right on, into an orange glow. He is still unaffected. He finally makes it far enough to see the vampire hiding in the room beyond the three traps.

Brakiel comments, "I wonder if he knows we're here after the three traps?" Bone Gnawer grimaces and reflects upon the sad state of the trumpet archon educational system these days. But he doesn't spend a lot of time in his thoughts: he's too busy clawing at a vampire.

Beilorveildothyx decides that anything the troll can do he can do better. He flies through the trapped corridor as fast as he can. The traps go off bang-bang-bang, but Beilorveildothyx evades them all. He flies up to the vampire and burns an *Expansion* tattoo.

The vampire gropes blindly at Bone Gnawer, but misses. Bone Gnawer responds by flinging him around like a rag doll. The vampire laughs and stands up again, mostly unhurt. And then he does his Turn Living trick. Both Bone Gnawer and Beilorveildothyx decide that they're going to run, leaving *Doctor Cid* alone in front of the vampire.

Skellish responds by casting *Snake's Swiftness* and giving Doctor Cid an extra opportunity to hit the creature. Doctor Cid calls upon his *Belt of One Mighty Blow* and his *Smite Evil* trick to inflict substantial damage upon the vampire.

Brakiel understands that most of the characters fighting the vampire are about to run like crazy, so he flies in and casts *Remove Fear* upon Bone Gnawer and Beilorveildothyx. He ends his turn by falling afoul of the second trap and getting stunned.

Dakani Night Scream decides to experiment with the reset time of the traps. He is extremely disappointed to learn that they have instant reset times. He also discovers that the third trap teleports the target back into the effect zone of the electricity trap. He continues running, and gets stunned by the second trap on his second trip through.

Skellish watches the vampire manhandle Doctor Cid, then shoots an *Empowered Acidic Kelgore's Fire Bolt* at him. The vampire staggers from the impact. Beilorveildothyx drops him to near death, then Angaff knocks him down with a *Magic Missile*. Trusty *Magic Missile*, reliable *Magic Missile*, nothing can ever come between us.

The vampire promptly turns into a cloud of gas and flees to a holy reliquary on an altar in the back of the room. It is plainly obvious that the entire room is *Unhallowed*. Doctor Cid runs up and hits it with his hammer. He cracks it a little bit.

Bone Gnawer sees a black silk sheet. He finds that it covers a lot of holy symbols that had once been attached to the reliquary but which were pried off at some point. Dakani Night Scream looks into the reliquary; he finds an array of broken sacred relics. He stirs around inside looking for signs of a vampire, but finds nothing. Beilorveildothyx tries pouring holy water inside. Smoke comes out. Brakiel tries to put out the fire with more holy water. He gets more smoke.

Finally, Doctor Cid tells the others that this place was once a Good-aligned Temple to All Deities. He thinks that keeping the vampire away will require both destroying the reliquary and *Hallowing* the entire area. Doing this requires the purchase of a *Hallow* scroll for 2125 gold pieces, a cost of 303 gold, 5 silver and 7 copper for each character. *Hallow* takes 24 hours to cast, so the characters conclude that they'll probably need to fight the vampire again in the next day.

While Brakiel flies back to town to buy the *Hallow* scroll and some alchemical quicksilver capsules, Dakani Night Scream spends an agonizing hour or so disabling the various traps. Upon Brakiel's return, the trumpet archon casts *Hallow* and the others destroy the reliquary. At the end of the ritual there is still an evil aura in the room. The characters trace it to the enchanted candles around the walls. They do their best to destroy them and clean up the situation. This simple task is made rather more difficult by the fact that the magical flames on top of the candles resist all rational attempts to put them out.

The characters search around with *Detect Magic* to find any valuable objects. They manage to find:

- Two incense burners, each containing a block of magical incense;
- A crystal bowl;
- Two silver trays, each bearing 10 magical holy wafers;
- Six magical cloaks; and
- A sealed crystal holy water container

Bone Gnawer opens up the holy water container to take a drink. As soon as he unseals it, he unleashes a *Curse* that affects several party members. They sit around until Brakiel is able to cast enough *Remove Curse* spells to fix them up.

Bone Gnawer looks through the chamber the wights came from last session. He finds a pile of fifty or so skulls. Angaff sets them on fire.

### *The Inner Ward Generator*

Dakani Night Scream, still smoking a bit from his experience with the lightning trap, finds a secret door in the unhallowed temple chamber. He opens it and investigates, finding a short corridor ending in a blank stone wall. Unwilling to be fooled, he searches

until he finds the other secret door. He hears a gentle hum from the other side. The characters buff themselves for a moment, then burst through the door.

The characters see yet another Ward Generator. It looks very much like the others the characters have seen, except that this one is still working. The characters walk through, expecting to be attacked at any moment. They are somewhat disappointed to find that nobody is home. Bone Gnawer and Dakani Night Scream approach the big double doors at the southern end of the chamber. Dakani finds a trap and disables it, then uses the *Hand of Aoskar* to eliminate the lock.

Dakani flings the doors open to reveal a small room with another set of (closed) Maze doors beyond. The characters back up, then check other doors. They find more Maze doors. They ignore them and go looking for something more promising.

The group marches further into the complex, passing a half-dozen more Maze doors before they find something interesting. They find an exploded Maze door with an arranged pile of human bones on the floor in front of them. Angaff attempts to investigate with *Detect Magic*. His attention is drawn to a pattern of runes near a pit just inside the Maze. They form a spell that he is compelled to cast.

The next round, a huge living blizzard shaped like a long-clawed woman flies up out of the pit. She starts off with a freezing blast that ravages Angaff, Bone Gnawer and Doctor Cid. And then her gaze almost turns Brakiel into ice. He casts *Girallon's Blessing* and *Blood Wind* on Bone Gnawer. Dakani Night Scream flings a *Shadow Garrote* at her. Beilorveildothyx breathes fire at her, melting small parts of her surface off. Skellish fires an *Empowered Kelgore's Fire Bolt* with similar results. Angaff does a bit more with his *Staff of Fire*.

The Cold Woman responds by decking Beilorveildothyx. Beilorveildothyx spins around and does his best *Three Stooges* impression.

Skellish and Angaff send out another volley of fire effects, slowly pushing her to the wall. And then Dakani Night Scream steps up and drops a *Shocking Grasp* on her from his *Ring of Spell Storing* for the kill.

### *The Dabus Guard Room*

The characters move back to another room accessible through the Skull Room. They see a small room. A brass scroll case and a small iron box sit upon a glass-topped

table. Dakani checks the box for traps, then opens it. The inside lid is covered with hooks, upon which hang a variety to brass keys.

Beilorveildothyx opens the scroll case to find a blackened parchment scroll in the dabus language. It is an instruction to the dabus jailors describing how the chambers to the southwest have been converted to prison cells and are no longer needed as Mazes. The characters decide that this somewhat cryptic instruction is no reason to not investigate. They forge ahead.

The corridor beyond leads to a small triangular room. Dakani moves first. A globe of force appears and tries to encapsulate his weapons. He dodges to the side. Brakiel tries to get past the trap by transforming his greatsword into a trumpet. The trap tries anyway, but he is too quick for it. Dakani brings the rest of the group's weapons through.

And then Dakani discovers that there is another trap: a sliding wall section that crushes anyone standing next to it. He evades it, then marks the danger zone on the wall with chalk.

### *Undead Dabus! Rock On!*

The characters come into a chamber where four adventurers face off against a skeletal dabus in a cloak. Bone Gnawer and Dakani Night Scream move up first to engage the creature. They inflict rather trivial damage upon it. Then Brakiel steps up, casts *Heal*, and disintegrates the creature. He does a victory lap, "Bow down to me! Woot! Woot! Woot! Unh!"

The characters determine that the four other combatants are Sons of Mercy. They put away their weapons. Their leader, a woman in full plate, bows and thanks Dakani as a servant of good. Dakani puffs out his chest and answers, "You're welcome, honeybunch!"

Bone Gnawer asks Skellish, "Don't lichs have factories that just keep pushing out lichs until you find the factory and destroy the factory?"

Skellish corrects him, "No, that's *phylacteries*, and this lich was such a poser that he probably doesn't even have one."

The characters figure out that the characters are looking for the *Sword of Truth*, which they think is a powerful Good artifact that was cursed by evil forces. Doctor Cid



tells them that the characters are *also* looking for a magical sword, though they're not sure of the details. The lead Son of Mercy explains that the *Sword of Lies* is the same artifact as the *Sword of Truth*. The weapon was cursed, after all.

It turns out that the four Sons of Mercy only recently learned about *Brother Heth* and the fact that he was using a lot of the organization's money to fund the Pact-Lords of the Quaan. They were truly appalled, but that didn't bring their gaze from the fact that the Maze was open and there was a chance for them to bring back a powerful weapon for Good. They introduce themselves to the characters as *Shara Nestor* (paladin), *Vassiliyan Moonheart* (cleric), *Mosten Ferelerth* (sorcerer), and *Helgert Hume* (warrior).

### *Hall of the Frog Demons*

The corridor beyond the undead dabus' chamber has a fused look to it. It opens up into a huge chamber dominated by a large pit. Beilorveildoxyx flies out into the chamber and observes that the pit is full of hulking frog-man creatures. Angaff exclaims, "Excellent! Frog-demons! Take a careful look at them, because those are the final form of humanity after the Ogdhru Jahad emerge from their extradimensional prison!"

Nobody else has any idea what Angaff is talking about.

The characters swarm forward eagerly. Doctor Cid stands directly in front of one as it clambers out of the pit. The creature utters a *Stunning Croak* that leaves the nearby Bone Gnawer stunned. Bone Gnawer mourns, "I feel so stunned..."

Then the thing attacks Doctor Cid, failing to implant an egg. Doctor Cid yells out, "I think it likes me! It's trying to undo my butt-latch!"

Skellish cautions him, "It's all fun and games until the probing starts!"

Brakiel decides that he'd rather just deal with the situation directly, so he lands an *Order's Wrath* upon both the red slaad (for that is what they are) menacing Doctor Cid and the blue slaad staring eagerly at Beilorveildoxyx. The creatures stagger from the impact of so much pure, pure order.

Skellish volleys *Magic Missiles* into the blue slaad. Angaff follows with the final *Fireball* out of his *Staff of Fire*. The blue slaad looks like it is having a rather poor day. It complains, "I haven't even tried to parasitically impregnate any of you, but still you drop so much damage on me over and over!" Beilorveildoxyx ignores it as he roasts it with his fiery breath, putting it down.

Dakani Night Scream feels that he is being unfairly ignored, so he kicks on his *Island of Blades* stance and executes a *Wolf Fang Strike* upon the red slaad. He cuts the creature through, sending it to the ground for Doctor Cid to make a coup de grace. Doctor Cid's mace crushes the slaad's skull like an overripe pumpkin. Bone-Gnawer licks at a bit of slaad brain that splashed onto his arm. He growls, "Mmmm! Slaad pumpkin!"

The characters find that there is a strange energy aura radiating out from the pit. Angaff explains that it looks like a magical effect gone horribly awry. It will interfere with spellcasting and sometimes (randomly) does damage. The fabric of reality is weak in this place, so spell effects brought into the area have a chance to tear holes into other planes.

There is a cave visible at the bottom of the pit. Brakiel cautions, "Watch your corn-hole down there!" He flies down to examine the cave. He finds:

- A scrap of fur;
- Some bits of bone;
- Six gemstones;
- A silver ewer; and
- A small golden statue of an angel

### *The End of the Session*

The session ends with the characters staring down into the slaad pit and thinking about venturing inside. Dakani Night Scream gains his 5<sup>th</sup> level of Rogue. Brakiel goes to 8<sup>th</sup> level Trumpet Archon. Angaff gains his second level of Eldritch Knight. And most everyone else also goes up in level.

<i>Character Level</i>	<i>Bonus Type</i>	<i>Experience Points</i>
7th level	0%	3354
7th level	20%	4025
8th level	0%	2679
8th level	20%	3215

The characters have a moderate amount of loot that still needs to be evaluated and sold:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
Incense burner	2				0

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
Block of magical incense	2				0
Crystal bowl	1				0
Silver tray, each containing 10 magical holy wafers	2				0
Magical sacred cloak	6				0
Magical crystal holy water container	1				0
A scrap of fur	1				0
Some bits of bone	1				0
Gemstones	6				0
A silver ewer	1				0
A small golden statue of an angel	1				0

<b>Total Value</b>	<b>0</b>
<b>Shares</b>	<b>7</b>
<b>Share Value</b>	<b>0.00</b>