

City of Sigil Session Summary 06/17/2007

Attendance

It is late at night. Heavy darkness blankets the land. Life itself is slowed, almost suffocated. Shadowy creatures lurk, stealing forbidden glances at the sealed refuges of the creatures of day. *Chris* (Bone Gnawer) crawls into sight, shedding the dust of the grave and organizing his books. *Bruce* (Angaff) wrenches the decaying ropes from about his twisted neck and lurches from the cross-roads to take his place at the table. *Ernest* (Dakani Night Scream) bubbles up from the depths of the swamp, uttering ghastly, grating cries akin to the weeping of nightmares. A twisted gibbon clutches his throat, slowly throttling him. *Chuck* (Skellish) irrupts from a hateful place abjured by both time and space, his essences warped and diffused in ways unknowable by mortal minds.

Then *Paul* walks in and says, “Gee, it’s a beautiful day out there! There are birds chirping and the sun is shining! Hey, what’s with all the death in here?” *Patrick* (Doctor Cid) walks in from the side room and says, “I got no clue, man. These guys just lumbered their way in here. We might want to put some food out, though: I think the one with the misshapen jaw is hungry.” Paul responds, “I’ve got some twinkies!” Patrick cautions, “Keep your hands to yourself. I don’t think they’re going to be going for the twinkies...”

Paul rolls his eyes and wishes that just once he could have an intro pieces that matched up even just a little bit with reality.

<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 2
Chris	Bone Gnawer	Prime Material	Troll 9
Chuck	Skellish	Prime Material	Spellscale Sorcerer 8
Ed	Ray	Prime Material	Pixie (7) / Favored Soul 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 5 / Swordsage 3
Matt	Beilorveildothyx	Prime Material	Red Dragon 8
Patrick	Doctor Cid	Prime Material	Human Paladin 5 / Hunter of the Dead 3

<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 7

In the Pulsating Vault

The characters are staring into a pulsating pit with their new companions from the *Sons of Mercy*: *Shara Nestor* (paladin), *Vassiliyan Moonheart* (cleric), *Mosten Fereleerth* (sorcerer), and *Helgert Hume* (warrior). After a bit of reflection, the characters determine that there is no reason to continue investigating the pit. They decide to check out the various doors along the edges of the cavern.

Dakani Night Scream opens up the first door. He looks down the corridor and tells the others, “Here’s the good news: there aren’t any hidden traps in here!”

Angaff asks, “What’s the bad news?”

Dakani explains, “There’s a very obvious trap: every ten seconds a bolt of solid lightning travels down the length of the corridor.”

Angaff examines it and explains, “That’s really not a trap! It’s a function of the malfunctioning warding field, more like magical backlash than anything else. Of course, it’ll still kill you.”

Dakani immediately becomes obsessed with finding a way to ground out the lightning bolt. The others watch as he uses a crossbow to suspend a metal chain from the ceiling, then pull him away before he can start doing anything with lasting damaging effects.

Watch the Green Dust!

The characters try the next door. They see a corridor ahead. *Bone Gnawer*, *Dakani Night Scream* and *Doctor Cid* head inside after a cursory check for traps. *Angaff* and *Skellish* wait to see what terrible fate will befall them. They don’t have to wait long: clouds of green dust puff out of the walls and cover them with paralytic terror. All of them have enough wit to avoid inhaling, and manage to avoid paralysis as well. *Dakani Night Scream* asks, “It can paralyze us just on contact? What would happen if we were to actually inhale any?”

Doctor Cid cautions him, “It would be worse. Much, much worse.”

The affected characters step out of the corridor and let Skellish clean them off with *Prestidigitation*. Then Dakani Night Scream slips back into the corridor very carefully and disables the trap.

Xorn Central

Dakani Night Scream reports that there is a stone-on-stone grinding sounds coming from the next room. Bone Gnawer grumbles, “Grist-mill. Or golem. Grumm...”

Skellish reassures the others, “I have one spell especially for golems.”

Angaff tells them, “I’ll just be playing solitaire off in the corner.”

Then the characters open up the door. They see a series of empty glass containers along the walls, and one containing with a large blue gemstone. A whomping big xorn sits in the center of the room, doing cat’s cradles with its claws.

Doctor Cid moves forward to attack. The xorn responds by taking an attack of opportunity, biting him on the *head* and flinging him back through the door. Doctor Cid staggers to his feet and announces, “Bad room! Close the door!”

Helgert the warrior steps forward and prods at the creature with his long spear. The xorn doesn’t seriously notice. Angaff remembers his old master telling him that xorns were immune to fire, so he volleys five *Magic Missiles* into it. Dakani moves up invisibly and gives the creature such a stabbing.

The paladin Shara Nestor runs in to the attack, only to be slammed back into the wall.

Bone Gnawer lumbers in, convinced that when everything else fails it is time to bring in the large, dumb troll. He slams into the creature with his *Bastard Sword +1*, sending the creature staggering back. The xorn notices him. Bone Gnawer howls out, “How’d you like them apples! Urauuugh! Hah! Hah! Hah!” In his triumph, he doesn’t realize that the creature is now paying attention to him.

Dakani Night Scream ignores the fact that a xorn has no neck and flings a *Shadow Garrote* at it. He announces, “That’s going down its throat and heading for the grommets!” Nobody else has the slightest idea what Dakani might be referring to, but it certainly sounds threatening. Except, of course, to the xorn. While the xorn is crunching on him, Doctor Cid steadily crushes it to death.

With the xorn dead, Dakani Night Scream goes over to the boxed gemstone and pockets it. For the time when he is holding it, his mind is filled with disturbing and violent images. He finds that this gives him a +4 save bonus against fear. It appears that there were more gems in the room at one time, except that the xorn has long since eaten them all. Bone Gnawer decides that he is going to save the heads of his defeated enemies so he can display them in the glass boxes.

The Mural Chamber

The characters examine several very unpromising rooms. Then they come upon a small chamber decorated with a large mural. The mural shows the *Lady of Pain* using an ornate rod to draw the magical symbol *sealed* upon a door. Dabus hover above her head. Dakani Night Scream searches around and finds a secret door that he is tremendously convinced is untrapped. “All right, everybody, drop your cocks and grab your socks.” He opens the door to see a dusty room with a few old human bones. Various characters spend a lot of effort searching the room and detecting various things. They find all of nothing. They tromp on to the next door.

The Hall of Desperate Torture

Scenes from Sigil are painted on the wall, showing scenes from the Lady’s Ward. However, the artwork has been defaced with huge iron spikes punched through the walls. Skeletons hang from chains suspended on the walls. The floor is covered with filth. Doctor Cid comments, “I detect undead in here!”

Dakani Night Scream pushes the two paladins and the archon into the room and tells them, “Do your freaking jobs!” Doctor Cid steps forward and attacks. Angaff shoots a *Chain Missile* into the room and inflicts mild damage on a host of skeletons.

And then the skeletons make horrible crunching sounds and start spitting their teeth at the characters. The characters are initially appalled, but then annoyed, as they find that a tooth inflicts relatively little damage. Their opinions change when a big skeleton in armor with a huge black sword steps out of a back room. Bone Gnawer moves forward and slashes the thing, inflicting only enough damage to make it notice that he’s there.

The skeletal warrior cuts into Bone Gnawer with a *frost*-empowered weapon. Bone Gnawer grumbles, “I don’t have any resistance to cold damage. I need to shop for some.” He responds by executing a full attack that delivers enough damage to fling bits of bone across the room. Brakiel gets hit in the head with an epaulet.

The fun and games end when the tooth skeletons spit another volley of teeth at the characters. At least until the characters remember that the tooth attacks inflict at best trivial damage. Dakani Night Scream is almost paralyzed by laughter.

Shara Nestor the elf paladin moves in to attack with her falchion. Angaff comments, “The idea of a so-called elegant elf using a falchion creates a cognitive dissonance in my mind. After all, the falchion is just about the crudest edged weapon in history.”

Skellish explains, “Well yes, but that means that it’s a challenge for her to look elegant using the weapon. The falchion becomes a thing of beauty in her hands.” The two of them watch as Shara fails to hit a skeleton with her falchion. Skellish notes, “You know, that isn’t even a masterwork falchion, not that there properly should be such a thing. Oh, wait. I just saw the engravings. It must be a masterwork falchion.”

Brakiel examines the battlefield and concludes that it is time for the mop-up, and as he tells the group, “Mopping up is where I’m a Viking!” The others help out in the grinding task of eliminating all of the tooth skeletons.

With the death of the last skeleton, Dakani Night Scream yells out, “Phat lewt!” and runs into the room the skeletal warrior came from. The others wait for the scream. He returns to report that the room contains only rusted, worthless torture implements. In contrast, Skellish is able to report that the skeletal warrior is carrying:

- *Full Plate +1*;
- *A Greatsword +1*;
- *A Crystal of Energy Assault (frost)*;
- *Helm of Alacrity +1*; and
- A key on a leather thong.

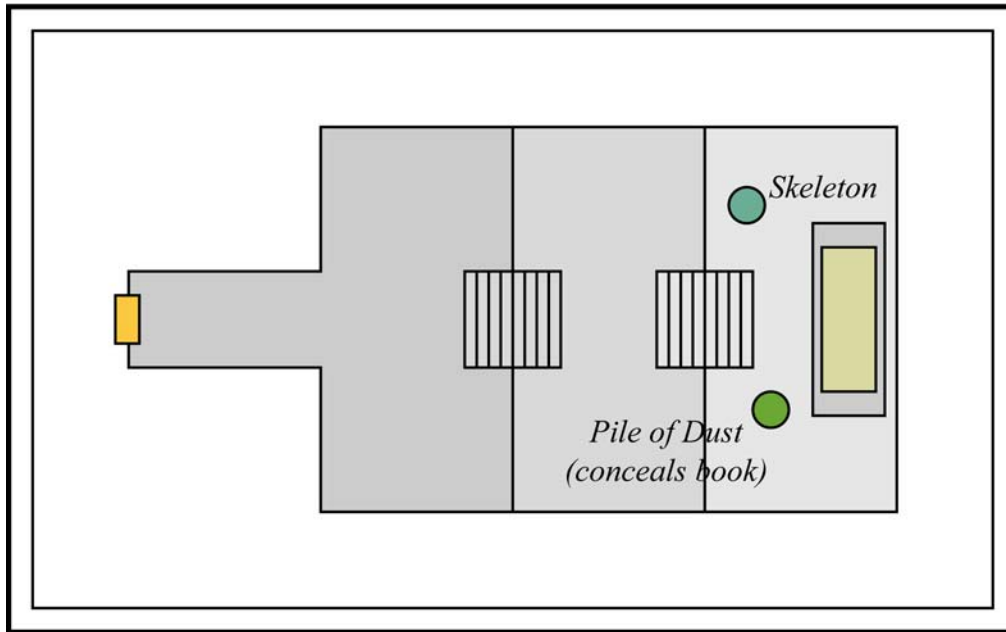
Dakani Night Scream puts the key around his neck, explaining that he’s keeping it as a souvenir of keys he doesn’t need because he’s carrying around the hand of a god. He explains, “Someday we need to go find the God of Disarming Traps and do him too.”

Brakiel places the *Crystal of Energy Assault* upon his greatsword. The *Helm of Alacrity +1* provides an insight bonus to armor class. Doctor Cid takes it.

Someone Went Crazy at Roomstore Here

The next room in the series is very thoroughly decorated in a sword motif: sword railings, sword sconces, sword bas reliefs, swords everywhere.

The Sword Room



Up at the top of the stairs, the characters find an altar, a skeleton and a body-sized pile of dust. Dakani Night Scream heedlessly disturbs everything, hoping to find something to attack him. He is disappointed, but he does find a book underneath all the dust. He reads a few passages and discovers that it is a cross between a bad roman-a-clef and mythology. He hands it to Angaff because he knows that mages like that kind of thing. Angaff practically drools with gratitude. Dakani shudders.

We Need to Find a Use for this Thing!

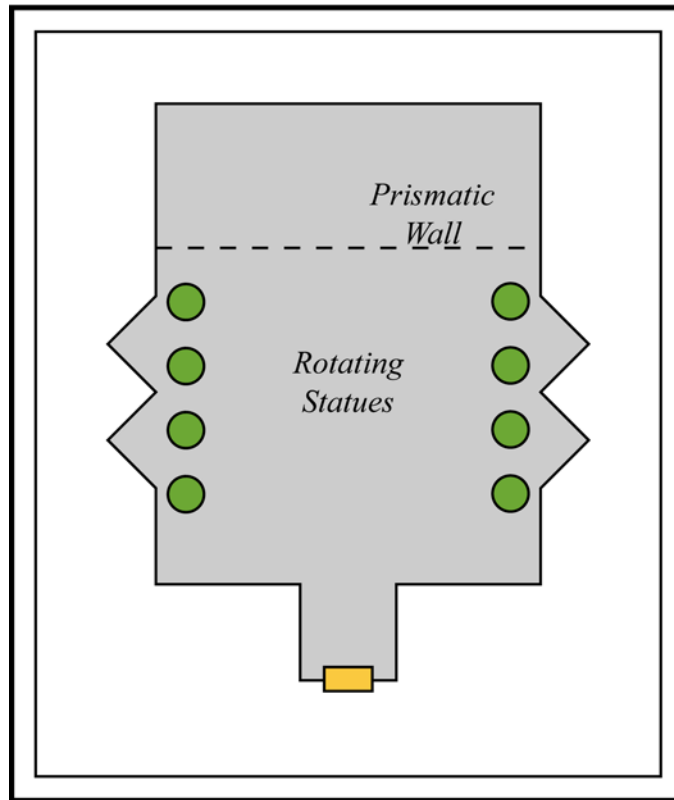
The next room is scorched with flame. A large iron plate covers the center of the floor. A matching iron plate is attached to the ceiling above. The characters prod them a bit, but get no response. Brakiel and Bone Gnawer fling the xorn's body onto the plate. Still nothing happens. The characters pick their way carefully through the room, then into the next room. They find a 20 foot square room with another iron plate on the wall, a lever on it, and a crank on an adjacent wall. Dakani checks that nobody is standing on

the iron plate, then pulls the lever. He observes that pulling the lever causes a 50-ton block to fall from the ceiling onto the bottom plate. He discovers that the crank actually raises and lowers the wall-plate, which appears to have been intended as a protective shield. Dakani cries out, “Boo-yah! Let’s go find us a Terminator!”

The Statue Room

The characters find another room with eight statues, two in front of each of four alcoves. The back of the room is blocked off by a prismatic wall. The characters examine the statues and very quickly determine two things: first, all of them resemble characters mentioned in the bad novel Angaff is carrying, and second, all of them can be rotated 45 degrees. Based upon Doctor Cid’s wise advice, the characters rotate the statues in turn based on the order they were mentioned in the novel. This prompts two clockwork dwarfs to walk out and turn off the prismatic wall. Angaff observes, “Just imagine. Even David Eddings has a reason to live.”

The Statue Room



Beyond the prismatic room, four incorporeal entities wait on the characters. Bone Gnawer steps up and (with the help of a quick *Snake's Swiftmess* from Skellish) belts one of them. Brakiel triggers a ghostblight capsule and lays into another one.

Then one of the creatures attacks Brakiel. Its icy claw reaches right through his armor and drains out two levels. The creature glows brighter. Brakiel howls. Skellish thinks, "I should just close the door right now."

Doctor Cid, confident that his levels in Hunter of the Dead will bear him in good stead, rushes forward with his battle-cry upon his lips: "Thunder! Thunder! Thundercats!" He kicks one incorporeal creature around.

Skellish watches Doctor Cid rush by and comments, "You know that first-level paladins don't have to go to the bathroom any more? It helps make them gooder."

Angaff offers, "So that means that they fart roses? I always suspected as much." The two of them watch as the paladin-sorcerer Mosten Ferelerth executes a *Burning Hands* spell that misses not only his target specter but also Dakani.

Dakani feels the *Burning Hands* wash past him. He nods at Mosten and whispers to the specter, "Okay, let's get him!" The specter doesn't seem impressed.

Bone Gnawer tears a specter apart. Rrrrip! Skellish drops a chewy *Snake's Swiftmess* on Brakiel, who takes the opportunity to execute a second specter. Chop! Then Brakiel attacks the last specter, leaving it dizzy with damage. Slash!

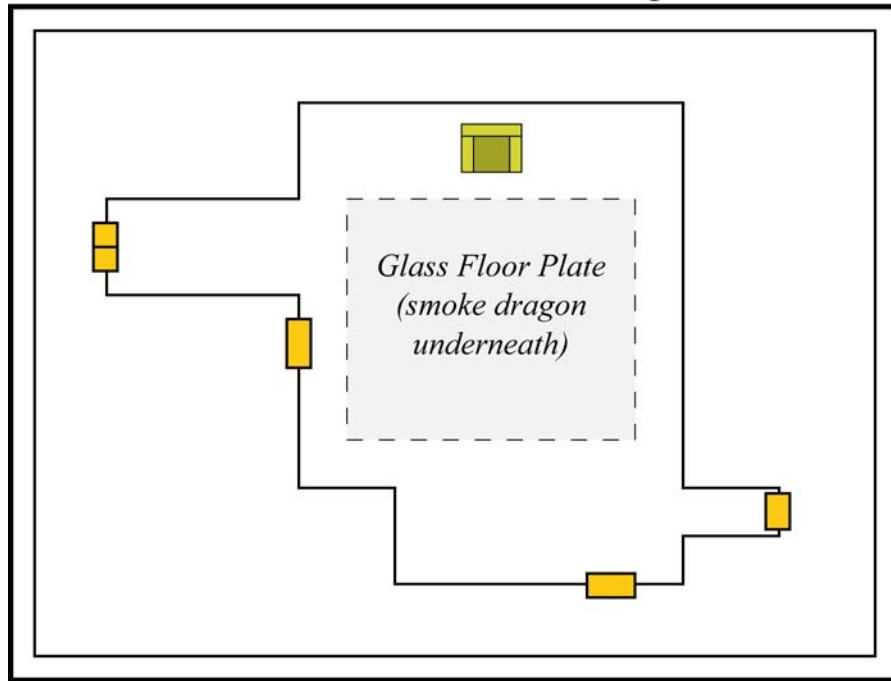
The specter responds by draining Brakiel white. Brakiel starts making chickadee-like sounds. And then the sorcerer-paladin takes the creature out with a *Magic Missile*. At this point the characters decide to head for the surface for a shopping break.

Cavorting Angels and Dragons

The characters return from their shopping trip refreshed and reinforced, promptly find a secret door, and head through to a chambers decorated with frescoes of angels and dragons making certain that the new generation is well-supplied with half-dragon mutants.

They pass from there into a chamber with a large glass plate on the floor and an oversized throne along one wall. The area under the glass seems dark and smoky. A huge lizard-creature with wings and four legs slinks about underneath. The characters decide to not mess with it until they have nothing better to do.

Chamber of the Smoke Dragon



The Frustrating Elf Woman's Question

The characters continue on to find a chamber with a statue of an elf woman bearing an ewer of water. She turns her head and asks, “What does it mean to be good?” The characters push Doctor Cid into the front. He proceeds to stammer out something incoherent about loving puppies and flowers. The characters pull him back and push Brakiel forward. Brakiel explains the dogma of the Cult of Bahamut, which seems to satisfy the woman. A secret door opens.

Before he leaves the chamber, Doctor Cid tries some of her water. It tastes fresh and sweet. It also heals him. Brakiel points out that he's hurt too, but the water does nothing for him.

The characters pass through the secret door and find stairs going down. Then inexplicably everyone decides that they'd rather mess with the maze of damaging metal tokens and free the dragon.

Freeing the Smoke Dragon

The array of tokens includes pieces of silver, gold, bronze, iron, marble and wood in a 5x6 array. Touching any of them out of order produces some quantity of force damage, so most of the characters aren't very enthusiastic about playing with it:

Gold	Bronze	Silver 5	Iron	Marble	Wood
Bronze	Silver 4	Iron	Gold	Wood	Marble
Silver 3	Iron	Marble	Bronze	Gold	Wood
Wood	Gold	Iron	Silver 2	Bronze	Marble
Marble	Wood	Silver 1	Gold	Bronze	Iron

Bone Gnawer, as the smartest (and fastest-healing) member of the group, deals with the problem by trial and error. Eventually he figures out that starting with the silver token on the bottom row and working up doesn't inflict damage and (eventually) disposes of the glass wall in the smoke dragon's chamber.

The smoke dragon flies up into the chamber, looking upset and muttering something about the *Lady of Pain* being a tramp. Apparently she locked the dragon up a long time ago. Brakiel explains that he freed him, and that if he is here it must be by Bahamut's will. Seriously, he has no idea how that might work out but he's willing to go with the flow. Apparently, it's impossible to accomplish anything of real consequence without assembling a rag-tag band of losers.

In any case, the silver dragon was set to guard the inner vault and make certain that none go down into the Bane Heart to free the Bladelords. The Lady of Pain was once one of them, but she betrayed them. Her reward from the gods is to leave her as guardian of her brethren in her own private plane. As part of the deal, the gods are not allowed into Sigil again. The dragon is also able to explain that the falling-out between the Lady of Pain and *Aoskar* was over a four-winged archon. One dabus believed that the archon was unjustly imprisoned, and convinced *Aoskar* of the rightness of his cause. Whether or not the archon's case was just or not did not interest the Lady of Pain, as she cares nothing for good. Or evil, for that matter.

Brakiel tells the dragon the rest of the story, including the characters' quest for the remaining pieces of the *Staff of Warding*. The dragon listens carefully and agrees that the characters' task seems important, at least for the likes of them.

Down the Staircase

The characters return to the staircase. Brakiel heads down to check the situation out. He finds that the stairs end on a narrow ledge, ending in a chasm perhaps sixty feet

across. He is able to see another ledge and another door on the other side of the abyss. It looks like a rope bridge might have once crossed the gap. He flies over and for his trouble is attacked by a swarm of pale-skinned humanoids. They call out to him, “We are evil! Come join us!” Brakiel flies away, then erases them all with *Order’s Wrath*.

With the opposition obliterated, the characters set up some ropes and crawl their way across.

Not far beyond the characters find a second chasm. The characters’ answer to it is the same, though they find in the process that it has an anti-magic field across it that makes *Fly* spells unworkable. The fact that Brakiel is equipped with wings makes this problem rather unimportant.

The characters go on to find additional staircases, free-standing in huge caverns. The characters hear something clambering up towards them. Dakani tells the others, “It’s humanoid!” Brakiel fires a *Continual Flame* flare down to get a better look at it. He sees a half-dozen of the same pale-skinned creatures clambering up the side of the stairs. Dakani watches them clamber and comments, “It’s just like goblins in *Lord of the Rings*.”

Bone Gnawer shoots one with his mighty bow. It falls to the ground and lies there, unmoving. The rest of them pour out over the ledge and swarm Bone Gnawer, Doctor Cid and Dakani Night Scream. All three characters observe the creatures’ ineffective attacks, exchange glances, and shrug.

It is quickly obvious that the brutes have no chance against the characters. Dakani Night Scream throws one into the abyss. Doctor Cid sees an opportunity and uses his *Boots of Stomping* for the first time ever. He knocks over three of them (killing two) in addition to Dakani Night Scream, who is taken completely by surprise. Dakani grumbles, “I’m so totally going to stab you.” The rest of the creatures don’t last long.

The characters march to the bottom of the stairs to see the Bane Heart before them.

The End of the Session

Experience gains by type are:

<i>Character Level</i>	<i>Bonus Type</i>	<i>Experience Points</i>
8th level	0%	3151
8th level	20%	3784

<i>Character Level</i>	<i>Bonus Type</i>	<i>Experience Points</i>
9th level	0%	
9th level	20%	2437

This is enough to push Doctor Cid up to 9th level. He celebrates by taking another level of Paladin. Undistributed loot includes:

<i>Date</i>	<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
6/3/2007	Incense burner	2				0
6/3/2007	Block of magical incense	2				0
6/3/2007	Crystal bowl	1				0
6/3/2007	Silver tray, each containing 10 magical holy wafers	2				0
6/3/2007	Magical sacred cloak	6				0
6/3/2007	Magical crystal holy water container	1				0
6/3/2007	A scrap of fur	1				0
6/3/2007	Some bits of bone	1				0
6/3/2007	Gemstones	6				0
6/3/2007	A silver ewer	1				0
6/3/2007	A small golden statue of an angel	1				0
6/17/2007	<i>Full Plate +1</i>	2				0
6/17/2007	<i>Greatsword +1</i>	2				0
6/17/2007	<i>Crystal of Energy Assault (frost)</i>	1		Brakiel		0
6/17/2007	<i>Helm of Alacrity +1</i>	2		Doctor Cid		0
6/17/2007	<i>Pearls for Identify</i>	1	-100	Buy	100%	-100
6/17/2007	A key on a leather thong.	6		Dakani		0

Total Value	0
Shares	7
Share Value	0.00