

City of Sigil Session Summary 07/29/2007

Attendance

Bruce (Angaff) announces, “I spend the whole weekend reading a book by an *economist!* And a lot of the things he wrote really annoyed me, but also seemed to be pretty plausible. Here, let me tell you about some of them!”

Chuck (Skellish) pleads, “Oh god, no! Somebody save me! It’s going to be twenty minutes before the *Simpons Movie* starts, and I don’t think I can stand it.”

Chris (Bone Gnawer) looks up from stabbing himself in the ears with a steak knife and asks, “What? What?”

Ernest (Dakani Night Scream) walks in to point out, “I’ve been sick for three days so my ears are totally congested. Everything has an echo now.”

Paul and *Ed* (Ray) seem totally oblivious to the situation. They almost seem to suggest that they’d like to hear what Bruce has to say. *Patrick* (Doctor Cid) saves them at the very last moment by breaking into song.

<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 3
Chris	Bone Gnawer	Prime Material	Troll 10
Chuck	Skellish	Prime Material	Spellscale Sorcerer 9
Ed	Ray	Prime Material	Pixie (7) / Favored Soul 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 6 / Swordsage 3
Matt	Beilorveildothyx	Prime Material	Red Dragon 8
Patrick	Doctor Cid	Prime Material	Human Paladin 6 / Hunter of the Dead 3
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 7

Field Trip to the Eternal Tree

Dakani Night Scream tells the others, “Check out my shiny new mithril bracers! Ohohohoh...”

Bone Gnawer shudders and replies, “I have a pirate’s eyepatch. Has everyone purchased their climbing kit?” All agree, and the characters embark into Yggdrasil from the only tree in the Hive singing an old Norse song that *Rule of Three* taught them. Heigh-ho, heigh-ho, it’s off to Yggdrasil we go! Where snakes eat roots, and there is no loot! Heigh-ho, heigh-ho, heigh-ho, heigh-ho!”

The characters find themselves on a branch fifty feet across with a huge wooden cliff far before them. They eventually understand that the cliff is actually the trunk of the tree. Neither the top nor the base of the tree is visible in the heights above or the depths below.

Bone Gnawer suggests, “Let’s use the pixie as a scout. I can tie him to an arrow and shoot him into one of those branches down there.”

Dakani Night Scream advises, “Use one of the red arrows.”

Ray squeals out, “I’m invisible! I’m invisible!” He evades *Bone Gnawer*’s grasp and flies off to scout the branch.”

Come nightfall, the characters realize that the stars are actually hung in the branches of Yggdrasil. If they look closely, they can see some of them sway in the breeze. *Doctor Cid* dares the others, “Is anybody going to try and grab one of those stars?”

Angaff points out, “It is possible to reach, and even take the stars from Yggdrasil, but not just anybody can do it. You’d really need to be a dwarf, a Norse pantheon worshipper, or at the least chaotic good. If you aren’t one of those, you won’t be able to get it. By the way, mortal creatures who die here are claimed by Valkyries and can only be raised by spells granted by Norse deities.”

Skellish admonishes, “Okay, important safety tip: no dying.” The others nod sagely.

Seven Giant Squirrels

The characters find that someone has built a series of hand-holds into the trunk, but some are missing. As they examine the way, they come to realize that something black-eyed and bushy-tailed is watching them. The creature turns out to be a six-foot tall squirrel wearing a leather harness decorated with large black feathers.

Doctor Cid asks for directions to the Beastlands. The creatures chirps out that *Fire-holder Keppinvol* might know the way. The Fire-holder appears swiftly at its side, along with five of its fellows. Angaff advises him that the creatures are ratatosks, and that they will act as guides but expect a gift of food. The characters take up a collection and offer him some bug-honey, dried rations, and peanut butter. Fire-holder chirps excitedly at their offerings, though he is a bit put off by the fact that Doctor Cid goes on to accuse him of being mangy and flea-bitten.

Keppinvol assigns a young female ratatosk named *Olmveg* to lead the characters where they need to go. She tells the characters that the gate they want is on the far end of another branch, approximately on the same level. The journey takes several days, during which the characters face a number of acrobatic challenges. Doctor Cid takes a fairly nasty spill, leaving him with a twisted ankle and 18 points of damage. Otherwise, the trip is uneventful. Though Dakani Night-Scream's attempts to hit on Olmveg leave the others feeling a bit uncomfortable.

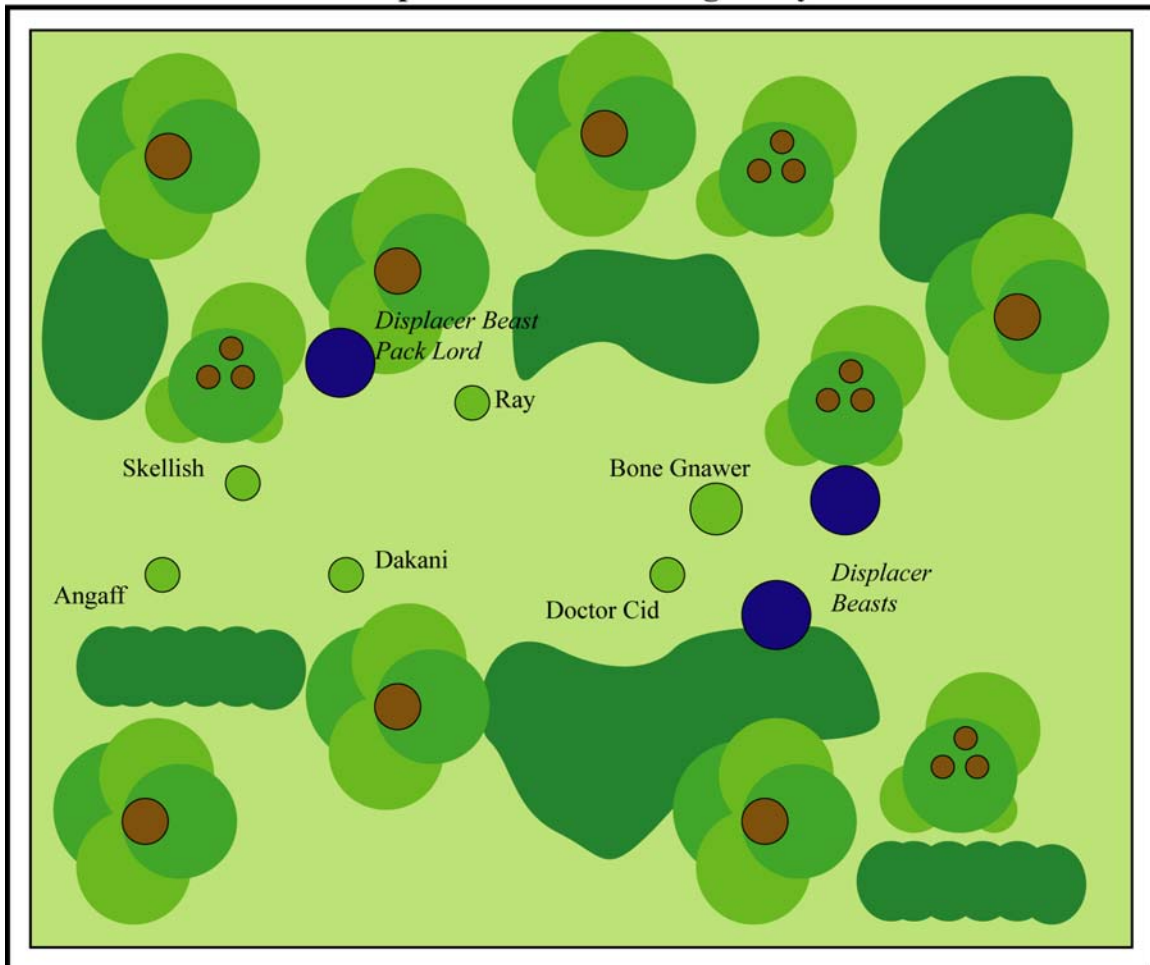
The Depths of the Beastlands

The characters emerge into Karasuthra, the Land of Perpetual Night and the lowest layer of the Beastlands. Mighty oaks tower over the characters' heads while ferns and shade-loving plants cluster beneath them. It isn't long before some of the local denizens seek to make a quick meal of the characters: two displacer beasts leap from the trees to attack.

Dakani Night Scream reacts first, flinging a *Shadow Garrote* at one of the creatures. Bone Gnawer and Doctor Cid move up to engage them. It is at this moment that the hidden displacer beast pack lord moves out from the side and attacks Skellish, who squeals in dismay and flings an ineffectual *Orb of Force*. Dakani Night Scream rushes to engage the pack lord and save his compatriots. The pack lord ignores his attacks to its detriment: it leaves itself open for Ray to sting it with a sleep-drug-laden arrow and put it unconscious. Dakani takes careful aim and executes it with a single coup de grace.

Doctor Cid and Bone Gnawer simply go toe-to-toe with their targets, clubbing one down in short order. Angaff and Skellish hit the other with a mix of *Fiery Bursts* and *Acid Lances* to execute the other.

Displacer Beast Hunting Party



Bone Gnawer quickly removes his chain shirt and gorges himself on displacer beast. “Anywuff mrant a peef?” he mumbles. The others avert their gazes from the sight of his stomach distending at unnatural speed as entire displacer beast body parts vanish down his trollish maw.

The Moose Rider Attacks

Bone Gnawer hasn’t even reached dessert when a massive hunter rides up on a ferocious moose. Doctor Cid cowers, stammering, “Moosees kill people!” The hunter points a single finger at Bone Gnawer, marking him as his selected prey.

Dakani offers, “Ten gold on the troll.” He slips into *Island of Blades* stance. The hunter shifts his wicked ranseur around towards the troll. Bone Gnawer simply rushes and strikes with his *Great Reach Bracers*. The hunter does not seem particularly impressed. He indifferently jabs at Bone Gnawer with his ranseur.

Doctor Cid ramps up the volume on the encounter by teleporting next to the hunter with his *Bolt Shirt* and attacks. Skellish triggers his *Boots of Dimensional Hop* and moves up to tag the hunter with *Enervation*. The hunter's Spell Resistance wards the spell away. Angaff simply shoots off a pair of *Scorching Rays* to some effect.

Dakani Night Scream howls, "Wolf! Fang! Strike!" and slashes the hunter across the midsection. His blade cuts deep. The wound burns and smokes, owing to the fact that the hunter is an evil fay, but the creature still does not seem particularly heavily injured. Bone Gnawer follows up with a fountain of strikes that start to have a visible impact.

The hunter responds by stabbing Bone Gnawer clean through the torso with his ranseur. Bone Gnawer takes the impact, then simply takes the hunter apart.

Much to the troll's surprise, the hunter's moose keeps on fighting. The troll deals with the situation, then allows the rest of the party to loot the hunter while he continues his displacer beast meal with a side order of megaloceros (giant arctic moose). The hunter's gear includes:

- Mithril full plate +1;
- Composite Longbow (+3 STR bonus);
- Ranseur;
- Great axe; and
- Masterwork hunting horn

Dakani Night Scream takes the moose head and makes it into a (crude) hat for Bone Gnawer.

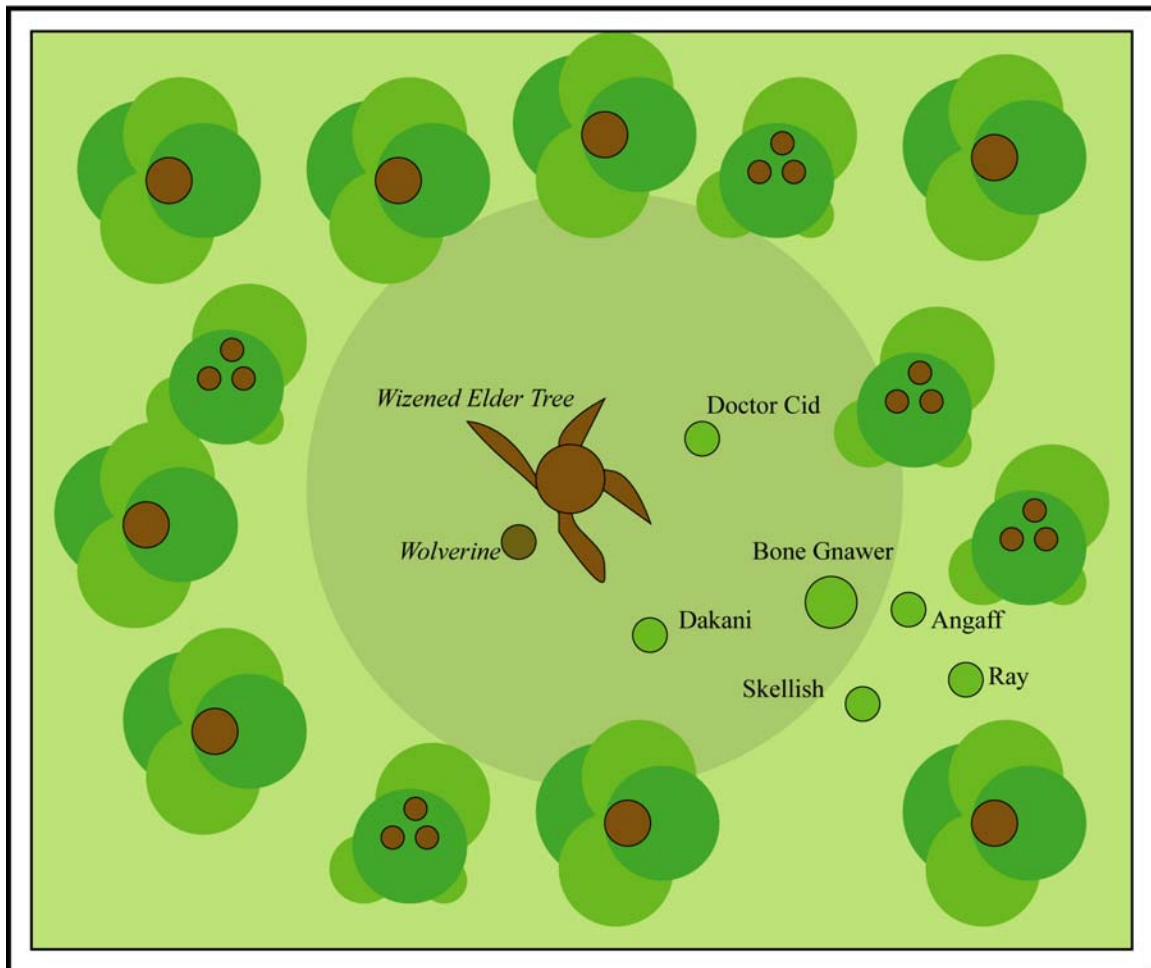
Asking the Locals for Directions

The characters walk aimlessly through the forest until they run into a pair of green-skinned giants wearing loosely-belted tunics and carrying greatswords. One is male and one is female. They're not making any particular attempt to remain stealthy. Neither does Doctor Cid as he walks up to them. He learns that they are storm giants, and he attempts to introduce the characters to them. This task is made no easier by Dakani Night Scream's insistence that the characters are members of the Lollipop Guild.

The characters eventually convince the giants to tell them the way to the gate and the directions to the *Tomb of Forest Heart*. The giants even warn them about the gate guardian: the druid *Anastriana* placed a wizened elder tree over the tomb as a protector. He is now quite aged and somewhat erratic, so the characters should use caution in approaching him.

Guardian of the Gate

The Wizened Elder Tree Guardian



The characters enjoy their time in the twilight layer of the Beastlands: the air is clear, and the moon hangs in the sky. The forest is warm and sleepy. The characters enter a clearing. A gnarled tree-creature with animal hides stitched to its bark stands in the center. It clutches a fat cigar in its woody teeth. A snarling wolverine crouches next to it.

Doctor Cid moves out to the attack quickly, so quickly that he gets into Skellish's line of sight. Skellish abandons his plan of using a *Lightning Bolt* in favor of casting an *Acid Lance*. The elder tree looks badly, badly hurt. It heads out into the surrounding woods with *Woodland Stride*, leaving its wolverine companion to be slaughtered. The characters oblige.

The Tomb of Forest Heart is located on a small island only 20 feet in diameter in the center of a small pond. Ray scans around for other thinking creatures, senses none, and flies out to the island. He finds a bow carved from the rack of a great stag, placed upon an ancient burial site. The grave is surrounded by a deep pile of offerings and trinkets. Ray takes the bow and flies back to the characters. Without any of its powers activated, it is a *Composite Longbow +1*. Ray takes it and wraps his *Crystal of Energy Assault (electric)* around it. The characters know that to activate its greater powers they must willingly engage a chaotic evil outsider with more hit dice than they have.

When the characters return to the Great Tree Yggdrasil, they find that Olmveg is not waiting for them. A young male ratatosk named *Fasmunder* is there; he is willing to say only that something bad happened to her. He doesn't want to say more.

Ray proceeds to read Fasmunder's thoughts to learn what happened. He finds that "the evil branch" ate her. This thing apparently eats many ratatosk, and is quite dangerous. It has twenty-foot limbs and steel teeth, and can catch a ratatosk in flight without trouble. Ray is just amazed to realize that ratatosks can fly.

Ray asks Fasmunder right off, "What is the evil branch?"

Fasmunder is terribly shocked at the voice coming from nowhere. He is only slightly less shocked that the pixie knows about the evil branch, but he points out that if the characters try to kill the evil branch then they will die. And in the meantime, it hides in the silent branches. And there is a fair chance that it hoards treasure. It lives in the uptrunk region, which is very dangerous but also the best place to gather nuts.

Angaff guesses that the evil branch might be an iron maw, an extraplanar evil plant. Unfortunately, they are so rare that even with a spectacular roll he doesn't know much more about them.

The characters decide that they have no choice but to hunt the creature down.

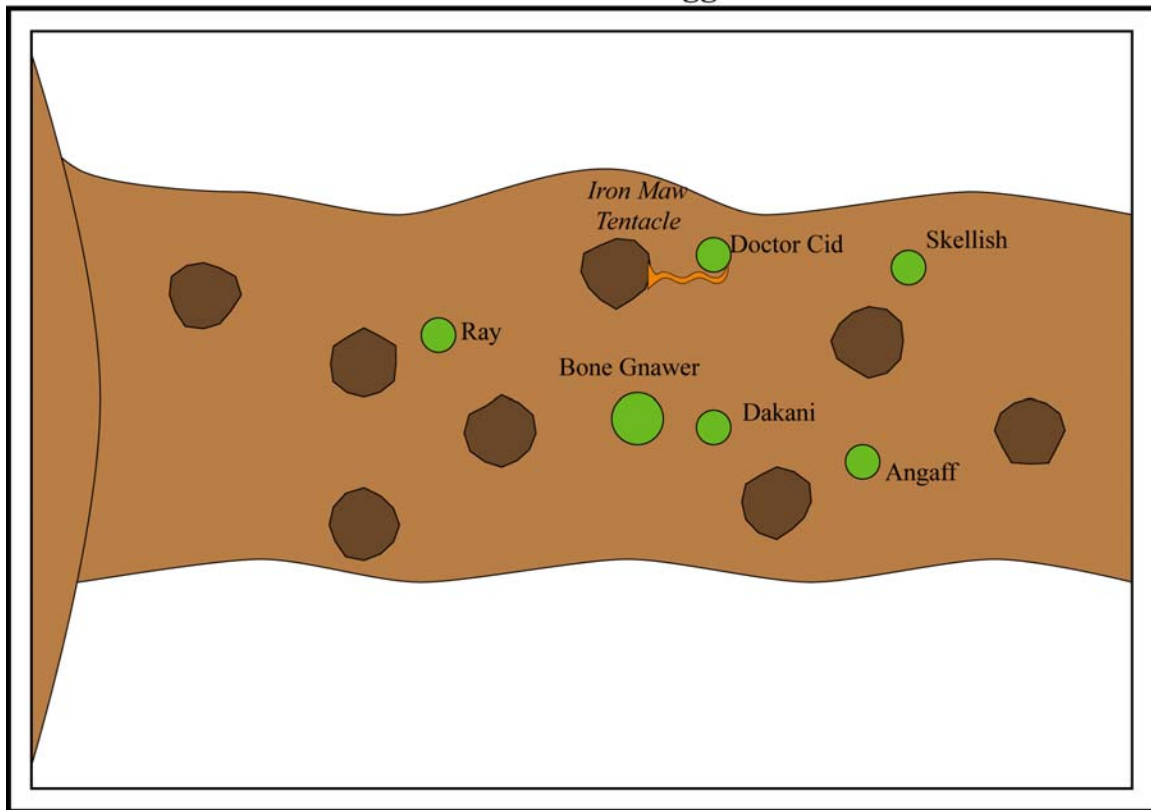
The Silent Branches

The characters climb up to the Silent Branches. They quickly realize why the region has its name: the area is totally silent because all of the animals around are dead. The tree branches around are scratched and scored by terrible claws. Several large holes dot the branch surface.

Fasmunder wishes the characters well and heads back to safety. The characters proceed carefully, until a tentacle comes up out of one of the holes and attaches to Doctor Cid.

Dakani Night Scream decides that he has no desire to play cat-and-mouse, so he turns on his *Ring of X-Ray Vision* and looks around. He sees a variety of tentacles, all of them leading towards the large intersecting branch.

The Evil Branch of Yggdrasil



The iron maw sucks Doctor Cid down into the tree as additional tentacles reach out for Bone Gnawer and Dakani Night Scream. Dakani strikes at the tentacle reaching for him and cuts it clean through. He comments, "I don't know what the rest of you are crying about: these things aren't that tough." Angaff ignores him: he's too busy landing a

Fiery Burst on the tentacle reaching for Bone Gnawer. Bone Gnawer tears the tentacle apart.

Skellish decides that he'd prefer to avoid being sucked into a tree. He casts *Fly* on himself and moves up out of tentacle reach. Or so he hopes. Then he snaps off an *Enervation* at it.

A booming sound comes from inside the branch. The other characters are confused until they realize that this is the sound of Doctor Cid hammering away at the tentacle attached to him.

The iron maw sends another tentacle out to attach to Bone Gnawer. The big troll feels horribly weakened as it draws away five points of CON and attaches to him. Angaff decides to modify the situation by placing a *Girallon's Blessing* on him.

The iron maw pulls Doctor Cid and Bone Gnawer in closer. Bone Gnawer responds by ripping the thing's tentacle out by the base. He learns that iron maws have tentacles sixty feet long. Doctor Cid hears a tremendous screeching. Then the iron maw draws him in close enough to bite. The other characters hear Doctor Cid scream like a girl as its fangs grate against his armor.

The iron maw draws its tentacles back inside the trunk, as it is quite heavily damaged by now. Bone Gnawer mourns, "All we need is someone with x-ray vision to tell us where it is. But where will we find that man?" Dakani Night Scream is far too busy stabbing ineffectually at a retreating tentacle to pay attention. Doctor Cid concludes that the characters will never find that man, so he simply executes a *Smite Evil* strike that kills it. It dies in a shower of splinters.

It turns out that the iron maw's alcove contains a remarkably large amount of stuff. Bone Gnawer opens up a hole in the trunk so the characters can get to it more easily. Then the keener-eyed characters search through it and find:

- Lots of bones, both ratatosk and human;
- A wide variety of debris;
- A *Mace of Blood*; and
- A *Sword of the Planes*

When the characters head back down the tree, they find a variety of ratatosk waiting to see if they would ever come back. They give the characters a little dance of gratitude and several gifts, including:

- *A Cloak of Invisibility*
- *Four Nut Potions of Invisibility* (potions in the shape of a hollow nut);
- *Three Nut Potions of Cure Serious Wounds*; and
- *Three Nut Potions of Neutralize Poison*

The characters are also invited to a ratatosk feast in their honor. In the course of the feast, Doctor Cid explains the details of their quest. The ratatosk indicate that some Midgard dwarfs told them that the frost giants of *Rimetheras* have a demon-bane weapon that might be very helpful to the characters. Bone Gnawer tells the others, “We have to go get that weapon! It’s part of the prophecy!”

Bone Gnawer takes the magic mace. Angaff takes the longsword. And Dakani Night Scream takes the *Cloak of Invisibility*.

The Road to Rimetheras

The morning after the feast, the characters head to Rimetheras. The ratatosk show the characters the way to the Iron Wastes and offer the characters warm furs and kindling. Bone Gnawer carries the evil mace. He mentions to the others that the mace was whispering to him in the night. Angaff advises, “Its probably smarter than you are, so I think you should listen to it.”

Bone Gnawer thinks, “He’s four times smarter than me! If he thinks that, then it must be okay!”

The characters emerge into a snow field. Except for Dakani Night Scream and his *Sandals of Light Step* and the massive Bone Gnawer, the characters are all heavily slowed (four squares to one). Dakani Night Scream prances merrily upon the top of the snow. Angaff simply casts *Endure Elements* on everyone in the group, then offers, “I hope nobody’s counting on me to cast any more first-level spells.”

Off in the distance, the characters see a rock outcropping with a stone tower on top. Angaff is rather surprised to find that it is his guidance that bring the characters safely through to the tower.

The characters are able to see a giant figure standing upon the tower, hefting boulders and shouting down at them. Angaff sends an *Arcane Eye* up to check the situation. He spots one giant standing in front of the tower and another one up on top. The tower is about thirty feet tall. The outcropping itself is almost ninety feet tall.

The characters decide to attack from the air using a variety of *Fly* spells, potions and magical summoned griffons. Dakani Night Scream and Ray volunteer to sneak in first with his *Cloak of Invisibility* to disable the giant at the door.

Doctor Cid flies in on griffon-back with Angaff riding bitch behind him. When he realizes that the giants have spotted them, he puts spurs to the griffon and charges. Angaff squeals, “Oh no! We’re getting into melee range with something!” Doctor Cid and the griffon claw away at the door-guard. Angaff falls back on roasting him with a pair of *Scorching Rays*. The giant starts to smell like singed dog hair. It howls, “Fire wielder!” and smashes Angaff twice straight in the watoozies. Angaff sees dancing archons. Doctor Cid heals the evoker while the griffon tears away vital giantish organs. Angaff’s second *Scorching Ray* is enough to strike it down.

Up at the top of the tower, Ray inflicts *Otto’s Irrestistible Dance* upon the frost giant sentry, leaving the poor creature vulnerable to Dakani’s barrage of strikes. The giant stands, if barely. Skellish stacks on another pile of damage with a *Kelgore’s Fire Bolt*. The giant remains up, determined to not allow a paltry thing like damage to stop him. He launches into a dramatic Nordic dance that lasts long enough for Dakani to slash him to pieces. The characters collect:

- Two large chain shirts; and
- Two large great axes

Inside the tower, the characters find a large mithril-bladed bastard sword wrapped in a winter-wolf hide scabbard. Bone Gnawer seizes the handle. It speaks to him: “You have defeated the giants that forced me to be crafted by the dwarfs that made me. You are my new master! I am the *Demon-Quelling Sword*! I excel at killing demons.” It is a *Mithril Frost Evil Outsider Bane Mighty Cleaving Large Bastard Sword +3*. It counts at +5 against evil outsiders, and does an additional +2d6 damage to them. It inflicts 2d8 damage when wielded two-handed. Angaff estimates that it is the equivalent of a +6 or +7 weapon with a list price of 104,070 gold.

Skellish wonders, “Explain to me exactly why we’re not simply selling this thing on the open market?”

Sigil and the Styx Oarsman

The characters head back to Sigil. Their first stop is Yango’s Hundred-Gold Pearl Shop to buy pearls to *Identify* their magical loot. The mace turns out to be a cursed *Mace of Blood* (list price 16,000). It tends to turn the user chaotic evil, but as long as its head is coated in blood it is a *Mace* +3. The sword is a *Sword of the Planes*. It has variable bonuses, depending upon location and target:

<i>Location / Target</i>	<i>Sword Bonus</i>
Prime Material	+1
Elemental Plane / Against Elementals	+2
Astral or Ethereal Plane	+3
Outer Plane	+4

The characters sell the *Mace of Blood* to a nice chaotic evil gentleman. The proceeds (after subtracting the cost of two pearls) amount to 1486 gold, 6 silver and 6 copper per character.

Then the characters go back to the *Styx Oarsman*, where they find Rule of Three still sitting in the corner drinking a cup of wine. He is very pleased to see that the characters have the bow *Theas*, though he cautions that the characters should not display it around the *Oarsman*.

Rule of Three’s next request is that the characters should go through to the Demonweb and talk to *Lysondra* the sage, a renegade drow sage. He places a bagful of books on the table; they need to be delivered to Lysondra. He tells them that the portal to the Demonweb is in the Weavers’ Guildhall. The key is to crush a spider’s egg while stepping through the front door of the Guildhall. He sells this request by pointing out that in the Demonwebs the characters will face drow, giant spiders, spider swarms, spore bats and many other horrible, horrible things. Predictably, the characters agree instantly.

Dakani Night Scream decides to chat up the marilith bartender a bit. He hopes that she might tell him where he can find some demons to attack so Ray can charge up his new bow. He also hopes he’ll get lucky, though he understands that’s sort of unlikely. She brushes off his entreaties, though she does tell him about a team of yugoloth

mercenaries out looking for the villains who took *Koschei's Sword*. Dakani deduces that she's talking about Bone Gnawer's new anti-demon sword.

The characters discuss their options for finding demons. They decide that they should *both* dispose of the yugoloths (probably by leading them on in public) and travel back to Rimetheras and the Beastlands to have Ray judged as a bearer of Theras.

The End of the Session

Experience gains by character type are listed below:

<i>Level</i>	<i>Bonus</i>	<i>Experience</i>
8 th	20%	5067
9 th	0%	3188
9 th	20%	3825
10 th	20%	3042

Skellish becomes Sorcerer 10. Doctor Cid becomes Paladin 6 / Hunter of the Dead 4.