

## City of Sigil Session Summary 08/12/2007

### Attendance

*Paul* tells the others, “There’s no sausage and anchovy on my pizza! Why would you have given me a pizza without those? And it’s round! Since when has pizza been round?”

*Ed* (Ray) offers, “But you didn’t say you wanted those things! I can’t read your mind!”

*Chuck* (Skellish) reassures him, “As someone who has worked in retail before, you should already know that you need to be able to read the customer’s mind. Lack of supernatural powers is no excuse.”

*Chris* (Bone Gnawer) points out, “I think there’s some kind of interdepartmental conflict going on. Paul probably heard someone else order sausage and anchovies, and now he wants them too even though he doesn’t even know what they are.”

*Bruce* (Angaff) groans, “I ordered a pizza, but I didn’t ask for sausage and anchovies either! I don’t understand why everyone thinks that Pizza 2.0 is defined by sausage and anchovies!”

*Ernest* (Dakani Night Scream) steps in, humming, “Sausage... anchovies... hmm-hmm-hmm-hmmm! Sausage... anchovies... hmm-Hmmm-hmm-hmmmm!” Bruce notices that he is wearing a polo shirt labeled “Ernest’s Sausage and Anchovy Distributors.” Before sitting down, he distributes “Sausage and Anchovy! It’s the Combo for Pizza 2.0!” drink coasters around the table.

*Patrick* (Doctor Cid) crawls in from the street later on, covered in what looks like anchovy juice and sausage innards. He groans, “I’m sorry I’m late, but I got bushwhacked by a gang of guys who wanted me to drink the Kool-Aid. I tried, but it turned out to be anchovy juice instead.”

<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 10
Ed	Ray	Prime Material	Pixie (7) / Favored Soul 4

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

### *There We Go, Just Walkin' Down the Street*

*Dakani Night Scream* sings out, “Singing doo-ah-diddy-diddy-dum-diddy-do!”

*Angaff* twitches a bit and wonders, “Where on earth did you learn that incredibly irritating tune?”

*Bone Gnawer* comments, “Big four-armed wing-thing with wolf head is selling CDs!” Then he gets into a rousing chorus with the bladeling rogue: “Looks good! Looks fine! And I nearly lost my mind! Woo-ooo-ooo-ooo!”

At this point, the characters notice that a group of four dabus are walking along ahead of them. *Bone Gnawer* cautions, “If they’re coming for one of you, I say we let them take him and plead for mercy later. If they’re coming for me, then we should fight them to the last man.”

It is at this point that a portcullis slams down in front of the dabus. Green gas flows out into the street. *Skellish* mourns, “I only got a 10 initiative... this isn’t going to end well for me. And I have a delicate constitution, so I don’t do well with gas.”

Up above the street, *Ray* spots seven identical four-armed winged wolf-headed things armed with great axes. He strongly suspects that some of them are *Mirror Images*, but he concludes all the same that they probably don’t have the characters’ best interests at heart.

While the rest of the group chokes in the gas, *Bone Gnawer* rushes forward to try and break the portcullis. *Ray* flies up to shoot arrows at the wolf-heads while *Doctor Cid* fires up his *Cloak of the Bolt* to bolt up to the roof and attack directly. They manage to cut down two images instead. The wolf-head responds by clawing and axing up a storm, leaving *Doctor Cid* bloodied. *Doctor Cid* notices that the *real* wolf-head was actually invisible, leaving only his images available to attack. He thinks, “Gee, I didn’t think you could *do* that. This guy must be special, and not the short-bus kind.”

Things get grimmer when two bug-headed things swarm out and attack Dakani and Skellish. Dakani asks, “Is it appropriate to say *swarm* when there are only two of them, and they’re ten feet tall?” Skellish just wheezes through broken teeth.

A third creature scuttles out and attacks Bone Gnawer. Bone Gnawer slams into the thing’s face with his huge ham fist while correcting it, “Scuttle is not appropriate word to describe ten-foot creature moving! Raaaugh!”

Angaff ignores Bone Gnawer’s complaints as he lands *Manyjaws* upon the bug-headed thing facing him. Skellish simply casts *Fly* and wafts away out of the situation entirely.

Three of the dabus turn and generate a ten-foot-high image of the Lady of Pain’s scowling face. The characters assume that this is just in case the attackers are from out of town and don’t know who they work for. Then the *Cloudkills* float over them. Two of the dabus shrivel up and die. The survivor simply flies away.

Bone Gnawer ignores the poisonous gas as he tears his foe apart. He complains, “These things used to be daemons! I hate stupid Neutral Evil creatures!”

Dakani Night Scream watches as one bug-headed thing eviscerates Angaff, then throws another one to the ground. Skellish flings an *Acid Bolt* down at the two bug-heads, burning them horribly. Dakani follows up with a vicious series of strikes that eviscerates one bug-head and leaves the other moderately injured.

Up on the roof, the wolf-headed thing grapples Doctor Cid and commences tearing him to shreds. Doctor Cid notices that the wolf-headed thing is massaging his internal organs, so he gathers them back in and uses *Lay on Hands* to seal them back in.

Meanwhile, Angaff is struck down by a *Cloudkill*. Dakani turns green, then gets hit by the bug-headed creature, then responds by executing it. He finishes off by using his *Blessed Bandage* to close up Angaff’s sucking chest wound.

Skellish opens up with a barrage of *Lesser Acid Orbs* that evaporate a series of wolf-head images. Bone Gnawer clammers up onto the roof to attack the wolf-head, but only manages to eliminate the last image. The wolf-head flies straight up, clutching Doctor Cid in his talons. Skellish takes careful aim and lands an *Orb of Force* on the thing, leaving him looking moderately wounded. Bone Gnawer follows up with a +3 *Arrow* fired from his tree-trunk of a bow. Skellish’s second *Orb of Force* leaves the

thing looking in critical condition, and Bone Gnawer's second arrow finishes the job.

Loot includes:

- Three *Tridents +1*;
- Three necklaces of rust-red jade;
- *Large Great Axe +2*;
- *Oil of Keen Edge*;
- Enormous black opal;
- 400 gold pieces

After a few rounds of magical healing, Dakani comments, "Hey, let's go to the bar."

Skellish asks, "Didn't these guys say they were some kind of hit squad?"

Dakani offers, "Yeah, my marilith girlfriend says they're some kind of mezzoloth mercenary group. Koschei the Deathless hired them because we took his sword and gave it to Bone Gnawer."

Bone Gnawer comments, "You know, I'd completely forgotten about that." He realizes that he's carrying a very impressive greatsword on his back.

### **Some Aftermath**

Doctor Cid spends the rest of his day following the paths of the *Cloudkills* and offering what aid that he can. Everyone else ignores Dakani Night Scream as he heads to the *Styx Oarsman*. Angaff offers that he would prefer not to frequent a bar loaded with evil outsiders, and suggests that he will be found in the *Crippled Griffon*.

While he's out doing good deeds, Doctor Cid runs into a female cleric who is also helping the wounded. She introduces herself as *Leshawn Sonj* the Demon-Wrecker. It turns out that that is actually her prestige class: she's all about hunting demons. Doctor Cid exclaims, "Hey! I'm a Hunter of the Undead! I could be all over you!" The two of them exchange Lawful Good cards. She tells him that she is not devoted to any specific deity, and instead reveres the simple notion of Good at the Temple to All Deities.

While Dakani Night Scream is at the *Styx Oarsman*, *Rule of Three* reminds him that the characters still need to venture into the Demonweb Pits to talk to his agent and drop off some books. Dakani makes some vague noises of agreement, then goes back to

chatting up the marilith bartender. He is eventually successful. The others very much hope that he doesn't tell them any details.

### *Into the Demonweb Pits*

The characters recuperate for a couple of days, then traverse through to the Demonweb Pits. The characters end up in a chamber fifty feet across. Their entry point is marked by a pile of bones, all already hollowed out for the marrow. There are three more points in the area, marked respectively with an iron pyramid, a bronze star and a blue crystal cube.

Doctor Cid is unimpressed by all of this: he is too overwhelmed with a sense of incredible evil, and the fact that he has a -4 penalty to all Charisma-based skills. Skellish complains, "All teleportation effects are blocked here! My nifty cloak doesn't work!"

To distract himself from his despair, Doctor Cid searches through the bones. He finds a dwarven beard-ring made out of gold.

There are two paths out of the chamber, each of them tubes made out of sticky webbing. The characters pick the north passage more or less at random and proceed on. As they march, they notice that the webbing twists and moves to shape the faces of condemned souls.

After 1500 feet, the tunnel changes into rock. The characters walk in, then notice that a cluster of hooked spider legs are sneaking about on the ceiling. They note that there are no spider *bodies* attached to the legs.

Angaff expertly notes, "That isn't natural."

Skellish offers, "Clearly, but at least we can see it to roast it."

Dakani Night Scream complains, "Now you're making me all hungry. My aunt Rokothi Throat Spray used to make the *best* grilled spider entrails."

Doctor Cid grimaces.

Angaff decides to do something about the whole grilled spider idea and hits the thing with a *Fiery Burst*. He doesn't do a whole lot to it. It responds by scuttling over and trying to make a meal of Ray. Ray squeals like a girl. And not like just any girl, but a pixie girl. A nearby mirror shatters.

Dakani Night Scream notices that the cave area in front of the characters is magically darkened. He sneaks forwards to check the situation out. He is quite

disappointed to find that there are no drow lurking: the place just appears to be the creature's lair.

Bone Gnawer simply draws out *Koschei's Sword* and takes a swing at the creature. He concludes from the lack of incredible bonus damage that it is merely an aberration, not an evil outsider.

Skellish and Angaff open up with a series of *Kelgore's Fire Bolt* and *Fiery Burst* attacks on it. It responds by dropping on Angaff and ripping him to shreds. Angaff whimpers.

Dakani Night Scream throws a *Shadow Garrote* around a couple of its legs. It looks hurt. And confused: it doesn't have a neck to be garroted. Bone Gnawer follows up with a sword slash that almost cuts it in half. Skellish's *Magic Missile* volley takes it out.

Afterwards, Bone Gnawer enjoys the cooked critter's legs. He tells the others, "They're perfect for snacking!" The others search the place and come up with:

- A small silver cube

Dakani Night Scream suggests (as the others are thinking) that the cube might be the missing fourth icon for the gate chamber.

### *Lair of the Spore-Bat*

The characters move further on. They come into an upward-rising tunnel that ends in a four-way junction. Up at the top of the junction chamber the characters can see a crack. Beyond it, the characters can see an infinite maze of webs. There is an inlay representation of a silver sphere in the floor.

Dakani creeps into the chamber. He notices that a spore-bat is hiding in the upper webs of the chamber. He muses, "Didn't we fight some of these things before?" It is medium-sized, a hideous cross between fungus and bat. He explains to the others, "Despite the name, the shadow garrote has nothing to do with necks." Then he flings a *Shadow Garrote* at the spore bat, making it mad.

Angaff decides to be different and shoots it with his fancy bow. He is just a bit surprised to hit it and inflict damage. Doctor Cid follows up with another arrow.

The spore-bat responds by shooting Dakani Night Scream with an *Enervation* ray that inflicts a negative level.

Skellish decides that his best plan is to remain low profile, so he casts *Draconic Might* on Bone Gnawer. Bone Gnawer takes advantage by slashing it for 41 points of damage. The spore-bat responds by *Enervating* Bone Gnawer.

Dakani Night Scream comments, “You know, if I were going to guess the special powers of a spore-bat, rays of negative levels would have been pretty low on the list. I gotta wonder what sort of fevered mind spawned this creature.”

Angaff ignores him. Instead, he shoots it again and kills it. He tells Dakani, “All I can tell you is that it’s mostly like a plant, so of course it’s immune to fire like all plants.”

Dakani Night Scream decides that he’s going to search for treasure, because even though this doesn’t look like the sort of creature that would normally collect treasure nothing else about it makes sense, so he may as well. He doesn’t find anything, but Ray does: he finds a small red tree icon in the floor.

### *Grand Central Station*

The characters head to the left, into another upward-angled tunnel. They enter a large natural cavern, a place surrounded by rock. The place looks like a major anchor for the demonweb. The center of the chamber is a massive carved basilica three stories tall, surrounded by a web-filled moat. A drawbridge made of webs leads into the basilica.

Dakani Night Scream and Ray sneak in. They quickly conclude that the place is overrun with drow: they can see guards on the building towers and patrolling the grounds.

While the two of them are off patrolling, another spider-leg-abomination happens upon the rest of the group. They are too busy bickering with each other to notice it until it drops down on top of Skellish and practically kills him. Bone Gnawer almost destroys it, but it still manages to scuttle off carrying its meal. Angaff casts *Girallon’s Blessing* and *Haste* on Bone Gnawer then watches as the troll charges and grapples the thing. With the creature securely in his grasp, Bone Gnawer proceeds to execute it by the numbers.

By the time Dakani and Ray return they find the others shoveling spider legs into Bone Gnawer’s pack. Doctor Cid performs first aid upon Skellish.

### *What?!? It's a Spore-bat Rookery?*

The characters discuss their options. They conclude that they can't actually sneak past the drow fortress, so they head back to the chamber where they encountered the spore-bat. Much to their surprise, they find that there are two spore-bats there again. The characters rather belatedly realize that the place is a spore-bat rookery.

Bone Gnawer leads by bashing one of the spore-bats with his great ham-fists. The spore-bats respond by peppering him with *Enervation* rays. Bone Gnawer starts to look like a shadow of his former self. Dakani Night Scream tries to help out by dropping a smoke-stick into Bone Gnawer's square to give him a concealment bonus.

Angaff responds by launching ten sets of *Manyjaws* at one spore-bat. The thing does an irritatingly good job of evading them. Skellish's *Seeking Ray* goes wide, but Ray's arrow shot is dead-on. And Bone Gnawer's counterattack is enough to tear one bat to bits.

The surviving spore-bat responds with another *Enervation* ray, instantly killing him. Bone Gnawer's last grumble is, "Killed by funguses. Stupid funguses."

Angaff notices that the spore-bats have a really remarkable reflex save. The remaining bat dodges much of the effect of his *Manyjaws*. Skellish determines that they aren't quite so resistant to sound: his *Sound Lance* does a respectable amount of damage to the thing.

The spore-bat, noting that the troll is no longer moving, changes target to Skellish and zaps him with the *Enervation* trick. Spell levels drop away from him like chiggers off a grass-stalk. Doctor Cid steps up and shatters the thing.

The characters take stock of their situation and decide that they'd best go home: they've taken far too many losses and negative levels to continue on. They head back to the portal and retreat away to get Bone Gnawer raised.

### *Next Time, Give Us Some Useful Directions! Bitch!*

The characters go back to the *Styx Oarsmen* to yell at Rule of Three. He doesn't tell them anything else useful, but the Jaunter *Gyrfalcon* explains that he is familiar with the drow fortress the characters saw: it is the Fane of Ecclavdra, headquarters of a mortal drow who is more or less the Pope of Lolth. There is a platinum key in the Fane that can open any door in the demonweb. Unfortunately, these doors only lead to the upper parts



of the demonweb, where Lolth and her more powerful servants live. Gyrfalcon continues on with a long soap opera about how Ecclavdra, Lolth and Grazzus have gone on for centuries of repeated betrayals, love affairs, alliances, more betrayals, concealed love-children, even more betrayals, terrible car accidents, yet more betrayals, bouts of amnesia, still more betrayals, and so on. When it becomes clear that he's not about to shut up, the characters buy him enough drink to drive him under the table.

### *Once More Into the Web*

The characters re-equip and head back into the demonweb. This time, they head south with hopes of avoiding spore-bats. They find a four-way intersection. The floor of the chamber is only partially solid, with the demonweb void easily visible between the strands. Doctor Cid reports that there are three evil creatures with faint evil auras in the chamber. Ray scouts the room, but reports nothing inside. Bone Gnawer puts on his *Eyepatch of the Corsair* and invokes a *See Invisible* effect. He sees three large-sized spider-creatures lurking inside the room.

The characters verge into a long discussion on what to do next. Angaff tries flinging a *Fireball* into the room, to no visible effect. Finally, Bone Gnawer remembers that he has seen creatures like this before: they are phase spiders, and they're hiding in the ethereal plane. As a result, they're totally immune to everything except force effects so the *Fireball* did nothing at all to them.

### **Euclid's All-Night Spell Supply**

The characters decide that further planning is in order. They head back out and make another visit to *Euclid's All-Night Spell Supply* to purchase *See Invisible* spells for Angaff and Skellish. *Euclid* is surprised and pleased to see Angaff back so quickly, and introduces him to his daughter, a cute little number of a tiefling with adorable little bat-wings. Angaff promises to make a social call later, after he's done slaughtering demonoids.

The characters also sell off the three *Tridents +1* and the large *Great Axe +2* they took from the mezzoloths in exchange for 1475 gold and a new *Raise Dead* scroll. The characters agree to leave the 1475 gold as a common kitty to buy more magical countermeasures as needed.

## Phase Spiders, Part II

The characters attempt to do this by the numbers. Angaff and Skellish both cast *See Invisible* so they can target the spiders. Angaff defends the party with a *Magic Circle against Evil*. And then the casters start launching force effects against the spiders: *Manyjaws* and *Orb of Force*. After one volley, the first spider looks partially blown apart. The *Manyjaws* bite again, and tear the spider to gibbets.

The surviving spiders swarm the party. One appears right in front of Bone Gnawer, who delivers a chitin-cracking strike straight to its head. The second attempts to hit Angaff. Skellish delivers a critical *Orb of Force* to it that blows a hole clean through the creature.

Doctor Cid steps out onto the webs and discovers that he needs to make Balance checks to maintain his footing. Fortunately, he is equal to the challenge and delivers a killing strike to the last of the spiders.

Bone Gnawer points out, "I think these things weren't all that tough. We may have overplanned this just a bit."

Angaff wipes spider slime off himself and replies, "Yeah, but I'm good with that."

### *Drow Patrol*

The characters move on down a webbed corridor. Soon enough, they encounter a patrol of five drow. Four are in breastplates and carry steel shields and rapiers. The fifth wears a chain shirt and carries a buckler. The drow challenge the characters in Undercommon, "On whose authority do you walk the web of our goddess?"

Skellish answers them, "We are here by leave of your pope, Co-lee-av-dree! There! I said the name!"

Much to his shock, the drow seem to buy this. The captain tells him, "So, you know the name of our goddess. What is your errand?"

"We are looking for Lysandra."

"I believe you will find her in the Library. Turn right at the next junction, then left at the next, then go through the secret door. Lolth be with you. Oh, and watch out in the corridor ahead: there are some giant spiders lurking there."

"Lolth be with you. Hugs and kisses!"

The captain's suspicions are finally raised. She draws her shortsword and suggests that the characters should accompany them to the demon shrine for interrogation. This is enough to prompt Bone Gnawer to howl and charge the captain. The captain goes down. The drow fighters swarm. Skellish screams, "No! Not the face!"

Doctor Cid steps up and ends one drow fighter. And then another one. And Skellish finishes the last with a *Magic Missile*. And to conclude, there is the looting of the bodies:

- Four *Breastplates +1*;
- Four *Light Steel Shields +1*;
- Four masterwork rapiers;
- Five masterwork hand crossbows;
- 510 gold pieces;
- A bucketful of drow poison;
- *Elven Chainmail +1*;
- *A Buckler +1*;
- *A Shortsword +1*;
- *A Periapt of Proof Against Poison*;
- A potion of *Haste*;
- *An Oil of Darkness*;
- 220 platinum pieces; and
- A small iron pyramid (probably a teleport key)

### *The End of the Session*

The characters end the session in the midst of the demonweb pits, forging on towards the Library. Experience gains are:

<i>Character Level</i>	<i>Bonus</i>	<i>Experience Total</i>
8 <sup>th</sup>	20%	6733
9 <sup>th</sup>	0%	4500
9 <sup>th</sup>	20%	5400
10 <sup>th</sup>	20%	4083

This is enough to bring Bone Gnawer back to 10<sup>th</sup> level, and to bring Angaff up to 10<sup>th</sup> level (Eldritch Knight 4) as well.