

City of Sigil Session Summary 04/08/2007

Attendance

Patrick (Doctor Cid) walks in late to find everyone else eating potluck lunch. *Bruce* (Angaff) assures him, “The baked potatoes are terrible. So is the spring roll salad. Likewise the rice pudding. And don’t even think about trying the brisket, it’s horrible. In fact, it’s so horrible that I’m going to have some more just to ensure that there’s less of it to torment you.” *Chuck* (Tarusk Fireblade) rolls his eyes. *Chris* (Bone Gnawer) just stays quiet and eats his brisket, silently plotting ways to go get another plate and hoping that nobody else starts talking about *World of Warcraft*. *Paul* shatters his hopes by proclaiming, “This brisket is great! It’s even better than the new axe my character got in *World of Warcraft*!” *Matt* (Beilorveildothyx) points out, “I’ve pretty much decided to completely give up on my regular life in favor of *World of Warcraft*. It’s all *World of Warcraft*, all the time!” *Ed* (Minea) thinks, “Compared to my *Second Life* addiction, Matt’s recent life decision actually seems pretty benign. Oh well, at least nobody’s paying attention to the brisket for the moment. More for me!” *Georgina* thinks, “I’d better wait a while before bringing the pudding out, or nobody will remember it next to the brisket. I bet *Kemberlyn*’s secret ingredient is meth...”

Many miles away, *Tim* (Brakiel) shudders. He feels a great disturbance in the Force, as if a large lump of brisket had suddenly cried out and been consumed.

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Bruce	Angaff	Beastlands	Fire Genasi Evoker 4 / Fighter 1
Chris	Bone Gnawer	Prime Material	Troll 6
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 5 / Dragon Disciple 1
Ed	Minea	Prime Material	Medusa 6
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 2 / Swordsage 2
Matt	Beilorveildothyx	Prime Material	Red Dragon 6
Patrick	Doctor Cid	Prime Material	Human Paladin 5
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 4

The Legends of the Sealed Door

Angaff starts out by using the group's scroll of *Legend Lore* upon the mysterious sealed door. He learns that the door was created by the *Lady of Pain*. She used her *Warden Staff* to carve the runes of the seals. This alone makes the door almost impervious to any mortal magics short of a *Wish*. If the warding generator is active, then the door and the regions beyond it *are* completely impervious to mortal magic, no matter how powerful. The *Wish* the night hag used to open the door only opened it for a short time.

The characters do have a means of passing through the door: the *Hand of Aoskar* is able to pass any portal.

The characters spend some time resting and regaining spells. While the feeble spellcasters snooze, *Bone Gnawer* works hard to pull all the various warding generator parts he can find into the big room. He thinks, "I wonder if we're going to fix this thing, or sell it. Well, I don't think any of our arcane people know how to fix it, so I bet that means we sell it. Sell it for a big pile of green cash money!"

Once everyone has finished napping, *Doctor Cid* takes the *Hand of Aoskar* to the door. The warding runes vanish and the door creaks open. *Bone Gnawer* volunteers to go through. Beyond is a 20 by 30 foot chamber with reinforced masonry walls, and a stairway leading down. Closed and shuttered windows look down upon the staircase, one on each side. *Doctor Cid* looks behind one of the shutters and finds that there's no actual window beyond it. *Bone Gnawer* opens the other to see a tiny 5 by 5 foot room containing only a chair. He grabs the chair and writes it into his inventory. He tells the others, "I have a chair!"

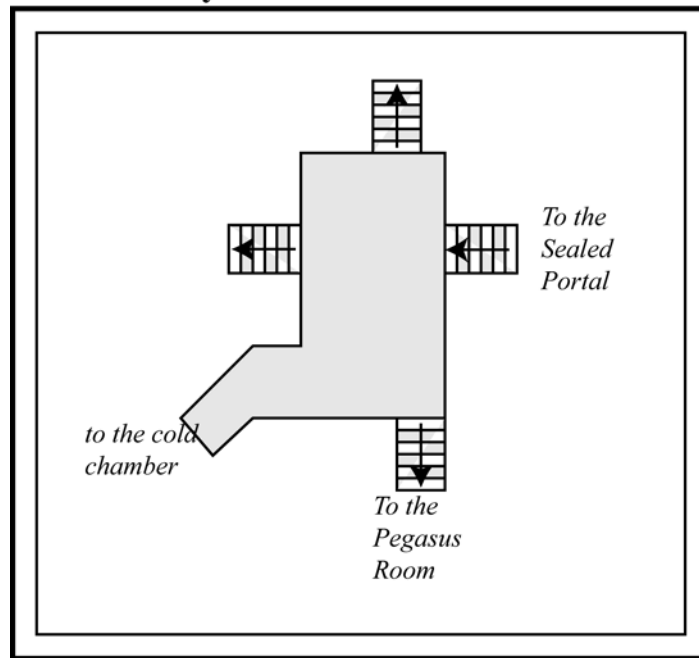
The others shrug and head down the stairs.

Beyond the Sealed Portal

At the base of the stairs, the characters find that they have several choices: three stairways down, and one corridor. The floor of the chamber was a mosaic, but it is now broken and distorted. Investigation suggests that the mosaic was once of ships and monsters on a sea.

The corridor leads to a chamber of intense cold. The characters decide to not go that way.

Beyond the Sealed Portal



The southernmost stairway goes down to a moderate-sized chamber with an etching of a Pegasus on the wall. The floor looks as if it might be a covered pit trap: a seam is visible, and the floor is slightly canted. *Beilorveildothyx* flaps around inside for a bit, then suggests that someone ground-borne should risk themselves. Doctor Cid points out, “I’m the only one here who can heal, so I’ll go.” He walks in with a rope tied around his waist. Bone Gnawer holds on the other end to keep him from plummeting to his death.

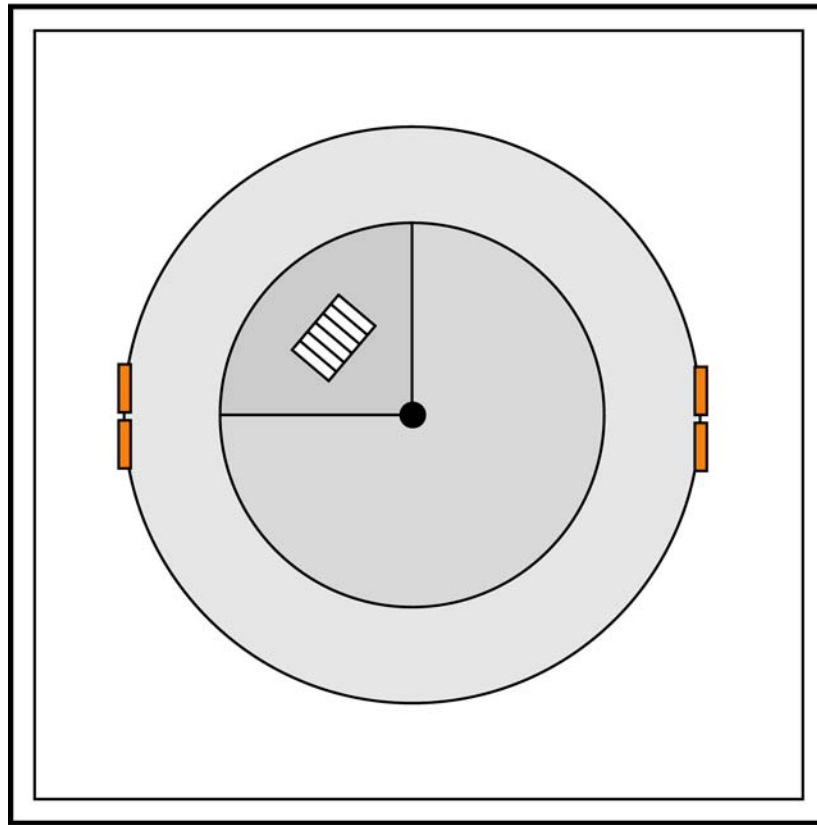
Doctor Cid reports that there is a 20’ pit with spikes underneath the floor. *Beilorveildothyx* decides that he’s going to try landing. He concludes that the doors are jammed, and safe for at least one person at a time. The characters creep their way across very carefully and proceed into the next room. That room is irregular-shaped, and apparently blocked by a *Wall of Force*. Bone Gnawer optimistically suggests, “Crowbar?” He is reminded that a *Wall of Force* is actually totally immune to all damage.

The Circular Iron Track Death Room

Minea heads back to the double doors in the Pegasus room. The others take cover as he reveals a round room 60’ in diameter. An iron track runs around the circumference

of the room. A 90° iron platform with a 5-foot-high staircase stands on the platform. There is a switch at the top of the staircase.

Circular Iron Track Death Room



Minea walks in and tries the lever. She vanishes. *Tarusk Fireblade* theorizes, “I think she was teleported, rather than disintegrated.” Angaff can’t tell either way.

A Golem Interlude

Bone Gnawer ignores both of them. He walks through to the other side, opens one of the doors, and smells rotting bear flesh. He tells the others, “Hey, let’s go this way! I think there’s food here!” He heads down the corridor and finds himself face to face with a corroded simulacrum of a bear, stitched together from pieces of many dead bodies. He follows up, “Hey guys! Dinner’s on the hoof!”

Bone Gnawer moves in and claws away at the thing. It evades his strike. Beilorveildothyx flies in and spits a gout of flame at the creature. Both Beilorveildothyx and the golem are confused to find out that fire makes golems slow down. Bone Gnawer

doesn't let it worry him: he simply claws into the thing. He is disappointed to find out that even though the thing smells very tasty, it is actually very, very tough.

Tarusk charges the thing. It claws him. He responds by cutting at it. As do all the others. They find that golems have a lot of hit points and take a lot of time to chop apart. The golem finds that there is no way it can actually permanently kill Bone Gnawer, though it can chop him into pieces over and over and over again. The characters are suitably impressed when it (temporarily) eviscerates the troll, then turn to the monotonous task of cutting the golem apart.

With the golem in twitching pieces, Doctor Cid checks to make sure that Bone Gnawer is still alive, then teabags him and steps away. Tarusk Fireblade tells Doctor Cid, "You'd better be careful with that sort of behaviour."

Back Into the Circular Room

Doctor Cid decides to experiment more with the circular room. He finds that the iron platform will rotate into any of four quadrants. There is a different ceiling switch visible for each quadrant. Tarusk Fireblade proposes a theory: each quadrant corresponds to a teleporter to one of four locations within the complex. Based on this idea, the characters should be able to find the medusa in one corner of the complex or other. The characters turn around and head back to the mosaic room.

A Couple of Wandering Visitors

The characters head up the stairs into the mosaic room and find a large dire ape and a gnoll waiting for them. The dire ape charges while the gnoll readies its bow. Tarusk observes the creatures and tells the others, "We don't need to worry: it's only a medium-sized dire ape."

Bone Gnawer corrects him, "No, I think that is *large* dire ape. We need a large miniature to represent it on the map!"

Tarusk Fireblade sulks. He grumbles, "Bah. I came up with the brilliant teleporter theory and nobody pays attention. Then I make a very understandable mistake and confuse a large dire ape weighing almost a thousand pounds with a medium-sized ape weighing maybe two hundred pounds and everyone just can't stop harping on it.

Hrumph! I'll have them know that I'm the *only* Dragon Disciple in the group! They'd be *lost* without me!"

Angaff offers, "I don't care what size it is. The only important part is that it's flammable!"

Beilorveildothyx steps out front and challenges the gnoll: "Shoot me! Shoot me first!" The gnoll obliges by shooting him three times, almost killing him.

Doctor Cid muses, "Well, ranger *is* a favored class for gnolls. And it looks like he's got a magic bow too: some of that damage was cold." Beilorveildothyx crawls off to the side to drink a healing potion while the dire ape charges. Raauugh! Doctor Cid helps out by absorbing the impact of the ape's charge.

Tarusk Fireblade, carefully standing off out of the archer's line of sight, chops the dire ape with a *Shocking Grasp*-empowered sword. The scent of burnt ape hair fills the room. The ape looks plenty upset by this development. Bone Gnawer steps up and executes the creature. The gnoll groans, "My meat shield!"

Doctor Cid stomps his way up the stairs at the gnoll. The gnoll steps back and shoots Doctor Cid once. Doctor Cid is quite grateful that two of the gnoll's attacks go wide.

Beilorveildothyx grabs up his wand of *Lightning Bolt* and lights up the gnoll, albeit for perhaps less damage than he might have hoped. Tarusk Fireblade steps up and launches a *Kelgore's Fire Bolt* at the gnoll, singeing him a bit more. Both of them reflect upon the fact that the gnoll appears to have a truly remarkable reflex save.

Bone Gnawer and Doctor Cid decide that they'd prefer to deal with the situation in an effective manner. They box the gnoll ranger in between the two of them so he can't retreat and shoot them with arrows. The gnoll responds by drawing out a great axe and chopping Doctor Cid viciously. Doctor Cid answers that by smashing the gnoll in the head, killing him instantly. Tarusk Fireblade immediately casts *Detect Magic* as the characters loot the gnoll:

- Four magical arrows;
- Magical vest;
- Masterwork composite longbow (+5 STR);
- Studded leather armor;

- Masterwork great axe;
- Magical *Bone Ring* similar to various other similar rings the characters have already seen; and
- A current copy of the *Sigil Gazette* with a story about the characters' antics against Tavan Zith;

The Walls Are Falling!

The characters head into the Mosaic Room and then down the north staircase. Bone Gnawer and Doctor Cid are in the lead, so they are the characters who get trapped as stone walls drop down in front and behind them. The other characters can see the trap walls move away as the two of them are carried further north. Angaff reflects, "I can't imagine any way this could possibly end well."

Bone Gnawer thinks, "I'm trapped! I'd better eat the paladin to survive!"

Doctor Cid just imagines that he's on his way to a pit trap. He has no idea how right he is.

Meanwhile, at the bottom of a 100' pit, Minea wonders, "What's that grinding sound? It's almost as if a 20' cube of stone is about to fall on me..."

Beilorveildothyx and Angaff start flinging *Lightning Bolts* and *Kelgore's Fire Bolts* at a section of the stone wall. They notice that they're actually having an impact upon the wall. Bone Gnawer and Doctor Cid help by clawing madly, eventually breaking a hole through so they can escape.

And then Minea is crushed under the falling cube. Splat!

Three rounds later, the walls and ceiling return to the way they were when the characters first showed up. Beilorveildothyx is able to find Minea's body, and the recently-killed body of an orc. The orc is carrying:

- A masterwork scimitar;
- A *Heavy Steel Shield +1*;
- A *Bone Ring*;
- 34 gold pieces; and
- A gold earring

Minea was carrying:

- *A Morningstar +1*;
- *A Ring of Protection +1*;
- *Eight Arrows +1*;
- 2538 gold pieces;
- 8 silver pieces; and
- 4 copper pieces

There ensues a brief debate upon the subject of whether Minea's goods should be spent upon buying a *Raise Dead* spell for her. Angaff is very much in favor of the idea, while Bone Gnawer prefers that his money not be spent on having some thankless snake-haired trollop raised. Angaff asks, "*Your* money? But it belonged to her!" Bone Gnawer's response is purely trollish, "It became mine as soon as I picked it up..."

After a bit of debate, the characters head out (briefly) to pick up some *Feather Fall* tokens and various other essentials.

The Second Warding Generator

The characters continue on down the corridor. They see the upper part of another Warding Generator, apparently in a larger room. They can see that it is surrounded by a catwalk and that a stairway leads down to the base of the generator.

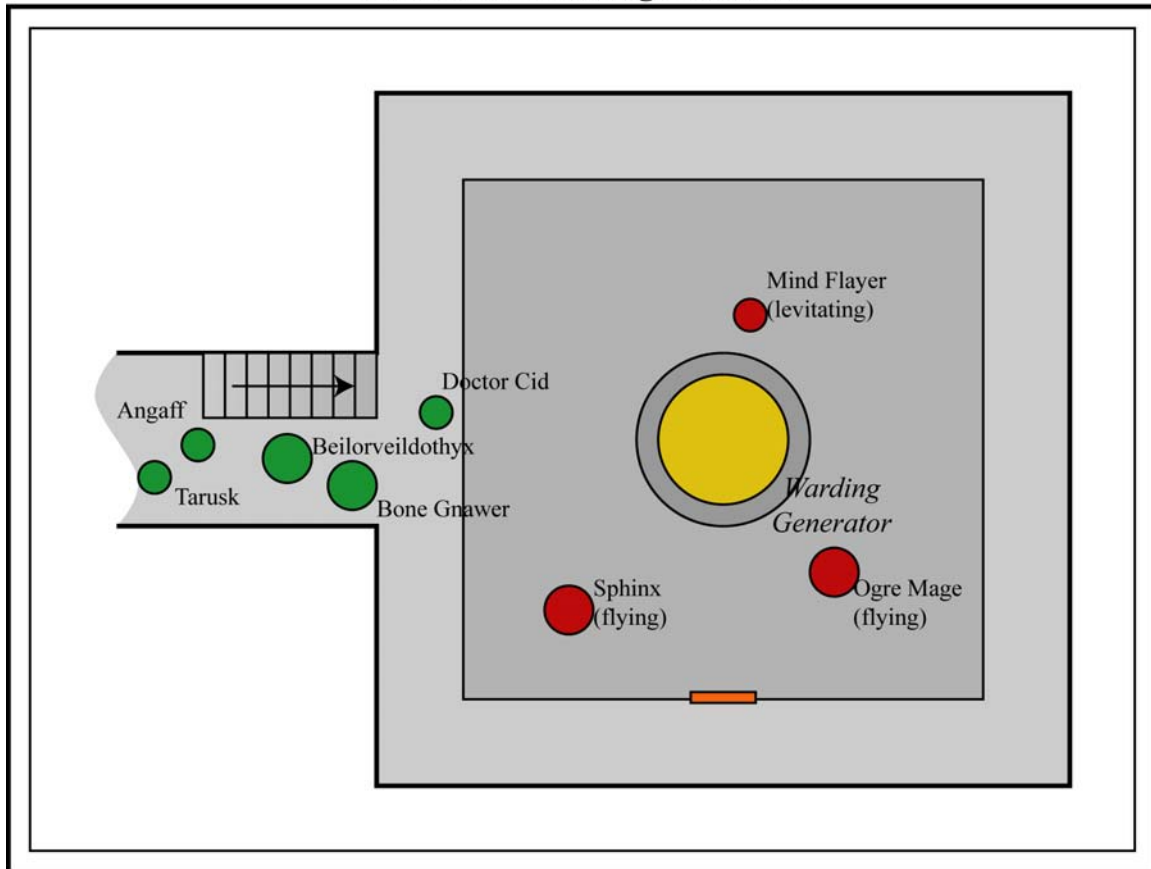
The characters approach, right into an *Invisible* mind flayer and an *Invisible* ogre mage. Both of them become visible as the one flings a *Mind Blast* and the other lets off a *Cone of Cold*. Angaff and Doctor Cid are both stunned and damaged. Everyone else is merely damaged.

Tarusk Fireblade burns off the *Fly* spell in his *Ring of Spell Storing* and flies out to engage the ogre mage. He and Beilorveildothyx tear into the creature. Tarusk's well-aimed strike cleaves through bone and muscle, leaving the ogre mage raging and wounded. Bone Gnawer stands around stupidly, wondering how exactly he will ever manage to attack two flying opponents. His questions are ended when the hieracosphinx flies up and attacks him. He roars out with glee, "Aha! Now this is a totally different kind of fight!" He tears into the sphinx.

Then the mind flayer notices that there is a troll in the scene. It rasps out, "I'm *really* going to make this a completely different fight!" and casts *Charm Monster* on

Bone Gnawer. Bone Gnawer suddenly wonders why the characters are attacking these guys. After all, the mind flayer is his best and most trusted friend. Of course, the sphinx is still attacking him so he doesn't feel bad at all about continuing to attack it for a little while. The sphinx feels very, very bad about this policy: Bone Gnawer's rend stacks up over thirty points of damage against it. However, it is smart enough to disengage and fly back to give the mind flayer's charm a chance to work.

The Second Warding Generator



The ogre mage realizes that all of its spells are less than useful against a dragon and a bladeling, so it compromises by hitting Tarusk with its bastard sword. It's blade bites deep, leaving Tarusk gasping.

The mind flayer notices that the ogre mage is doing poorly, so it launches a *Mind Blast* against Tarusk, Beilorveildothyx and the ogre mage. Of the three, only the ogre mage is affected. Beilorveildothyx takes advantage of the situation by executing the ogre mage.

The sphinx takes another set of attacks from Bone Gnawer and decides that the *charm* effect is clearly not working properly. It breaks the charm by surging forward and biting the troll. Bone Gnawer returns the favor by crushing the sphinx's fragile hollow bones. Bone Gnawer howls, "I love these things! They go *crunch* when you hit them!"

The mind flayer spends a couple of rounds fencing with Tarusk, tempted by his freakishly huge brain. Fortunately, Tarusk has good reflexes so he manages to avoid being grappled by tentacles until Bone Gnawer steps up and kills the creature.

The characters promptly loot everything in sight:

- Magical cloak (mind flayer);
- Three *Bone Rings* (mind flayer, ogre mage, and hieracosphinx);
- A potion of *Mage Armor* (mind flayer);
- A large *Bastard Sword +1* (ogre mage);
- A magical chain of reddish crystals wrapped around the bastard sword (ogre mage);
- A magical belt (ogre mage);
- A large *Steel Shield +1* (ogre mage);
- A large chainmail shirt (ogre mage);
- 255 gold pieces (ogre mage); and
- A magical amulet (hieracosphinx); and
- A key (hieracosphinx)

Bone Gnawer takes the large *Bastard Sword +1* on the basis that he's the only character who can use it. Beilorveildoxyx takes the potion of *Mage Armor*. Various other characters claim other items, then move on through the door into the next room.

An alcove in the next room contains three warrior statues bearing blades as if they were about to strike a foe. *Detect Magic* suggests that gemstones on the statues are magical, but the statues themselves are not. The characters decide to not mess with them. They go back to the moving-cube trap. Bone Gnawer flings an uneaten body into the trigger zone, watches the walls spring up to carry it to the pit, and urges the other characters to run past before the trap resets. Everyone gets past safely.

Room of Mechanical Scorpions

The characters move back to the circular room, then go through the second far door. Bone Gnawer leads the way down a long corridor with two doors: one at the end and one to the side. The characters use the *Hand of Aoskar* to open the side door, which is locked but which doesn't appear to have a keyhole. The chamber beyond contains dozens of broken four active mechanical scorpions. Bone Gnawer notes, "Incoming!" as the four active scorpions clatter towards him.

Bone Gnawer simply stomps forward straight over the scorpions. He cautions the others, "Watch out! They pinch!" He breaks one into spare parts. The characters pile into the room after him, eager to crush scorpion constructs. Then they discover that the creatures are able to cast *Slow* spells on their targets. Bone Gnawer finds himself moving very slowly.

Angaff decides that this is his moment to shine. He launches a *Kelgore's Fire Bolt* at one, obliterating it instantly. Angaff pulls out a bottle of fortified wine and has himself a little party.

One of the scorpions swarms up on top of Beilorveildothyx and starts constricting him. Angaff interrupts his celebration long enough to tag it with a *Fiery Burst*. Then Beilorveildothyx breaks the grapple and beats the creature against a wall until it turns into pieces parts.

Doctor Cid terminates the last of them.

The characters collect a total of fifty broken scorpion constructs.

A New Party Member

It is at this moment that a new party member appears: the pixie who conveniently flies in to replace Minea. He explains, "I don't have a name, but I want to become a healer! I'm a pixie and I'm from the Bureau of Timekeepers!"

The Grand-Daddy Scorpion

The characters move on to the door at the end of the hall. The *Hand of Aoskar* does a fine job of opening it up, revealing that the little scorpion constructs were just practice: the big version is waiting for them inside. Tarusk Fireblade and Angaff volley

Kelgore's Fire Bolts at it, giving it some second thoughts about engaging. Of course as a construct, it engages anyway.

Bone Gnawer squeezes forward to engage it. It grabs him and starts constricting. Bone Gnawer sucks up a tremendous amount of damage and calls out, "It's grappling! It has no threatened squares!" The others pile in all around it and destroy it.

The door beyond the giant scorpion construct looks like a giant steel sealed Maze door, right up to the silver caulk around the edges. The characters take a look at the situation and decide to move back to the stairs they haven't tried quite yet.

Pit Traps: Classic Death-Dealing

The characters move down the fourth set of stairs from the Mosaic Room with Doctor Cid and Tarusk Fireblade in the lead. The floor opens under Tarusk's feet and he falls. Then it closes up again. The characters hear a zapping sound.

Doctor Cid uses the *Hand of Aoskar* to open up the pit doors. He sees a thirty-foot pit with a glass surface on the bottom, and no sign of Tarusk at all.

Unseen by all, *Ray the Pixie* flies past the pit to find another sealed Maze door.

Fetching Back the Bladeling

The characters decide that there is a good chance that Tarusk is sitting in the pit the moving room trap falls into. They can get there by going past the three statues. Bone Gnawer volunteers to go first, and learns that the three statues shoot spears from their gemstones. He survives nicely and returns to verify that Tarusk is not in the pit.

Doctor Cid checks behind the *Wall of Force*. He finds no sign of Tarusk behind the wall.

While the characters are running around looking for him, Tarusk finds himself stuck behind a sealed door in a slanted pit trap. He takes eleven minutes hammering his way through the door, and then uses a *Spider Climb* scroll to get himself out. The others are happy to see him, as they had no other idea where he had been.

The Cold Room

The only part of the complex the characters haven't explored is the part hidden by the cold room. Bone Gnawer volunteers to run through. He isn't frozen in place, but he

does take a lot of damage, so much that he freezes his nose off. He tosses it back to the others as a warning, then tells them, “That’s my nose! Stop screaming!”

Bone Gnawer finds two sets of stairs with a landing in between. At the bottom is a door and a corridor. He concludes that the whole place is probably trapped up the yin-yang.

The characters decide that the next step should be to sell off their loot and buy some *Resist Energy* scrolls. They bring Bone Gnawer back out (22 more points of damage) and head off to the market.

Shopping and Sales

The characters head outside to sell their goods and prepare for the cold chamber. They leave Ray the Pixie inside to check what sorts of creatures enter the complex during their absence. He sees a female tiefling dressed in noble clothing accompanied by two large wolf-like guards head into the compound. She uses rogue skills to disable the magical frost trap.

The loot dispositions are:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
Masterwork Scimitar	1	315	Sell	60%	189
Heavy Steel Shield +1	1	1170	Doctor Cid	100%	0
gold pieces	34	1	Sell	100%	34
gold earring	1	50	Sell	100%	50
Ring of Protection +1 (Minea)	1	2000	Beilorveildoxyx	100%	0
Morningstar +1 (Minea)	1	2308	Angaff	100%	0
Magic arrows	4		Bone Gnawer	100%	0
Vest of Resistance +1	1	1000	Tarusk		0
Masterwork composite longbow (+5 STR)	1	900	Sell	60%	540
Studded leather armor	1	25	Sell	60%	15
Masterwork great axe	1	320	Sell	60%	192
A current copy of the <i>Sigil Gazette</i> with a story about the characters’ antics against Tavan Zith;	1	0.01	Sell	60%	0.006
Cloak of Charisma +2 (mind flayer)	1	4000	Ray		0
Bone Rings (orc, gnoll, mind flayer, ogre mage, and hieracosphinx)	5	0			0
A potion of <i>Mage Armor</i> (mind flayer)	1	50	Beilorveildoxyx		0
A large <i>Bastard Sword</i> +1 (ogre mage)	1	2335	Bone Gnawer		0
Lesser <i>Crystal of Phoenix Ash Threat</i> (ogre mage)	1	2000	Bone Gnawer		0
Belt of <i>One Mighty Blow</i> (ogre mage)	1	1500	Doctor Cid		0
A large <i>Steel Shield</i> +1 (ogre mage)	1	1190	Sell	44%	523.6

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
A large chainmail shirt (ogre mage)	1	400	Sell	60%	240
Gold pieces (ogre mage)	255	1	Sell	100%	255
<i>Wyrmfang Amulet</i> (hieracosphinx)	1	1350	Bone Gnawer		0
A key (hieracosphinx)	1				0
Broken scorpion constructs	50	9	Sell	100%	450
Pearls for <i>Identify</i>	4	-100	Buy	100%	-400

Total	2088.606
Shares	6
Share Value	348.101

Most of the characters' loot goes into purchasing a total of five *Resist Energy* scrolls. Angaff holds them to cast later on.

Back Into the Frost Chamber

The characters are more than a little bit upset to find that the tiefling rogue Ray saw go by has already disposed of the frost trap. However, they are glad to learn that they might have to fight some werewolves. Beilorveildoxyx, Bone Gnawer and Tarusk Fireblade all head out to purchase oils of *Silver Sheen* at 250 gp each before progressing further.

The characters head down to the bottom of the stairs, where the corridor opens up into a larger chamber. There is a door in the midst of an elaborate (but faded and chipped) fresco of winged humanoids bearing flaming swords. Four hinged bronze statues of twisted humanoids rest nearby upon their haunches. The characters turn around and try the door they bypassed. It isn't too long before they come across the tiefling and her two werewolves in a storeroom featuring a collection of iron barrels, all collapsed across the body of a metal humanoid. The construct is tarnished and corroded. One of its legs is mangled and one of its eyes is missing.

Tarusk quickly applies *Silver Sheen* upon his weapon. The tiefling responds by drinking a potion and turning *Invisible*. She shouts, "You have my key! Give it back and we will leave you alone!" Bone Gnawer responds to her by drinking a potion of *Blindsense*.

Doctor Cid stacks up *Smite Evil* and the *Belt of One Mighty Blow* (+2d6 damage to a one-handed weapon strike, once per day) behind his attack and knocks a werewolf

loopy. Ray knocks the other one even loopier by hitting him with *Lesser Confusion*. Then the tiefling shows up right next to Doctor Cid and strikes him with a poisoned blade. Doctor Cid staggers under 20 points of damage. He finds himself pressed on three sides. He strikes one werewolf, then pulls back only to get savaged again by the creature.

Angaff “helps” by firing off a paltry *Fiery Burst* that barely singes the werewolves’ fur. The tiefling actually laughs out loud at his attack. It is at this point that the characters realize that the tiefling is wearing the crest of House Darlen. Everyone understands that she is the sister, *Nevanna Darlen*.

Ray has no idea who the tiefling is, so he has no notion who he puts to sleep with his poisoned arrow. His triumph is short-lived: one of her werewolf guards wakes her up again.

Tarusk Fireblade opens up the lines by roasting a werewolf with a *Kelgore’s Fire Bolt* then runs forward into the room. He takes a hit from the tiefling in the process, but considers it a worthwhile sacrifice.

The tiefling moves back behind Beilorveildothyx, then waits until her werewolf moves to flanking position to attack. Beilorveildothyx gets torn apart by the two of them. At the end of the experience, he proclaims, “Wheels of the bus go round and round...” He doesn’t even notice as Nevanna takes a swift action to activate the healing feature of her shield. Beilorveildothyx wheels around to strike her twice. He is disappointed to find that she seems to have quite a lot of hit points for someone with rogue levels. He is even more disappointed to find that he’s running out of hit points.

Doctor Cid decides that he’d best do the honorable thing. He takes an attack of opportunity from a werewolf to heal Beilorveildothyx.

Angaff takes advantage of his *Spectral Hand* to deliver a pair of *Shocking Grasps* to the surviving werewolf. He is somewhat disappointed to see it survive. Tarusk helps out with his own *Shocking Grasp*-boosted strike, burning the werewolf down into a foul greasy patch.

With the werewolf out of the way, Bone Gnawer is able to step into the room and start laying about with his shiny new magical bastard sword. He’s a bit too imprecise to actually connect right away.

Nevanna attempts to tumble past three characters, taking one hit from Beilorveildothyx in the process, then teleports right behind Angaff in a bolt of blue lightning. Angaff interrupts her with a *Kelgore's Fire Bolt*, then steps aside to let the rest of the party storm forward.

Tarusk leads the way, taking the attack of opportunity in exchange for the chance to strike. Beilorveildothyx follows, arriving just in time to see her tumble by. Nevanna decides that the situation has gotten way out of hand, and runs for it. Angaff pushes his way past the crowd and fells her with a *Scorching Ray*.

Beilorveildothyx flaps up and attempts to heal her, unsuccessfully. Eventually, Doctor Cid arrives on the scene and stabilizes her. A quick *Detect Magic* followed by some light looting turns up the following goods between Nevanna and the werewolves:

- A magical sword;
- A magical shield;
- A magical shirt;
- A mithril breastplate (non-magical);
- A +3 STR Composite Longbow +1;
- A potion of *Cure Moderate Wounds*;
- A potion of *Nondetection*;
- A potion of *Glibness*;
- A gold necklace; and
- A gold and emerald ring
- Two sets of magical bracers;
- Two potions of *Greater Magic Fang*;
- Two potions of *Barkskin*

The Construct Speaks

Back in the storeroom, Bone Gnawer starts eating werewolves. Mmmm... tangy. Then the construct starts talking to him. It turns out that the construct is intended to repair the wards. It's just unfortunate that he's too badly damaged to conduct his various duties. Bone Gnawer does learn that the tiefling had been asking how to use the plug control and how to get past the *Wall of Force*. He wants to know where his eye went.

Ray finds the eye. In return, the construct tells him that there is a proper order to the switches in the plug room. If the levers are triggered in the order SW-NW-SE-NE then the release will be set giving access to the outer vaults. Otherwise, there is a magical trap. Beilorveildothyx notes, “Yes, we know about the magical trap.”

The construct claims to not be able to remember much about what might be stored in the vaults. His name is *Jeristronomos*. He was left behind by *Moradin* to help construct and maintain the vaults. Unfortunately, when the *Lady of Pain* arrived she created her own helpers and nobody paid him any more attention. He does recall that *Valicor* and *Solenar the Blackguard*, both lieutenants of the Bladelords, might be contained somewhere in the inner vaults. The Blackheart is also hidden somewhere in the vaults.

He offers to tell the characters how to get past the *Wall of Force* if they fix him. The characters agree. He tells them that they must find the secret door in the drainage pool room. He no longer remembers exactly where the drainage pool room is.

The End of the Session

Experience gains by character category are:

<i>Character Type</i>	<i>Experience Gain</i>
5 th level, 0% bonus	7257
5 th level, 20% bonus	8708
6 th level, 0% bonus	5875
6 th level, 20% bonus	7050

Angaff’s gains are enough to take him to 6th level. Bone Gnawer, Beilorveildothyx, Tarusk Fireblade, Doctor Cid and Ray all go to 7th level. Doctor Cid celebrates because he gained his first level of Hunter of the Undead.

Loot that has not yet been distributed and/or *Identified* includes:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
magical sword	1				0
magical shield	1				0
magical shirt	1				0
mithril breastplate (non-magical)	1				0
+3 STR Composite Longbow +1	1				0
potion of Cure Moderate Wounds	1	300			0
potion of Nondetection;	1				0
potion of Glibness	1				0

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
gold necklace	1				0
gold and emerald ring	1				0
magical bracers	2				0
potions of Greater Magic Fang	2				0
potions of Barkskin	2	50			0

Total	0
Shares	6
Share Value	0