

City of Sigil Session Summary 05/06/2007

Attendance

Bruce (Angaff) wonders, “Will anyone notice if I just write all of this ahead of time? I think I’ll find out. Oh, nuts. I’m already here so it’s too late. Well, maybe next week.” *Ed* (Ray) tells *Chris* (Bone Gnawer), “I hate you forever!” *Chris* replies, “Well, that’s a relief. I was just saying that I’d hate *you* forever, but only if you hated me too.” *Ed* seems upset, as if he’d been somehow upstaged. *Chris* seems upset too, as if he hadn’t expected that he would be portrayed as some kind of rage-crazed rageholic who depends upon rageohol to get him through the day. Or, at least, that he might get some supernatural powers out of his addiction.

Ernest (Dakani Night Scream) pleads out, “Does anyone know a good prestige class for me? I need one to work with rogue and swordmage levels.” *Paul* offers, “Wizards just published one! It’s called the Demon Outrager and it’s available on the web! Go check it out now!” *Ernest* runs off, eager to see his new prestige class. *Paul* snickers and comments, “Hah! That class only works with cleric levels! I’ve sent him on a wild goose chase!” *Chuck* (Tarusk Fireblade) asks, “Could you send me on a snipe hunt instead?” *Paul* thinks hard for a second, then tells him, “No.” *Chuck* mourns. Then he perks up, “Have I told you all about the Dread Commando? It’s in *Heroes of Battle* and its way better than the previous Red Commando and Fred Commando prestige classes.”

Matt (Beilorveildoxyx) straggles in late, mumbling apologies. The others aren’t too sure exactly what he’s saying, but *Chris* is certain that he caught the words “suction”, “clothing” and “Mexico”. *Ernest* shudders.

Then *Patrick* (Doctor Cid) walks in. He calls out, “Has anyone seen my portable suction pump? I needed it this weekend, but I couldn’t find it anywhere.” The room falls into dead silence. *Patrick* is confused, “What? What is it? What do you guys know?”

Chuck chirps out, “Scout is a really good class! We need a scout in the party! Or a shifter druid!”

Tim (Brakiel) sends along email indicating that he is working to the extreme to further his various career ambitions. He suggests that his chances of showing up are

limited at best. But then, against all expectations, he shows up! Unfortunately, the celebratory festival is dulled by the fact that the piñatas were mis-ordered and won't show up for six to eight weeks. Bruce's suggestions that used-car salesmen could be substituted fall upon deaf ears. Chris sagely points out that piñata stuffing is normally so much more desirable than the things used-car salesmen are stuffed with.

<i>Player</i>	<i>Character</i>	<i>Home Plane</i>	<i>Race/Class</i>
Bruce	Angaff	Beastlands	Fire Genasi Evoker 5 / Fighter 1
Chris	Bone Gnawer	Prime Material	Troll 7
Chuck	Tarusk Fireblade	Acheron	Bladeling Duskblade 5 / Dragon Disciple 2
Ed	Ray	Prime Material	Pixie (7) / Favored Soul 4
Ernest	Dakani Night Scream	Acheron	Bladeling Rogue 4 / Swordsage 2
Matt	Beilorveildothyx	Prime Material	Red Dragon 7
Patrick	Doctor Cid	Prime Material	Human Paladin 5 / Hunter of the Dead 2
Tim	Brakiel	The Seven Mounting Heavens of Celestia (second layer, Realm of Bahamut)	Trumpet Archon 5

Shall We Ransom the Paladin?

Doctor Cid has been abducted by a phase spider, whom the characters take to be one of the *Pact Lords of the Quaan*. The characters know that there is a gate into the Quaan dimension at the top of the bell tower at the chapel of Saint Thessina. Rather than wait for the phase spider to figure out how to send them a ransom note, they decide to take the fight to the enemy.

Meanwhile, Doctor Cid wakes to find himself tied to a machine at the top of a tower. A bulky mechanical helmet is strapped to his head. He strongly suspects that the bald human standing over him is preparing to erase his mind. At least he hopes that's what the human is going to do. Out of his field of vision someone says, "After you finish erasing him, reprogram him to Mongo culture Level Three. The human mind can't stand any more than that." A brown bugbear carrying a heavy iron religious symbol leers at him and threatens him, "I am made out of bugs *and* bears!" Then Doctor Cid fades off into sleep. Then he wakes up and finds that he is somebody completely different. In fact,

he is a duskling totemist. He thinks, “I feel stupid and ugly! But I have claws and my skin is blue!”

None of this prevents him from hunting the other characters down and explaining his horrible predicament. The characters waste no time in making fun of his problems, but they eventually accept him as one of their own.

The Chapel of Saint Thessina

The chapel is located in the Lower Ward. This part of the city has a high density of gates to the lower planes. As a result, it constantly smells of sulfur and has smog problems that make Los Angeles look like an environmentalist’s wonderland. The local population is tilted somewhat towards devils and demons, both of whom refrain from wide-scale rioting only out of fear of the *Lady of Pain*.

The chapel stands right on the Ditch, the muddy corpse-choked river that separates the Lower Ward from the Hive. *Bone Gnawer* is upset: “There was a corpse-choked river and nobody told me?” The others reassure him that he’d be competing against the various corpse-collectors.

Ray asks around and finds out that even though the chapel is visibly active, none of the locals know anyone who actually worships there. He flies around to reconnoiter and sees a dwarf and a half-orc standing watch over the place.

The shrine itself is a tower five stories high with some attached buildings. The main door is open, but the smaller tower door is locked.

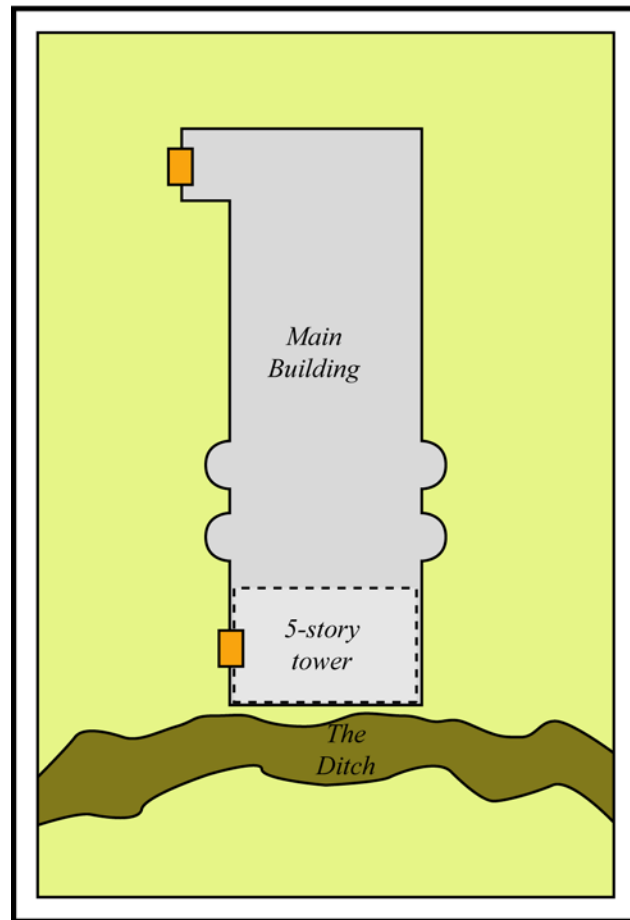
Infiltrating the Tower

Dakani Night Scream takes the point. He infiltrates across the Ditch, picks the tower door lock, and slips into the building. He picks up a gold-trimmed set of priestly vestments and puts them on to allay the locals’ suspicions, then sneaks further into the building. He creeps through a door and comes face to face with the half-orc and the dwarf.

The two guards are not fooled by his clever disguise. He is somewhat disappointed. But his disappointment is limited by the fact that he’s got an entire party of adventurers to back him up. The characters get down and get freaky in ways that their therapists would heartily disapprove of. Within half a round, the half-orc is perforated

with arrows and looking quite unhealthsome. This doesn't prevent the half-orc from raging and attacking. Bone Gnawer responds by ripping him into pieces.

The Shrine of Thessina



The *New Doctor Cid* demonstrates that he's a lot more mobile than his predecessor: he runs forward, then teleports right up next to the dwarf. He is only the first in a series: now that the half-orc is dead, everyone fixates upon the dwarf as the primary target. Dakani Night Scream yells out, "Hey guys! I just realized she's a female dwarf!" *Beilorveildoxyx* replies, "It won't matter in a second!" He turns out to be right: she doesn't last out the round.

The characters conclude that the guards were pretty weak for Pact Lords, which suggests that they're probably Pact Slaves. They were carrying:

- A (nonmagical) masterwork greatsword;
- A *Breastplate +1*;
- A crossbow;

- A dagger;
- 12 gold pieces;
- A potion of *Haste*;
- A gold ring;
- A (nonmagical) masterwork greataxe;
- A (nonmagical) masterwork chain shirt;
- A *Bone Ring*;
- 4 daggers;
- *Boots of Stomping*; and
- A pair of magical gauntlets

The New Doctor Cid lays claim to the *Boots of Stomping*. He indicates that he's never so happy as when he's stomping things. Bone Gnawer busies himself by bagging up a silver tea set and as many sets of priestly vestments he can find.

Tarusk Fireblade proposes rifling through the office. The characters find a lot of documents important to the day-to-day operations of a church. It seems very much like the occupants are very tight with the *Sons of Mercy*. Dakani Night Scream finds a locked desk drawer that proves to contain a scroll of divine spells:

- Scroll of *Aid*, *Cure Light Wounds* and *Protection from Elements*

Brakiel claims the scroll on the basis that he's the only one who can use it. The characters continue on into a storeroom loaded with all manner of household goods, and a wheelbarrow. The characters pile up as much as they can into the wheelbarrow and stash it for the journey back. And then Dakani Night Scream locates the stairs up.

Second Floor of the Tower

The New Doctor Cid, Ray and Bone Gnawer tromp up to the second floor, where a group of highly-motivated humans attack them. The New Doctor Cid is quite upset to find that the humans are armed with two-bladed swords, and aren't afraid to use both ends. Dakani Night Scream is less impressed: he notices that the humans are unable to actually hit them characters with them.

The characters make quick work of the guards, then interrogate the one survivor. The fellow knows that *Brother Nephiril* is up in the bell tower, along with the other

masters. The other rooms on the second floor of the tower are quarters for the guards and a storeroom. Bone Gnawer wastes no time in ransacking the storeroom, and having lunch on the side. Meanwhile, Dakani Night Scream feels sympathy for the prisoner and gives him both leave to take the bodies of his brothers for burial and 200 gold for burial expenses. Bone Gnawer pulls 100 gold out of the dead brothers' purses, and four potions of *Cure Light Wounds*.

The Third Floor

The characters send Ray up to check out the third floor. He flies down to report that there is a basilisk protecting one large room with a single suit of masterwork plate mail. The characters decide upon the simplest plan possible: *Angaff* will engulf the entire room in a *Fireball*, then Bone Gnawer will rush in and claw the basilisk to death. The plan doesn't actually work out as intended: the New Doctor Cid and Tarusk Fireblade are actually the ones who end up killing the creature.

The characters note that the basilisk is wearing a collar and a chain. The chain leads into a second room. The characters investigate and find that the chain is hooked to a large winch that the locals apparently use to keep the creature restrained when they want to go out and buy groceries.

Dakani Night Scream hears some human grunting sounds in a second room. He bursts in, hoping that his social life will improve quite a bit. He is disappointed to find that the room contains only a bound, plump human. The captive is actually the assistant to the sage *Ishara Jer* whom the characters had hired. He tells Dakani that the Pact Lords kidnapped both of them, and that *Ishara* has been taken to the Dream Probe.

The Fourth Floor

Ray reports that the fourth floor is covered in slime and has an acrid stench. There are doors to two other rooms on the fourth floor: one west, and one east. The one door is locked and leads to a combination bedroom and practice chamber. The place is littered with weapons and practice items. A book sits on a stand to one side. *Angaff* determines that the book is titled *The Fighting Techniques of the Pirate Kingdoms of Londamar*. It has lots of pictures, so he puts it into his bag for later. The New Doctor

Cid notes that the clothing in the wardrobe would fit a large, stocky man. None of it is pirate clothing.

Bone Gnawer reports that the other room is unlocked and looks disgusting even to him. He heads back to the bedroom to drag the bathtub and the full-length mirror out into the entry room so the characters remember them later on.

The Fifth Floor

Ray once again leads the expedition. He reports that the belfry does not contain a bell, but does contain two pieces of arcane apparatus. Doctor Cid's motionless body lies on one of them. Two balconies look over the rest of the city. And as an added detail, there are people present. For some reason, Ray almost forgets to mention this. When the characters press him, he admits that a bald human and a bugbear are operating the machine. Ray gasps and thinks, "Gad! He really *is* made out of both bugs and bears!"

Then Ray decides to cast *Detect Thoughts*. He is able to determine that there are two thinking minds present, with INT 12 and INT 10. Then he learns that the human cleric is planning on putting the human research subject into the Unmaker. After that, they will send *Lee* back to imitate him. Also, the human cleric is disappointed that the bugbear never seems to notice him, even though he wore his purple pantaloons today.

The characters pile onto the two villains. They don't last long. The bald cleric is downed by a combination of massive melee attacks from Beilorveildothyx, the New Doctor Cid and Bone Gnawer, and a *Kelgore's Fire Bolt* from Angaff. The bugbear only lasts a little bit longer: Brakiel cuts him down before the first round is out.

The characters are busy congratulating themselves when the so-called sage's apprentice transforms back into his true naga shape and casts a *Lightning Bolt* at Dakani, Brakiel, Tarusk, the New Doctor Cid, Bone Gnawer and Beilorveildothyx. Dakani Night Scream complains, "How dare he deceive us! How dare he! I'm going to kill him for that!"

Bone Gnawer beats him to it: he activates his *Greater Reach* item and attacks from twenty feet away. The naga *Lee* squeaks, "Whaaat! Ouch! I'm immune to mind-reading, I'll have you know!" Bone Gnawer roars out, "how about we just physically extract his mind instead?" They proceed to do so.

Ray casts a healing spell on the (incapacitated) bald human cleric. He finally realizes that the man is one of the clerics the characters saw over at the Sons of Mercy headquarters.

Beilorveildothyx, just out of principle, flings the naga's body off the tower. Brakiel flies down, apologizes to the two bone devils who were inconvenienced by the falling body, and brings it back. Bone Gnawer hugs him. While Bone Gnawer is distracted, Dakani Night Scream throws the body back over the edge. Brakiel fetches it back again. Loot includes:

- Magical headband;
- Two *Longswords +1*;
- A magical weapon crystal;
- A magical dagger that speaks to Tarusk;
- A suit of magical full plate armor;
- A magical rod;
- Two *Bone Rings*;
- 2 potions of *Bull's Strength*;
- A potion of *Bear's Endurance*;
- A potion of *Barkskin*;
- A potion of *Levitate*;
- 2 potions of *Cure Serious Wounds*;
- A potion of *Lesser Restoration*;
- A potion of *Haste*;
- A potion of *Remove Paralysis*;
- A potion of *Hiding*;
- A potion of *Protection from Energy*;
- A potion of *Aid*;
- Two Thunderstones;
- A golden pocketwatch (from Mechanus) worth 250 gold;
- 102 gold pieces;
- 98 silver pieces;

- a set of keys.
- A masterwork breastplate;
- A masterwork morningstar;
- A *Wand of Cure Light Wounds* (28 charges);
- A flask of acid;
- A flask of alchemist's fire;
- A scroll of *Heal* (cast at 11th level);
- A holy symbol of Erythnul; and
- A jeweled silvered bracer worth 100 gp.

The dagger is clearly something special. It is long-bladed with a blue and silver hilt and white diamonds around the pommel. It tells Tarusk, "I am *Yaeshla*, the elven dagger." Apparently, once the dagger was a staff. And before that he was an elf. This causes lightbulbs to go off: the characters are looking for the dagger that was a staff that is a key. It was sundered in the battle between the Lady of Pain and the god of Portals. But when he was working in concert with the Ward Generators he kept the bladelords incarcerated.

It is at this point that the characters realize that Doctor Cid was carrying the *Hand of Aoskar*, and that it is the one part of the paladin's gear that is not present. With the hand, the Pact Lords can simply free the bladelords by breaking the seal directly. However, if the staff can be reassembled then even the Hand of Aoskar would not be able to open the seals.

In the meantime, *Yaeshla* tells the characters that the portal to Quaan is out on the balcony and can be opened with the *Bone Rings*. Tarusk comments, "That's fortunate. We've got a whole bag of those things." For the moment, the Quaan have the *Hand of Aoskar* in their pocket plane. They've lost too many expeditions into the Mazes so far.

The characters are a bit disappointed to learn that *Yaeshla* is only able to act as a *Dagger +1*. The characters resolve to rest for a day, then storm through the Portal of the Quaan.

A Day In Town for Experience and Shopping

The characters find that they've learned something from slaughtering all of their recent foes:

<i>Character Level</i>	<i>Bonus Type</i>	<i>Experience Points</i>
5th level	20%	3125
6th level	0%	2281
7th level	20%	2188
7th level	0%	1823

This is enough to bring Brakiel up to 6th level. Angaff celebrates as he gains his first level of Eldritch Knight and picks up the nifty Precise Shot feat. He celebrates by bankrupting himself on a very, very fancy bow. Bone Gnawer and Beilorveildoxyx rise up to Troll 8 and Red Dragon 8 respectively.

And then the characters sell off their loot, collecting 435 gold, 4 silver and 8 copper each:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
Headband of Intellect +2	1		Angaff		0
Longsword +1	2	2315	Sell	51%	2361.3
Lesser Crystal of Energy Assault (electricity +1d6)	1		Ray		0
The dagger Yaesha	1	2302			0
Full Plate +2	1		Doctor Cid		0
Rod of Bodily Restoration	1		Brakiel		0
Bone Rings	3	0			0
potion of Bull's Strength	2	300	Beilorveildoxyx		0
potion of Bear's Endurance	1	300	Dakani		0
potion of Barkskin (+2)	1	50	Beilorveildoxyx		0
potion of Levitate	1	300	Bone Gnawer		0
potion of Cure Serious Wounds	1	750	Dakani		0
potion of Cure Serious Wounds	1	750	Doctor Cid		0
potion of Lesser Restoration	1	300	Tarusk		0
potion of Haste	1	750	Bone Gnawer		0
potion of Remove Paralysis	1	300	Brakiel		0
Elixir of Hiding	1	250	Dakani		0
potion of Protection from Energy (acid)	1	750	Bone Gnawer		0
potion of Aid	1	50	Dakani		0
thunderstones	2	30	Sell	50%	30
golden pocketwatch (from Mechanus)	1	250	Beilorveildoxyx		0
102 gold pieces	102	1	Cash	100%	0
98 silver pieces	98	0.1	Cash	100%	0
a set of keys.	1				0
masterwork breastplate	1	350	Sell	50%	175
masterwork morningstar	1	308	Sell	50%	154
Wand of Cure Light Wounds (28 charges)	1	420	Ray		0
flask of acid	1	10	Sell	50%	5
flask of alchemist's fire	1	20	Bone Gnawer		0
scroll of Heal (cast at 11th level)	1	1650	Brakiel		0

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
iron holy symbol of Erythnul	1	0.02	Sell	50%	0.01
jeweled silvered bracer	1	100	Sell	50%	50
Scroll of Aid, Cure Light Wounds and Protection from Elements	1	1625	Brakiel		0
masterwork greatsword	1	350	Sell	50%	175
Breastplate +1	1	1350	Sell	51%	688.5
crossbow	1	35	Sell	50%	17.5
dagger	1	2	Sell	50%	1
12 gold pieces	1	12	Cash	100%	0
potion of Haste	1	750	Brakiel		0
gold ring	1	75	Sell	50%	37.5
masterwork greataxe	1	320	Sell	50%	160
masterwork chain shirt	1	250	Sell	50%	125
daggers	4	2	Sell	50%	4
Boots of Stomping	1	600	Doctor Cid		0
Brute Gauntlets	1	500	Bone Gnawer		0
Pearls for Identify	5	-100	Buy	100%	-500

Total Value	3483.81
Shares	8
Share Value	435.48

Some of the money goes into purchasing a *Quaal's Feather Token* for a swan boat, which the characters intend to use to get across the river of slime.

The Transition to the Plane of the Quaan

The characters don their *Bone Rings* and transit across. They find themselves in a grim, damp, gray landscape. The whole place smells of death, rot, corruption and stagnant water. Insects and less-recognizable things scuttle through decaying vegetation. A foul mist covers everything, restricting vision into a claustrophobic sphere.

The characters also immediately know the location of the Font of the Quaan because they're wearing *Bone Rings*. They quickly take them off to make it harder for the locals to track them.

The characters reach the so-called river quickly. It turns out that it isn't so much a "river" as a massive hump of slime that stretches in both directions for miles. Dakani notices that there are no flying insects near the slime hump, probably because the stuff sometimes lurches upward to consume them. He tries an arrow shot across, thirty feet above the surface. It gets across safely. Beilorveildothyx drinks a potion of *Bull's Strength* and ferries the characters across one by one. Bone Gnawer represents the

biggest problem: he is too heavy for Beilorveildothyx to carry on his own. The characters deal with it by having him drink a potion of *Levitation* so Beilorveildothyx can simply tow him across.

The lake of the Font is just as nice. It is filled with a liquid that is recognizably water, but a foul version of the fluid. Much of the lake is shallow enough that the boat runs aground often. The characters pole it along for over a mile until they reach the miserable damp excuse for an island that houses the Font of the Quaan.

The Font of the Quaan is a large gargoyle-covered fountain of onyx and gold 20' in diameter. A large, menacing abstract sculpture rises 40' from the center. The characters stand around the fountain, waiting for something to happen. Nothing does. The characters wait longer. Still, nothing happens.

Finally, Bone Gnawer decides that he's going to make something happen. He pulls out his crowbar and starts prying gold items off the fountain. He manages to extract:

- Gold fragments worth 1200 gold pieces.

The Refugee

Brakiel spots a human in ragged clothing wading through the bog. He is not heading towards the island, and seems to be trying to hide. Brakiel tells the others, describing him as, "Poor, with makeshift weapons. Probably a wizard or a zombie." Ray flies out and casts *Detect Thoughts*. He concludes that the man has INT 10 and is mostly thinking of his tremendous hunger and his fear that the horrible slave-lords who captured him will find him.

The characters head out to meet him with sandwiches. Ray is selected as the point man because he doesn't look that threatening. The man gladly accepts his offer of food, and offers to tell the characters anything he knows as long as they help him get out of this place.

He tells them that most of the Pact Lords of the Quaan live in the *Black Manor* to the south-east, a mile away across the River of Slime (Bone Gnawer: "Doh!"). The beholder lives in the *Tower of Charch-Pahn*, a mile and a half due south. The Pact Lords send patrols by the Font of the Quaan every four or five hours; patrols normally include

several ogres and a troll, plus ogre mages or harpies to get the others across the River of Slime. The River of Slime is dangerous, as it will eat people if they get too close. However, it is possible to bypass it by traveling several miles to the north.

Experimenting with the Font

Angaff tries an experiment: he puts on a *Bone Ring* and steps into the Font. He reports that nothing happens. Bone Gnawer grumbles, “That’s what you say.”

To the Black Manor

The characters set to marching to the Black Manor. The journey takes them two hours through swamp and decaying marsh, most of it a detour to get around the River of Slime. The journey is disgusting, but uneventful.

The Black Manor is a single-story structure made of black stone, perhaps 80 feet by 90 feet, with walls 20 feet high. It’s design evokes blockhouse more than comfortable country estate. Ray flies up and peeks into a window. He sees four ogre guards, one of whom is peering out the window. Ray notices that the creature is looking directly at him, and gives thanks for the fact that he is naturally invisible.

The characters decide to try sneaking up to the building. Unfortunately, Doctor Cid isn’t quite used to the fact that his new magic armor is loud and clanky so the ogres spot him fairly far out.

Bone Gnawer and Tarusk Fireblade break open the front door of the manor only to see a massive behir looking at them. Tarusk Fireblade yells out, “Lightning creature!” Angaff quickly casts *Resist Energy* on Dakani Night Scream. Dakani makes himself *Invisible*, slips inside quickly then stabs the creature as it passes by. As a finale, he neatly evades the creature’s return strike.

Meanwhile, Beilorveildoxyx pokes his *Wand of Lightning* through the barracks-room window and commences roasting the ogres. Suddenly, the world fills with ogres. Dakani yells out, “Angaff! Start dumping all the blasting damage you’ve got at your disposal!” Brakiel launches out *Order’s Wrath* at a cluster of ogres, dazing most of them. Tarusk electrocutes another ogre with *Shocking Grasp*. Beilorveildoxyx reaches through a window and claws a third into bloody gibbets.

The ogres respond with a series of ineffectual swings. One of them grumbles, “Stand *still* little people! How high your armor class anyway? Graaugh!” Dakani Night Scream laughs at him.

Yuan-Ti Can Be Druids!

The characters are thinking that things are looking pretty good when a door opens up and a yuan-ti abomination and a giant crocodile head on through. The yuan-ti whispers at Bone Gnawer, “They are not your friend! Only I am your friend!” Bone Gnawer finds no truth in the creature’s words. The yuan-ti curses and reflects that next time it should try using actual magic to back up its threats.

Bone Gnawer howls and exterminates the behir and one ogre in response. Dakani Night Scream decides that his plan will revolve more around simply hiding for the rest of the combat (a decision driven in part by Ernest’s need to head home).

Beilorveildothyx whooshes through the halls, takes two attacks of opportunity from the giant crocodile and the abomination, then claws the abomination. Doctor Cid follows up by charging in and striking the abomination with *Smite Evil*, backing it with his *Belt of One Mighty Blow*. The abomination hisses in dismay. The crocodile simply grabs Beilorveildothyx in its mighty jaws and bites down *hard*. Beilorveildothyx wriggles free, by the skin of his draconic teeth. He complains, “Have you smelled that thing’s breath? It is *hard core*. That abomination seriously needs to take its pet to a vet for a cleaning.” The abomination seems slightly confused. The crocodile doesn’t even bother paying attention.

Angaff interrupts the crocodile’s day by hitting it with a *Fiery Burst*. The crocodile grumbles, “Losing... hit... points... Bah. Have... lots... and... lots... more.” Beilorveildothyx answers with a barrage of claw and bite attacks that put the lie to that statement: he chews it into handbags.

With the crocodile gone, the abomination finds itself buried in player characters. They unleash a whole series of ineffective attacks that persuade it to *Meld with Stone* and escape into the floor. Ray comments, “Not so fast, champ!” He casts *Dispel Magic* and brings the creature back. Tarusk is waiting with two sword strikes that put the yuan-ti down for the count.

The Room of Webs

The characters burst into another room full of webs. They see nothing present, and swiftly close the door up again.

Good Times in the Ooze Room

Bone Gnawer flings open another door. The stench is enough to make anyone recoil. Shattered crates vomit out a foul ooze that might once have been stores. A small creature flutters in the air above the ooze. Bone Gnawer cries out delightedly, “An ooze mephit! Huzzah!”

The ooze mephit looks at the characters, bows, and squeaks, “Are you angry at me? Did I displease you?”

The characters break into a debate over how to handle the ooze mephit. Some attempt to threaten it. Some attempt to interrogate it. Angaff tries to fire it. And Brakiel tries to hire it as a guide. The ooze mephit just seems confused: “Do you people even know who you are?”

Eventually, Brakiel manages to work out an arrangement with the creature: act as a guide and local expert for 50 gold. The creature’s name is *Verd*. It tells Brakiel all the creatures who are home, all of whom the characters have already killed. It also tells them that the Web Room is *Suroch*’s quarters. *Suroch* is a shapeshifting spider and a powerful sorcerer, now off on a mission of infiltration and assassination. He is also able to explain that the Pact Lords don’t all live in Quaan, and that all but one of the founding Pact Lords have moved on except for *Charch-Pahn*. And that *Azz the Slave-Master* is out with a group of slaves looking for anthracite. And that he has the magical hand here, in its little lead box. The mephit hands the characters the *Hand of Aoskar*, still in the lead box they packed it in.

Looting the Bodies

Once the characters are satisfied that all of the locals are dead they fall to traditional interests and loot the bodies. They also ransack their way through the rest of the manor. They find:

- A masterwork large scimitar;

- Three masterwork long spears;
- Masterwork leather armor;
- Masterwork large wooden shield;
- A magical periapt;
- *A Bone Quaan Ring*;
- A potion of *See Invisibility*;
- A scroll of *Protection from Elements*; and
- A scroll of *Cure Moderate Wounds*
- A large chain shirt;
- 2 flasks of acid;
- 592 gold pieces
- flask of alchemist's fire;
- masterwork longsword;
- 35 gold pieces;
- silver hair clasp;
- a pair of boots fitted with small sapphires and silver woven threads;
- masterwork sickle;
- a potion of *Invisibility*;
- a pouch containing three emeralds
- 452 gold pieces;
- 3 opals;
- a potion of *Displacement*;
- a *Dagger of Returning +1*;
- a magic rod;
- 80 gold pieces; and
- 104 silver pieces

The End of the Session

The experience rewards for the final encounter are:

<i>Character Level</i>	<i>Bonus Type</i>	<i>Experience Points</i>
6th level	20%	3750

<i>Character Level</i>	<i>Bonus Type</i>	<i>Experience Points</i>
7th level	20%	3019
7th level	0%	2516
8th level	20%	2500

Undistributed loot includes:

<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
Gold fragments from the Font of Quaal	1	1200	Cash	100%	1200
Masterwork large scimitar	1	330			0
Three masterwork long spears	3	310			0
Masterwork leather armor	1	170			0
Masterwork large wooden shield	1	164			0
Magical periapt	1				0
Bone Quaan Ring	1				0
Potion of See Invisibility	1	300			0
Scroll of Protection from Elements and	1	150			0
Scroll of Cure Moderate Wounds	1	150			0
Large chain shirt	1	200			0
Flasks of acid	2	10			0
592 gold pieces	592	1	Cash	100%	592
flask of alchemist's fire	1	20			0
masterwork longsword	1	315			0
35 gold pieces	35	1	Cash	100%	35
silver hair clasp	1				0
a pair of boots fitted with small sapphires and silver woven threads	1				0
masterwork sickle	1	306			0
Potion of Invisibility	1	300			0
Emeralds	3				0
452 gold pieces	452	1			0
Opals	3				0
Potion of Displacement	1	750			0
Dagger of Returning +1	1				0
Magic rod	1				0
80 gold pieces	80	1	Cash	100%	80
104 silver pieces	104	0.1	Cash	100%	10.4

Total Value	1917.4
Shares	8
Share Value	239.68