

City of Sigil Session Summary 07/15/2007

Attendance

Chris (Bone Gnawer) walks up the drive. He tells *Ernest* (Dakani Night Scream), "...And then I stuffed their mouths with straw." *Chuck* (Skellish) contributes, "That's a good idea! That way the police will think it was some kind of soo-per-natcheral creature!" *Ed* (Ray) shakes his head in dismay.

Bruce (Angaff) scurries up to explain, "So sorry I missed lunch! I got involved in a conference call with Cypress!" *Patrick* (Doctor Cid) staggers up behind him, moaning, "It's true! It's true! After he showed up he wouldn't shut up about wafers and test programs and things! I almost had to tear out my eyes one by one to block it out!" *Chris* asks, "But you wanted to get rid of the *sound*. Tearing your eyes out wouldn't help at all!" *Patrick* explains, "Well, technically yes, except that my own screams would very effectively mute out my ability to hear his diatribe." *Chris* nods in sudden understanding.

<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 9
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

At the Bottom of the Shaft of Oblivion

The characters are all still in the Golem Control Room, alternately controlling a Doomwalker Golem and facing down three Pact-Lords of the Quaan: a lizard man in full plate, a phase spider and an athach. Down far below, the golem itself is facing a spine-

covered angelic monstrosity and two more Pact-Lords: *Ferendis* the half-fiend red dragon and *Sarth* the bugbear.

Dakani Night Scream and *Angaff* continue to man the Doomwalker Golem, in the head and right arm respectively. *Bone Gnawer*, *Doctor Cid*, *Skellish* and *Ray* all pull out of their golem control podules to face the Pact-Lords.

Skellish assures the others, "I'm a sorcerer, so I still have crap to throw!"

Bone Gnawer points out, "Well, if you're going to act like a monkey then you'd better be out here with us."

The Conflict of Titans: Golem vs. Dragon

Dakani Night Scream cleverly remembers that the Pact-Lords are looking for the *Black Grail* so they can manufacture a massive army of grail-slaves. He decides to form common cause with the spiky angel against the Pact-Lords if he can, and uses the Doomwalker Golem to engulf Sarth in flames. Sarth grumbles, but doesn't look particularly injured.

Doctor Cid, still in the Doomwalker Golem's chest slot, follows suit by vomiting out a poison cloud. He learns that the fiendish red dragon is immune to poison, but the bugbear isn't. He assures the others, "The bug half isn't vulnerable, but the bear part is!" Unfortunately, Sarth makes his save and ignores the poison.

Ferendis ferociously attacks the Doomwalker Golem. Dakani Night Scream winces and prepares for the impact, until he realizes that the golem's Damage Reduction makes it effectively immune to the dragon. Dakani mocks Ferendis, "Dragons are sooo lame!" Ferendis whines like an injured puppy. Sarth rolls his eyes and wishes that he'd picked a less-pathetic Pact-Lord as a traveling companion.

Sarth demonstrates that his poor decision-making skills extend beyond his choice of traveling companions by shooting three arrows at the death angel's big ass. The angel barely even notices.

Angaff slams Sarth twice with his golem arm. Surprisingly, Sarth survives the experience even though he is actually smaller than the Doomwalker Golem's fist. Sarth moans, "Why for you hit me?"

The death angel thunders, “Why are you here? You morons! The Black Grail isn’t even here!” but does nothing else of consequence. Then, after watching Ferendis spend himself uselessly against the Doomwalker Golem again, it storms up and eviscerates him with a greatsword.

Ferendis decides to try a different plan: he breathes fire upon the Doomwalker Golem. This time, the golem feels some damage: 76 points of damage out of its 205 total points. Dakani Night Scream mocks Ferendis, “I felt that! Do that three or four more times and you might even win! Hah!”

Angaff ignores him as he crushes the life out of Sarth then grapples him. Dakani Night Scream teleports the body back up to the control room.

Dakani Night Scream guides the Doomwalker Golem forward and grapples the death angel. Angaff uses his pounding arm to smash the angel over and over and over, frustrated mostly by the fact that the angel enjoys fast healing and keeps on regenerating the damage. In desperation, the angel calls down a *Flame Strike* upon itself. The golem is only mildly singed, but the angel almost destroys itself with its own spell. Dakani Night Scream rasps out, “Your gods have forsaken you!” A moment later, Angaff crushes the angel’s rib cage with two more strikes from the golem’s boulder-like fist.

And Now, Upstairs!

Meanwhile, upstairs in the control room Bone Gnawer steps up to the lizard man and massacres him. The phase spider vanishes. The lizard man gasps through broken teeth, desperately attempting to reinflate his collapsed lung. His subsequent *Cure Serious Wounds* spell goes a long way towards achieving that goal.

Skellish flings an *Acidic Lightning Bolt* backed with Draconic Power at the athach. The creature makes its reflex save by holding the lizard man in the way. The athach remains fairly undamaged, but the lizard man is completely dissolved.

The athach executes a whirlwind-like series of strikes on Bone Gnawer with his three battle-axes and his bite. Bone Gnawer steps away with only a moderate cut and a line of tooth-marks in his flank. He cautions the athach, “Hey, buddy! Watch the threads!”

The phase spider teleports in behind Doctor Cid and bites him. Doctor Cid groans, “Oh, and now you’ve *poisoned* me. At least you’re not telling me about your thirty-eight point master plan.” The phase spider twitches as it realizes that back in Paladin School Doctor Cid trained on poison resistance using phase spider poison.

Bone Gnawer exclaims, “My teeth are *bad!*” as he tears through the athach. The athach moans, “My organs are bad. They have troll tooth marks all through them.” Bone Gnawer ignores him, bashing the creature over and over until he falls back with only half of a skull left.

The phase spider dances in and out of reality, confident that nothing can hurt it except tactics. Skellish and Doctor Cid proceed to execute some: they wait until the creature appears, then land a massive amount of acid damage upon it. The phase spider goes down.

And Then the Looting Starts

Dakani Night Scream directs the Doomwalker Golem right through the wall of the angel’s little hut. The characters collect some loot:

- The missing part of the *Warden’s Staff*;
- 1309 gold coins;
- 874 platinum coins;
- a silver crown with emeralds;
- *Beastbane Nunchaku +1*; and
- *A Figurine of Wondrous Power: Bronze Griffin*

The Pact-Lords were carrying:

- *A Ring of X-Ray Vision*;
- *A Composite +5 STR Longbow +1*;
- 10 *Arrows +3*;
- *Greataxe +1*;
- A potion of *Fly*;
- 102 gold coins;
- Three *Huge Battleaxes +1*;
- *A Ring of True Phase*;

- *Bracers of Armor +2*;
- Masterwork full plate armor;
- *Large Wooden Shield +1*;
- Wand of *Cure Moderate Wounds* (8 charges);
- 2 scrolls of *Hold Person*, each heightened to 4th level (save DC16);
- 29 gold pieces

The characters are able to figure out what most of the items are; they end up (eventually) buying only a single pearl for *Identify*. Doctor Cid takes the wand of *Cure Moderate Wounds*.

Political Issues with the Blade Lord Faction

Then Dakani Night Scream shows his true colors by trying to persuade the arm-wielding characters (Doctor Cid and Angaff) that they should teleport the *Black Egg of Evil* out to the Control Room so he can free the Blade Lords. They are cautioned from this path by both the *Warden's Staff* (which begs them not to) and the death angel (which indicated that messing with the egg would be the worst idea imaginable). Eventually, these arguments win the other characters over, much to Dakani's disgust.

Dakani's final appeal is that the current regime under the *Lady of Pain* isn't all that good. After all, she regularly imprisons good entities like angels under the flimsiest of pretenses.

Angaff comments, "Actually, I'm just Lawful Neutral so as long as she keeps the trains running on time I'm okay with her reign."

Bone Gnawer is amazed, "There are trains?"

Angaff asks, "What did you think those red signs all pointed to?"

Bone Gnawer replies, "I thought those were public restrooms. No wonder all the people seemed so upset."

In a final gesture, Bone Gnawer persuades the others that they should send the Doomwalker Golem to fetch back the *Levitating Bronze Tablet* that they pushed down the vault shaft some time ago.

A Bit of a Rest

The characters decide to use the Doomwalker Golem to keep the death angel in a headlock while they rest for a night. Obviously, the others keep Dakani Night Scream away from the golem controls. He takes this opportunity to commune with the Blade Lords to see what their plan for the universe would be if he were to let them free. The Blade Lords explain that they would:

1. Destroy all the gods;
2. Destroy all the races created by the gods; and
3. Enslave everything else.

The Blade Lord who speaks to Dakani points out that as children of the Blade Lords the bladelings would be enslaved rather than exterminated, but that they could be among the highest of the slaves.

The Blade Lord Debate

Dakani Night Scream and Doctor Cid have a long argument about what to do with the Blade Lords and their *Evil Egg*. Dakani Night Scream wants to work out some kind of contest to determine whether or not the characters release the Blade Lords. Doctor Cid simply refuses to even allow the possibility, which leads Dakani Night Scream thinking about whether or not to simply backstab a lot of characters and teleport the *Evil Egg* up anyway.

They finally reach a compromise: the characters seal up the compound, but leave the *Hand of Aoskar* buried deep in one of the Mazes.

Sealing the Maze

The characters move back through the compound, using the *Warden's Staff* to seal the various portals that had been opened. The *Staff* advises the characters that the safest plan is to seal the place and then destroy the *Hand of Aoskar*. The *Hand* can be destroyed just by touching it with the *Staff*, but the *best* way to do this would be remotely, so the characters are not blown to oblivion. Obviously, the characters elect not to follow this option: they bury the *Hand* in a Maze instead, and keep the *Staff*.

A Visit to the Marketplace

The characters transport a massive array of valuable objects to the marketplace for sale. The results are:

<i>Date</i>	<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
6/3/2007	Incense burner	2	0	Sell	42%	0
6/3/2007	Block of <i>Incense of Obsession</i>	2	200	Sell	57%	228
6/3/2007	Crystal bowl	1	120	Sell	42%	50.4
6/3/2007	Silver trays	2	175	Sell	42%	147
6/3/2007	Formerly magical sacred cloak	6	25	Sell	42%	63
6/3/2007	<i>Flask of Curses</i>	1	2100	Sell	57%	1197
6/3/2007	A scrap of fur	1	0	Bone Gnawer		0
6/3/2007	Some bits of bone	1	0	Bone Gnawer		0
6/3/2007	Slaad Gemstone	1	120	Cash		120
6/3/2007	Slaad Gemstone	1	200	Cash		200
6/3/2007	Slaad Gemstone	1	200	Cash		200
6/3/2007	Slaad Gemstone	1	350	Cash		350
6/3/2007	Slaad Gemstone	1	500	Cash		500
6/3/2007	Slaad Gemstone	1	900	Cash		900
6/3/2007	A silver ewer	1	200	Sell	42%	84
6/3/2007	A small golden statue of an angel	1	1250	Sell	42%	525
6/17/2007	<i>Full Plate +1</i>	2	2650	Sell	57%	3021
6/17/2007	<i>Greatsword +1</i>	2	2350	Sell	57%	2679
6/17/2007	<i>Crystal of Energy Assault (frost)</i>	1		Brakiel		0
6/17/2007	<i>Helm of Alacrity +1</i>	2		Doctor Cid		0
6/17/2007	Pearls for <i>Identify</i>	3	-100	Buy	100%	-300
6/17/2007	A key on a leather thong.	6	0	Dakani		0
7/15/2007	Gold coins	1309	1	Cash		1309
7/15/2007	Platinum coins	874	10	Cash		8740
7/15/2007	a silver crown with emeralds	1	6500	Sell	42%	2730
7/15/2007	<i>Beastbane Nunchaku +1</i>	1	8302	Sell	57%	4732.14
7/15/2007	<i>Figurine of Wondrous Power: Bronze Griffin</i>	1	10000	Doctor Cid		0
7/15/2007	<i>Ring of X-Ray Vision</i>	1	25000	Dakani		0
7/15/2007	<i>Composite +5 STR Longbow +1</i>	1	2900	Sell	57%	1653

<i>Date</i>	<i>Object</i>	<i>Qty</i>	<i>Price</i>	<i>Disposition</i>	<i>Discount</i>	<i>Final Cost</i>
7/15/2007	Arrows +3	5	3670	Bone Gnawer		0
7/15/2007	Arrows +3	5	3670	Ray		0
7/15/2007	Greataxe +1	1	2320	Sell	57%	1322.4
7/15/2007	A potion of Fly	1	750	Bone Gnawer		0
7/15/2007	Gold coins	102	1	Cash		102
7/15/2007	Huge Battleaxe +1	3	2320	Sell	57%	3967.2
7/15/2007	Ring of the True Phase	1	10000	Sell	57%	5700
7/15/2007	Bracers of Armor +2	1	4000	Sell	57%	2280
7/15/2007	Masterwork full plate armor	1	1650	Sell	42%	693
7/15/2007	Large Wooden Shield +1	1	1157	Sell	57%	659.49
7/15/2007	Wand of Cure Moderate Wounds (8 charges)	1	720	Doctor Cid		0
7/15/2007	scrolls of Hold Person, each heightened to 4th level (save DC16)	2	700	Ray		0
7/15/2007	Gold coins	29	1	Cash		29

Total Value	43881.6
Shares	6
Share Value	7313.61

Each character gains 7313 gold, 6 silver and 1 copper, in addition to the various items they keep. As an added bonus, Bone Gnawer visits the dwarf wizard *Dagar Ravenspell* and uses his magic item credit to buy a *Vampire Torc*. He is so happy with his new toy that he immediately goes out and beats up some hapless creature.

Angaff takes up a collection and picks up 600 gold from Doctor Cid and Dakani Night Scream to buy more spells. He goes into the bazaar and comes back with *Angaff's Intermediate Book of Mysteries*, containing *Blink*, *Clairaudience/Clairvoyance*, *Haste*, *Lightning Bolt*, *Magic Circle Against Chaos*, *Magic Circle Against Evil*, *Magic Circle Against Good*, *Magic Circle Against Law*, *Arcane Eye*, *Dimension Door*, *Ice Storm*, *Leomund's Secure Shelter*, and *Mass Enlarge Person* at a total cost of 6615 gold. He

offsets this cost by selling *Nigel's Noxious Necromantic Natterings* for 1100 gold (of which 100 gold goes to Doctor Cid for arranging the sale).

Dakani Night Scream reminds the characters that they had previously made arrangement with the Sons of Mercy to put *Bless* enchantments upon eight weapons for the characters. Angaff and Bone Gnawer have the enchantments put on their bows. Dakani Night Scream uses three *Bless* enchantments to make his blade *Holy*; he now carries a *Deadly Holy Precision Shortsword +1*.

A Meeting in the Lower Ward

The characters get a note promising that if they show up at the *Styx Oarsmen* in the Lower Ward they will have an opportunity for a job with rich rewards. The characters take a shortcut on the way to avoid a religious procession that is scourging bystanders with metal-tipped whips. They duck through a reeking alleyway, only to encounter a mass of little chittering voices in their heads promising victory against the Spider Queen.

Dakani Night Scream guesses, "Isn't this our friends the brain rats?"

Skellish reminds him, "We don't *have* any brain rat friends! That was a different game! Snap out of it, man!"

The voices continue, "Stop bickering! Don't trust them! Don't trust the angels! Don't trust anyone!"

Bone Gnawer grumbles, "Why are you talking in my head?"

The voices continue, "Just tell us you don't trust anyone and we'll let you go!"

Angaff blurts out, "I don't trust anyone!" He manages to deduce that there is a nest of cranium rats in the alley.

The characters leave the alley. Dakani Night Scream offers, "Let's go find an angel to kick in the balls."

Doctor Cid points out, "I've got Knowledge (religion), and I don't think angels even have balls."

The *Styx Oarsman* turns out to be a theme bar: the place is built out of a grounded boat, and is cluttered with a mix of demons, monsters and people. The barmaid is a six-armed marilith who shows off by mixing drinks three at a time. Dakani Night Scream walks up and asks, "So, bitch, can you give handjob to all my friends all at once?" She

ignores him, but does serve him drinks. He brings something called *blood grog* back to the others. The others are skeptical.

A few minutes later, a githzerai walks through the crowd. He says, “They call me, I call myself, and the world knows me by Rule of Three.” The characters conclude that this is normal behaviour for a githzerai. They follow *Rule of Three* to his table.

Along the way, Skellish mentions, “Hey! We’ve got a paladin giving hand jobs in the alley!” Rule of Three tastefully ignores him.

Rule of Three tells the characters that the drow have been vastly increasing their activity through the planes. He wants them and their Queen-Goddess *Lolth* to suffer a black eye, though it won’t be easy to arrange. He asks the characters to accomplish three tasks for him. Rule of Three offers to pay 10,000 gold in diamonds once all the tasks are done. The first task is to go to the *Tower of the Prophet*, open the eye there, and ask how to blind the Spider Queen. Fortunately, the Tower of the Prophet is local, in Sigil. The place is run entirely by archons. Dakani Night Scream bargains him up to the 10,000 plus a *Pale Lavender Ioun Stone*.

Angaff stares at the characters’ bar tab. He attempts to understand it using Decipher Script. He rolls only 31, and fails to comprehend it. He muses, “I think this is a gratuity, and this is the tax, but I don’t know what any of these other numbers refer to. And these symbols over here aren’t even from a recognizable language.”

The Tower of the Prophet

The Tower of the Prophet is made of yellow stone. The door is guarded by a pair of stolid sword archons. The interior of the tower is finely-made, but disorienting in its silent majesty. Three bearlike warden archons stand in prayer near a floating golden clockwork sphere. Bone Gnawer and Skellish (both either evil or chaotic) elect to stay outside. One of the warden archons walks over and tells the characters, “I am Humbert. How may I guide you?” Dakani Night Scream explains. *Humbert* questions him on the characters’ mission, associations, and friends. And ethics. And morals. And so on. By the end, the archon is unconvinced of the holiness of the characters’ purposes. He wants them to return with a testimonial from a powerful force of lawful goodness.

Doctor Cid leaves the Tower complaining, “Well, that was a complete bust. Now we’re going to have to persuade the Sons of Mercy to write us a reference.” The head of

the Sons urges Doctor Cid to join his group, and points out that he knows quite a bit about the nature of his new mission through prophecy. He claims that it will be very dangerous, but also important for the cause of Mount Celestia.

The characters take the testimonial back to the Tower of the Prophet. The archon is still suspicious, but allows only Doctor Cid to travel through and consult the *Eye of Prophecy*. Doctor Cid returns several hours later with a story that makes it sound like consulting the Eye is the most intense psychedelic trip imaginable. The prophecy is:

The bow of beasts dissolves the taint of the corrupted. The bitter ice hides a giant sword to crack abyssal armor. Search the Lady's wisdom and the book of flesh. Bide your time and flee when the goddess shakes her web.

A pair of keys; a blackened tongue, a golden word, pass through three gates: Serpent, Darkness, Stone. Kill the Queen in her Black Pearl and find near the throne a fourth gate home.

Then Doctor Cid begs the others to let him go back and spend the rest of his life basking in the beautiful, beautiful light of the Eye of Prophecy. He tells Angaff, "I could *taste* the colors, man! It was *soooo* intense!" Angaff shudders in distaste and murmurs something about how every alignment seems to breed its own brand of lousy junkies.

Back to the Styx Oarsman

The characters go back to the *Styx Oarsman* to consult with Rule of Three. He is pleased: "Excellent! Well done! You have the prophecy! Allow me to examine it, consult the records, and determine options!" He reads the words in Celestial script and closes his eyes in contemplation. Then he recommends that the characters go to the Beastlands to recover *Theas*, a demon-killing longbow of the elves.

Dakani Night Scream talks him into offering the characters the *Ioun Stone* for the mission, as a sort of loan.

Rule of Three recommends that the characters use Yggdrasil, the Eternal Tree that grows through all of the planes, to reach the Beastlands. He instructs the characters how to get there:

1. Go to the Hive Ward and find the only tree that grows there.
2. Walk on the tree's lowest limb humming the chant of the All-Father, a deity who was crucified.
3. This will take the characters to Yggdrasil and thence to the Beastlands.

What's in the Beastlands? And How About Theas?

Skellish talks to some drunken bards. They point him to two sources of information on Theas and the Beastlands. The *Library of the Lady* might have some useful sources. Also, the sages *Kemet* and *Gbemissola* are widely reputed to be experts, though they are unscrupulous and expensive. Kemet is a hound archon. So is Gbemissola.

Just in general, Angaff knows that the Beastlands are mildly Good-aligned. They are divided into three layers, each frozen at one time of day (Day, Twilight and Night). Also, animals of all kinds may be found there in great number and variety. He also mentions rather casually that he was *born* in the Beastlands, and grew up in the small community of *Cwylhund* there. Everyone else is dismayed that Angaff could forget where he came from so casually. They speculate that he might have caught some of the secondary visions from the *Eye of Prophecy*. In the background, Doctor Cid is rather desperately staring into a candle flame and making Concentration rolls, hoping to induce an ecstatic trance.

Doctor Cid decides to talk to Kemet and Gbemissola. He brings Ray along. They are greeted by a gnoll who bows, scrapes and eventually calls in his masters. The two characters are rather appalled to see two hound archons enter the room. Just for a laugh, Doctor Cid tries *Detect Evil*. He is even more appalled to realize that they *are* evil. Kemet assures Doctor Cid that he can tell him all sorts of things about the bow Theas, but that the information will be quite expensive. Half of the money, of course, will be donated to charity. A route to get exactly to the bow will cost 3500 gold. Enough information to unlock all of its abilities will cost 2300 gold.

Ray tries reading Kemet's and Gbemissola's thoughts. He finds that they're really not that concerned that he will see through their magical disguises and see them as they really are.

Prowling the Library

Dakani Night Scream, Bone Gnawer and Skellish go to the Library of the Lady. They speak to *Goldfeather*, the Librarian. He is a marosh, which the others understand as a sort of winged gnoll. He briefs them on the various rules associated with looking at the books: “No running!” Bone Gnawer listens to the rules, then leaves to buy a live pig from a street vendor.

The Story of Theas

Angaff spends several days investigating the Library stacks while Skellish picks through old *National Geographics*, looking for photos of unclad aboriginals. Angaff learns that Theas means “The Vigilant Bow” and that it is shaped from the rack of a great stag’s antlers. It feels warm and comforting to the touch. A long time ago, an elven druid named *Anastriana* and an awakened great white stag named *Forest Heart* mustered the inhabitants of the Beastlands to repulse a demonic invasion. Their effort was successful, but Forest Heart was among the fallen. Anastriana constructed Theas from his antlers, and it now lies in his crypt on an island in the Beastlands.

Unlocking the powers of the bow requires a series of rituals. Chaotic and Evil entities cannot perform any of these rituals. The first ritual requires knowingly and willingly entering into an encounter with a more powerful Chaotic Evil outsider. At the end of the encounter, Theas will become a powerful *Evil Outsider Bane* longbow with the ability to sense demons. The bearer must then take the bow to the Tomb of Forest Heart so he may be judged by the spirit. If the spirit of Forest Heart finds the bearer acceptable, then the bow gains the ability to prevent demons from summoning other demons to themselves. It also becomes a *Chaotic Outsider Bane* weapon as well.

Chatting up the Marilith

Dakani Night Scream decides that he’s going to get his information the old-fashioned way: he’s going to chat up the Marilith and see what she knows. She tells him that Rule of Three is a fairly influential guy. He is a son of the demon lord *Graz’zt* (who numbers fertility and seduction amongst his spheres of influence). Rule of Three may also be the owner of the *Styx Oarsman*; it’s a bit unclear. She agrees that there’s been a lot of drow activity, but really doesn’t know much more about it.

He offers to bring her souvenirs from the Beastlands. She declines.

Dakani Night Scream also runs into *Gyrfalcon*, a “jaunter” who makes his money guiding groups along planar journeys. Gyrfalcon offers to accompany the characters for an equal share of the treasure and first choice on any teleportation items.

The End of the Session

The session ends with the characters ready to head out across Yggdrasil and into the Beastlands.

<i>Character Type and Level</i>	<i>Experience Points</i>
7 th level, +20%	3050
9 th level, +0%	2198
9 th level, +20%	2637
10 th level, +20%	2500