

## Carrion Crown Session Summary 06/08/2014

### *Attendance*

Dawn breaks. Disconsolate rats pick over congealed avocado cheese poppers behind the Westside Alehouse. A weary breeze tries and fails to move the clouds that hang darkly over the landscape.

Something stirs within the room, something unshaven and crude. Shattered thoughts swim through *Bruce's* head. The one thing he can focus upon is the terrible void where *StarCo* ought to be. "Without StarCo, where can breakfast be?" From the floor below come the sounds of hotel functionaries doing inhuman things to potatoes. Bruce shudders at the image.

The setting drifts out of focus. Drifts back in. Corner Bakery Café, huge cup of coffee. Unusual scrambled eggs. It's not the same, it never could be. But perhaps, it will be enough to allow the day to continue.

*Chris* stands in his kitchen, the wisps of uneasiness trailing around him. When he woke, everything seemed normal, all things in their proper places. But now he has this sense of being trapped in some kind of existential noir. It is as if he is in a film, directed by a pretentious student eager to prostitute the works of Chandler and Cain for extra credit. He thinks, "Well, there wasn't any problem in those novels that couldn't be solved by suitable amounts of scotch whiskey, and I see the solution sitting in a bottle on my counter."

*Paul* turns and thrashes in his sleep. He never sleeps well when his life is being ghost-written. It was bad when Ludlum and Grisham used to do it, but at least they brought some talent to the matter. Lately, it has been nothing more than low-grade drivel, no better than what spews out of the keyboard of the laziest British tabloid writers. And today there isn't even any juicy gossip.

*Patrick* shows up expecting to role-play. He is not at all surprised when Paul announces, "Today, I shall run the game blindfolded, just to show how awesome I am! And because I won't be able to see the markings on the dice, we shall also play diceless!" Patrick ponders whether this really will be awesome or not.

*Matt* sits back. He knows that if he doesn't say anything, everything will work out okay. He's got enough going on in his life that he doesn't need to be drawn into some kind of half-baked noir fantasy. Now, half-baked mystical Western fantasy is a different matter entirely! He's got his *Deadlands* cards all queued up and everything!

*Tim* steps into the scene. He announces, "How's about those positive energy undead! The Undying elves from Eberron! Those things were weird, weren't they?" Everyone knows from this that the noir theme is done and gone. Or maybe not...

*Ernest* drives. He sees nothing more than the open freeway ahead, and open freeway behind. He cannot remember when he started, nor can he recall where he is bound. Soft, comforting concepts of home, security, and political party memberships have long since left his mind. Family remains. They always remain, flocking around him in a cloud of spirits, spectral crows tilting their heads at him and glaring with their round, unblinking, yellow eyes. He sees the sign flash past, speed limit 75 mph. Oh, if only that were enough. Mere speed is never enough.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Class</i>	<i>Level</i>
Oswald Bainbridge	Bruce	Grizzled Crossbowman	Fighter	13
Xurak Darkfire	Matt	Mysterious cloaked traveler	Half-Orc Necromancer	13
Nigel Snodgrass	Patrick	Emo-Gothic figure	Dirge Bard	13
Doctor Jegen Vaus / Ironface	Tim	Elvish Eurotrash in leather pants	Alchemist	13
Sredni Vashtar's Girl	Ernest	Troubled Vudran Girl	Witch	13
Icobus Basilisk	Chris	Pale, poor nobleman, now become orcish!	Oracle	13

### *Beyond the Pit of Alagots and the Undead Wolf*

Most of the characters are exhausted following their encounter with the Worm That Walks and his *Wave of Exhaustion*. *Doctor Jegen Vaus* shows up suddenly announcing, "I have a wand of *Lesser Restoration*! Smoke 'em if you got 'em!" The characters pass around wand hits until they're only fatigued, except for Sredni Vashtar's

Girl, who curls up in a corner to sleep and cannot be roused. *Nigel Snodgrass* follows up with a *soothing performance* to bring them back around, all bright-eyed and bushy-tailed. He had never realized the shapechanging powers of the *soothing performance* before. *Oswald Bainbridge* says nothing – he’s too busy admiring the curve of his new tail. *Icobus Basilisk* grumbles something about, “What a trumped-up mangy excuse for a vargr, fresh out of Gvurrdown with his corsair’s hat on. That crossbow he’s got is barely an excuse for TL2.” Everyone else assumes that Icobus is stressed and speaking in Aklo.

For no reason anyone else can understand, Icobus Basilisk tells the others, “Earth-Glide lube is made out of *recycled* raccoon squeezings!”

*Zurak Darkfire* starts to seriously wonder about the caliber of vendor Doctor Vaus uses for his wand supply needs.

Knowing that there is probably a boss in the next chamber, everyone tanks up on potions and scrolls and whatnot. By the time the characters are done, they glow like a Japanese nuclear plant worker after a tsunami.

### *The Dark Chamber of Urgathoa, Lair of the Gray Friar*

The characters fling open the door to see a great ceremonial chamber. Black flames lick along the walls. Three stone statues of Urgathoa flank the path up to an altar dominated by a massive pit of necrotic filth. A writhing humanoid figure is chained above the pit. Black-robed Whispering Way worshippers sit in pews and chant, led by the *Gray Friar*.

The Gray Friar looks like a skeleton clad in robes made from ragged darkness. He waves around his sacrificial knife with the attitude of a skeleton that intends to use it.

*Zurak Darkfire* comments, “In an ideal world, we should have a monologue-off. As it is, I think that crossbow boy is just going to start shooting.”

*Nigel Snodgrass* asks, “Shouldn’t we have the specter majordomo introduce us first?” *Nigel*’s words are partly lost behind the sudden ripping sound of a crossbow string firing again, and again, and again...

*Oswald Bainbridge* isn’t too sure about the proper protocol in these circumstances. And when he’s not sure what to do, he goes with what he knows. He

shoots the Gray Friar four times. For his part, the Gray Friar proves remarkably resistant to crossbow bolts: he doesn't even lose his place in the chant.

The Gray Friar rushes to a front pew and grabs a black-robed figure. He channels negative energy to heal himself, proving that he really does notice crossbow bolts. Then all of the Whispering Way worshippers stand and turn towards the characters. Every single one of them looks like *Count Lucinian Galdana*, the chosen subject of the Carrion Crown ritual. Of course, the chained figure above the pit *also* looks like Count Lucinian Galdana. Which one is the real Count? The smart money is on the one in chains, with the one in the Gray Friar's grasp as a viable dark horse candidate.

The multitude of robed Count Galdanas mob the characters, striking with shortswords. Zurak Darkfire's *Undeath Ward* keeps most of them helplessly thrashing at the boundary of the ward, unable to even approach the characters. Those who are not covered by the ward evade their strikes. *Lady Usika* launches *Burning Hands* into the mass of worshippers, scorching a few of them but demonstrating that they do have fire resistance.

Icobus Basilisk decides that he's got no interest in messing around with faceless minions. He pushes his way through the crowd, using a *surprising charge* to cover most of the distance across the room. As he nears the massive pit he can feel the necromantic energies pouring off it. His *Death Ward* ensures that all he feels is a dark tickling.

Doctor Vaus calls out to Nigel Snodgrass, "Turn it up to eleven, man!"

Nigel obliges: he starts *inspiring confidence* and then casts *Haste*.

Doctor Vaus becomes *Ironface* and rushes through the minions to head-butt the Gray Friar. His attack has no measurable effect. Oswald's follow-up crossbow volley also leaves the Gray Friar only scratched.

Ironface howls, "I'm not trapped here with you! You're trapped here with me!" Ironface head-butts the Friar again, leaving the skeletal shape looking seriously damaged. The Gray Friar casts *Anti-Life Shell*, pushing Ironface safely away, then grasps hold of his Count Lucinian Galdana and rushes for the door of the chamber.

The minions grasp helplessly at the characters, hoping to drag them into the pit. Ironface avoids their cold fingers, but Icobus Basilisk does not. They drag him to the edge of the pit. Five of them rush him to the edge, but he grabs the edge and avoids

falling to the bottom. His *Death Ward* keeps him safe from both level drain and negative energy damage.

Lady Usika fires *Scorching Rays* towards the Gray Friar. She manages to hit him once, but also hits the poor Count Galdana.

Icobus Basilisk smashes two of the chains holding Count Galdana (maybe even the real Count Galdana) above the pit. The Count howls at him with teeth that look unexpectedly predatory. Icobus starts to think that he might not be looking at the real Count.

Nigel casts a *Greater Dispel Magic* at the Gray Friar, eliminating *Magic Vestment*, *Anti-Life Shell*, and *Freedom of Movement*. Everyone cheers, especially Ironface! A raft of alchemical bombs strikes the Gray Friar! The Grey Friar's charred skull bounces against the wall and rolls... Tock! Toc-toc-toc-tock...

The fact that Ironface has such precise control over his bombs means that Count Galdana isn't even touched by the splash damage. The Count falls to the ground, looking in poor shape.

The characters swiftly turn to looting, hoping to grab the pretties before they are overwhelmed by a solid wave of angry liches. The Gray Friar was carrying a surprisingly small number of items considering his job title:

- Scroll of *Destruction*
- Masterwork Breastplate
- Masterwork Dagger
- *Unholy Amulet of Mighty Fists +1*
- *Phylactery of Negative Channeling*
- 20 onyx gems (50 gold each)
- Silver holy symbol of Urgathoa
- 73 gold pieces

### **You Know, I Was in Pretty Sorry Shape**

The Count Galdana has a wide array of problems. He is under an *extended Death Ward*, which is the only thing saving him from seven negative levels, 12 points of CHA drain (down to CHA 2), and staggered. He is also under a *Mind Blank* to make him hard

to find with magic. Icobus Basilisk casts *Restoration* on him to reverse almost all of those problems (except the *Mind Blank*).

The Count thanks Icobus for saving him, “It was only a matter of time before they had completely emptied me out. And then they were going to take me to Gallowspire for the conclusion of their horrible ritual.”

Icobus tells him, “I think they were going to turn you into the new Whispering Tyrant.” He watches carefully for any sign that this idea appeals to the Count. He is happy to see that it does not.

“All I know is that they were going feed a potion to me. Their leader took it to Gallowspire!” The characters understand that under no circumstances does Count Galdana ever want to go to Gallowspire.

### ***Quick Exit***

The characters use *Teleport* and *Dimension Door* to exit to the (friendly) Banshee’s cage. She very much wants to turn them into undeads, but Zurak Darkfire convinces her otherwise while Oswald mutters something about “ventilating” her and Doctor Vaus points out that he’s got ten more force bombs.

### **And the Slow Exit**

The characters walk out of Virlych. Oswald takes the role of trail-breaker, relying upon his good Stealth and Survival skills and somewhat less upon his questionable Perception.

Lady Usika explains that she and the other characters must part ways. She transforms into a bat and flies away. “Come back and betray us!” the group demands loudly to the departing vermin.

### **Rewards for Good Behavior**

For rescuing Count Lucinian Galdana, each character gets a draw from the Harrow Deck (Oswald draws the Avalanche, allowing him to immediately take a turn as

a readied action or cast a *Command* spell). The entire party gains the Survivor card. The Survivor card gives the entire party a *Death Ward* effect and 20 temporary hit points for one encounter.

### *Shopping in the Big City*

Once the group makes it back to Ravengro and has a chance to rest up their travel options open up wide. They head back to Caliphas courtesy of various *Teleport* spells, once they're free of the witch circles. Time for shopping! The characters sell off a total of 87,706 gold worth of items; each character gains 14,618 gold to spend on trinkets and lollipops.

Oswald decides that the two trinkets he really must have are *Fog-cutting Lenses* and the *Seeking* special ability added to his crossbow. He also goes nuts in the Street of Crossbow Bolt Makers, buying bolts tipped with cold iron, silver and adamantine. The others get tired of his comments on how much fifty adamantine-tipped crossbow bolts cost him.

Sredni Vashtar's Girl looks up from the basket of magical scrolls she's browsing and asks Icobus Basilisk, "How many *Death Wards* should I carry?"

Icobus suggests, "At least two – if I cast too many of those, I can't cast *Walls of Fire*."

Zurak Darkfire observes that he has the Create Wand feat. He takes advantage of it to make himself a *Wand of Haste* (CL 6).

Icobus Basilisk gets *Lesser Fortification* added to his armor. He also finds an armorer willing to add masses of tentacles, trumpets and stars to his armor, matching his shield.

### *Onward to Gallowspire!*

Their shopping done, the characters stage their party in Ravengro in preparation for an assault upon Gallowspire. Zurak Darkspire spends six days making his wand (above), two days getting stinking drunk, and then two days shuttling gear and people to

the Raven Eye Inn in Ravengro. This way, he is able to bring his zombie giant octopus along when he was forced to leave it behind before.

Three days into Virlych the group encounters a ghastr pack, twelve creatures strong! Zurak reaches out and takes control of seven of them. Oswald terminates the remaining five of them before they even know what hit them.

Zurak addresses the remaining ghastrs, “So, ghastrs – tell us everything you know about the surrounding area and the situation.” He is shocked to find out that the ghastrs have INT 17 and CHA 18: they are all crazily intelligent and personally compelling.

The ghastrs tell the characters that Gallowspire is the great tower in the center of the old ruined city of Adorak, which in better times was the capital of Virlych. Even the ghastrs think that the ruins are an awful place. The whole city is rife with the manifest dreams of the Whispering Tyrant. The city is also collapsing, falling into sinkholes of awful necromantic corruption. The Gallowspire itself is a crooked tower over 400 feet high. The Whispering Tyrant is imprisoned in subterranean caverns beneath the tower, bound by the Great Seal in the dungeons. The only way to pass it is by opening several Lesser Seals hidden in other locations throughout Golarion. As a final touch, the only way to enter the tower is from the top.

One ghastr is a historian who lectures his living captors with the history of the Taldorian crusade that culminated in the imprisonment of the Whispering Tyrant and establishment of Lastwall to watch over that imprisonment.

### *Arrival at Gallowspire*

The party arrives at the top of a hill that overlooks the ruined city of Adorak. On the far edge is Gallowspire. The city is covered by multiple storms of necromantic energy and/or acid. The buildings are ready to fall over. Main avenues feature one or more sink holes that would block pedestrian traffic, let alone six travelers with a heavy baggage train and an undead giant octopus pet.

Nigel, using architecture and survival skills, leads the party into the ruined city, taking them around sink holes and main avenues. The party travels quietly until they reach the estate...



The estate is large and its buildings seem to be in good repair. Ghostly revelers float out from the main building, feasting on human limbs and organs. They surround the adventurers in a moaning frenzy. Zurak begins to succumb until Doctor Vaus steps in with a Harrow Card that augments Zurak's Fortitude save. The ghostly revelers disappear, leaving only a diminishing chewing noise.

After that Girl aids Nigel's guide action by watching out for stronger locations of hauntings using her Religion skill. This works well at least until the Ravener appears.

### *Enter Marrowbane, Stage Right*

Majestic in all of its undead dragony appearance, the Ravener *Marrowbane* silently bursts forth from the low-hanging purple cloud cover. Even so, the paranoid adventurers notice the thing before it attacks. Sredni Vashtar's Girl flies away from the rest of the group, enough to avoid its strafing run. It cruises in low, spewing a breath attack that inflicts both negative levels and fire (75 points of damage!). Icobus is able to raise a *Death Ward* and run with Zurak tow, but doesn't clear the area in time.

Doctor Vaus sends up a very respectable spray of force bombs at the hovering Ravener with force bombs (69pts). Zurak casts *Undeath to Death* which penetrates the monster's SR but doesn't convince the monster to die. Nigel *inspires courage* with his drumming (and moaning the lyrics to Hollow Point), then casts *Hold Monster*. Again Marrowbane shrugs the spell off.

Sredni Vashtar's Girl hits the thing with a quickened *Ill Omen*, granting the monster the disability of rolling each d20 twice and taking the lowest. As an added bonus the monster is also *misfortuned*. Sredni Vashtar's Girl flies back to the group, conveniently ignoring the fact that she couldn't get far enough from them a moment earlier. Icobus casts *Communal Protection from Energy (Fire)* and touches everyone.

The Ravener rises then dives into... the street. Its attempt to start a sinkhole fails as it has smashed into perhaps the only working reinforced aqueduct remaining in the city. The stunned creature rises onto its legs and roars unhappily. Dr Vaus showers it with force bombs, causing mighty tears in its leathery flesh and hairline fractures in its

bones. Xurax follows with a *Cone of Cold*; the monster slips on the ice as it is pummeled by cold, one of its few remaining banes.

Nigel charges the monster with Raven's Head in hand, suffers a single bite (32pts), and misses! He stands there in front of the huge creature, his life flashing before his eyes. Sredni Vashtar's Girl flies up to Marrowbane and looks down on it with compassion in her eyes. She touches its undead skull lightly with her hand and says "Rest now," and ends it with a *Healing Hex*, which ignores SR... and the creature's one remaining hit point.

Sredni Vashtar's Girl uses her *Healing Hex* and Icobus uses his *Cure* spells to heal the party's burns.

Once everyone is walking again, Sredni Vashtar's Girl flies high overhead to spot for intelligent undead and notable landmarks. She spots a building covered in iron cages hanging from iron arms. The party makes the short trip to investigate. The cages contain the few survivors from the Varisian caravan. Dr Vaus picks the cage locks. The adventurers question them about the dragon's lair and other intel. While the luckless caravaneers don't know much they are able to supply enough information for the adventurers to triangulate to the Ravener's lair.

### *Adorak Really is the City of Nightmares*

The adventurer's escort the Varisians out of the city, safely bypassing its many dangers. They hide the Varisian survivors in the (amazingly) intact basement of a ruined building, along with some spare weapons, minimal rations and clean water and leave Oswald there to guard them. Icobus reassures the Varisians, "Those spears and swords aren't going to give any of the undead around here pause, but they should be sharp enough to allow you to end yourselves if you're discovered." The Varisians seem to find this advice oddly reassuring.

Their vulnerable charges in relative safety, the characters return to find Marrowbane's lair... and hoard. This plan works well until they pass the previously investigated streets. They stumble onto a moaning parade of skeletal ghosts, the Whispering Tyrant's nightmares. A fight begins.

Girl's *Lightning Bolt* hurts them as she flies further away. Dr Vaus bombs them. Nigel *inspires courage* and tries a Dirge Bard maneuver that fails.

It turns out that the skeletal ghosts are Dreams, who prefer their victims to be sleeping and afraid. Their moans induce *Confusion* in Zurak, Dr Vaus, and Nigel. Nigel and Dr Vaus claw at their own flesh as they fight through a *Phantasmal Killer* spell. Sredni Vashtar's Girl succumbs to *Fear* and flies away. Mind-affecting spells and effects are thick in the air.

Icobus brings Nigel back into the fight with a *Heal*. Nigel casts *Haste* after determining that most of his spells won't help the immediate situation. Several Dreams chase after Sredni Vashtar's Girl, who races ahead of them at breakneck speed. The Dreams casts *Slumber* onto the recovering and confused adventurers, who are all powerful enough to simply shrug off the spell without even noticing.

The *Confused* Dr Vaus stabs himself with a potion bottle, while *Confused* Zurak swings a dagger at Icobus. Icobus hits Zurak with *Heal*, freeing him from confusion. Zurak immediately orders his zombie octopus to attack. The thing tears shreds from a Dream, its *Amulet of Mighty Fists* serving it well. Zurak tries a *Contagious Flame* on the shredded Dream. The Dream remains standing!

A Dream touches Nigel, draining him (24pts) and making him slightly sleepy. Icobus frees Doctor Vaus from (magical) *Confusion* with *Heal*, and then runs away upon *Hasted* legs. Nigel tries to run but is hit with another wisdom draining touch... he staggers away less quickly, exhausted.

Zurak's zombie octopus kills the wounded Dream. The necromancer half-orc looks around and is happy to see that the remaining Dreams are chasing his fleeing friends.

The adventurers escape by running and running and running. The Dreams do not pursue past the city's edge.

### *And They Go Back Again...*

The adventurers lick their wounds, rest the night and return the next day. This time they bravely sneak past the Dreams and press onto the Ravener's lair, which is a

ruined estate. The party passes through the collapsed wall and grounds, eyeing the naughty maid motif suspiciously. They enter the ruined main building and search. Finding nothing they descend into the basement thru a large, dragon sized hole. It is there they find the hoard upon a heap of bones, debris, and ET cartridges for the Atari 2600. Marrowbane's hoard includes:

- 1200 pp
- 14650 gp
- 18607 sp
- a 3lb iron key (to the cages)
- a *Belt of Physical Perfection* +2
- *Boots of Striding and Springing*
- *A Periapt of Wound Closure*
- *A Ring of Delayed Doom* (with three garnets), and
- lots of bones and debris.

### *Gallowspire's Front Porch*

The towering obelisk of Gallowspire rises to 400', constructed of dark basalt and iron. A stairway of skeletons circles the tower from ground to top. The huge doors are clasped by gigantic skeletal arms. The stairs are guarded by large knights. Swirling undead float menacingly about the entire tower's height. The adventurers take in all of this from a ruined candle shop a long block away.

Zurak says, "I bet flying to the top will get you jumped by the floating undead."

Nigel asks, "Well, let's not go up."

Sredni Vashtar's Girl adds, "But the only way in is through the top. Maybe the stairs are safe."

Zurak notes, "And the knights are guarding the doors to the stairs."

Icobus shakes his head, "Yeah, but the stairs aren't inside. What keeps the floating undead from killing us on the stairs?"

Nigel asks, "Rules?"

Sredni Vashtar's Girl suggests that the stairs are inside a protective condom of magical force. Everyone ignores her.

Doctor Vaus points out, "I think those undead knights are actually devourers!" Everyone else agrees that that is much worse than if they were just undead knights.

### *Testing the Devourers*

Later the party 'sneaks' up on the tower, where they are immediately jumped by the devourer knights. Icobus casts *Death Ward* upon himself and closes with the monsters, who respond by flinging a *Bestow Curse* at him and *Confusion* at the rest of the party. Everyone makes their saves. Some characters even go so far as to mock the pitiful weakness of the devourers' magic.

Doctor Vaus showers the two devourers with force bombs (75pts and 30pts splash). Zurak uses his *Haste* wand to speed everyone up. The zombie octopus rolls forward and bites a devourer (20pts); the devourer counters with its own pummeling attacks. The devourer facing Icobus attacks with soul drain, which doesn't work (except for 69pts of damage). Nigel heals Icobus (36pts). Dr Vaus showers Icobus' devourer with force bombs, killing it.

The remaining devourer faces a barrage of attacks. Zurak blasts it with *Magic Missiles*, Sredni Vashtar's Girl's *Summons* up an ancient psychic tandem war elephant to smash into it, and Icobus hits with his hammer. Through it all, the devourer still stands! It soul drains Icobus, who is rescued from certain death by Zurak's Tyrant Harrow Card. Doctor Vaus throws a single bomb. The devourer falls! The zombie octopus crushes the devourer into a foul-smelling paste.

### *Gallowspire's Courtyard*

The characters examine the great doors of Gallowspire. They determine that they are magical and adamantine. Sredni Vashtar's Girl decides that using her ancient psychic tandem war elephant to bash the doors won't work. Zurak uses channel negative energy; the doors swing openly accompanied by the strains Judas Priest's Tyrant.

Beyond the doors lies a ruined courtyard. A nightwalker lurks within, its massive arms resting on the ground despite its towering height. It rushes to attack in a fury of nighting and walkering.

Our heroes react. The summoned ancient psychic tandem war elephant rams with its mighty horns (29pts) as Sredni Vashtar's Girl casts *Misfortune* to worsen its day and possibly its life.

Zurak growls out, "Light is their weakness." He casts the overly complicated *Banishment* spell. He up ends his bag of miscellaneous holy/unholy symbols on the ground, but the sacrifice of Sarenrae's holy symbols isn't enough... the monster shrugs off the banishment while announcing, "Staying. Here." His zombie octopus rolls over and pummels the monster (the other, other monster).

Doctor Vaus throws force bombs, yelling with a elvish german accent, "Muhahahaha!!! Force bombs rock! Nothing is immune to them."

The nightwalker slashes the zombie octopus with its forearm blades.

Nigel cures Icobus again (29pts). Icobus notes the monster's 15' reach and opts to buff himself again.

The ancient psychic tandem war elephant fails its smite evil. The zombie octopus withdraws. Zurak's *Dismissal* fails.

Doctor Vaus' next volley of force bombs (103pts!!!) knocks the nightwalker prone. It props itself up on one elbow to use quickened *Unholy Blight* (29pts and sickened if failed save) and then *Cone of Cold* (49pts). The ancient psychic tandem war elephant stomps all over the monster while Sredni Vashtar's Girl tries (and fails) another hex on it. Icobus pounds on it with his adamantine warhammer, while the peanut gallery screams, "Silver and good! Silver and good!" Icobus is too busy hammering to pay attention.

Zurak tries *Command Undead*.

Doctor Vaus sadly notes his empty bandoleer of force bombs and reaches for acid bombs instead. The nightwalker's last few hit points are insufficient to the task, even with its fifteen points of acid resistance.

### *The End of the Session*

Everyone looks at each other.

Dr Vaus announces, "I'm out of good bombs."

Girl nods, "Yes, that fifteen minutes was sure a full day of adventuring. Time to nap."

Nigel agrees but chooses to heal the wounded with his Dirge Bard powers. Girl and Icobus pitch in.

Everyone levels to 14<sup>th</sup>.