

Rise of the Runelords Session Summary 06/15/2008

Attendance

Chuck (Phiravno) asks, “Is Patrick going to show up? He didn’t show up to the Friday game.” *Chris* (Roscoe Dillon) replies, “He’s off in Florida now. We just discussed this ten minutes ago. Where were you just then?” *Bruce* points out, “He looked like he was having some kind of out-of-body experience. All he was saying was something about going to Disneyland, except that he’s two droids short.” *Paul* protests, “But I’m a droid, and I’m *always* short!”

At this moment, *Patrick* (Maru Maru) really does show up. Chuck just looks glum. *Matt* (Vaelyn) shows up a moment later. Chris looks around for the Crisis Hotline number, just in case Chuck goes any further downhill.

<i>Character</i>	<i>Player</i>	<i>Race</i>	<i>Class & Level</i>	<i>Notes</i>
Yenneck Grumman	Bruce	Human	Ranger 9, Warblade 2	Another Chelaxian, a Black Arrow
Roscoe Dillon	Chris	Human	Cleric 11, Warblade 1	Shoanti, Skull tribe. Cleric of Gorum
Phiravno	Chuck	Human	Swordsage 5; Swashbuckler 3; Rogue 3	Varisian. Recently killed by a lamia, hopefully soon back with us.
Artkel Certor	Ed	Human	Fighter 9	Shoanti, Spider clan.
Maru Maru	Patrick	Human	Monk 7, Tattooed Monk 5	Shoanti, Sun clan
Valgrim Battlehorn	Ernest	Dwarf	Conjurer 3; Master Specialist 2; Paragnostical Apostle 1; Malconvoker 5	Fascinated by all manner of unusual creatures.
Vaelyn	Matt	Human	Gold Dragon Shaman 12	Shoanti, Sun clan

Leaving the Vault of Sloth

The characters decide to leave *Valgrim Battlehorn* behind in the Vault of Sloth, working to transform enchanted goldfish back into their original shapes. *Yenneck Grumman* asks, “But what if their original form is something like a shoggoth? Won’t Valgrim be killed?”

Roscoe Dillon offers, “Well, yes, I suppose he would.”

Yenneck replies, “Well, shouldn’t we do something? Anything?”

Phiravno answers, “Listen, I’m really just busy thinking about old *Dethklok* episodes. Don’t bother me.”

Maru Maru chirps up, “I say we all go back to the central hub of Runeforge and search the statues. Maybe there’s something worth more than gold leaf out there!”

Statues of the Central Vault

The characters carefully examine the seven Runelord statues. They spend a lot of time at it. And in the end, they merely determine that the statues are very well-preserved. And that each Runelord is armed with their own particular type of pole arm. Roscoe Dillon tells the others, “Hey! Did you know that Alaznist is a gothic beauty with an insane expression, armed with a thorny glaive?” The others ignore him, even when he brings out his copy of the *Roger Tory Peterson’s Field Guide to Polearms.*”\

Maru Maru muses, “Gee, I’m not even sure that *is* a thorny glaive. It looks more like a burning ranseur. I don’t think I’ll tell him.”

The discussion turns to the characters’ actual goals for their field trip to Runeforge. Now that they know that the Runelord *Karzoug* is suspended halfway between the worlds of Golarion and Leng in a huge Runewell located in Xin-Shalast, the key question is how to find the way to Xin-Shalast. Not like any of the characters have the faintest idea of how to go about learning this secret.

Vaelyn suggests, “*Karzoug* was Greed and his enemy was Wrath. I bet the Halls of Wrath might contain the location of Xin-Shalast, because Runelord Alaznist would have wanted to learn how to attack to her enemy’s capital city.” Everyone else thinks this actually sounds fairly sensible.

The Halls of Wrath

The way to the Halls of Wrath are, as usual, blocked by a mystical mist. Everyone except *Maru Maru* and *Phiravno* has trouble getting through it, giving them the opportunity to face off against the defenders of the Halls all on their own. They enter a huge hall dominated by a giant iron statue of an archer marked with the Rune of Wrath. Behind him is a massive mural of Alaznist, Runelord of Wrath with her burning ranseur. *Maru Maru* feels the secret thrill of being right.

And then the statue sounds a violent, thunderous clanking alarm and flies sixty feet straight up into the air. It starts shooting arrows of energy at him. Maru Maru is much less thrilled. He is a bit happier after it misses.

Roscoe observes that there's nothing he can do to help the others attack a flying golem. He also observes that Maru Maru and Phiravno are charging forward with no particular clear plan in mind. He calls out, "Okay guys, I'm going back. You hear me?" Phiravno ignores him as he teleports up to the top of the platform. He sees that there is a tunnel beyond the chamber up on the top of the platform.

The golem moves down to get good line of sight to Phiravno and drills him with an arrow of cold. Phiravno feels a slight chill. He looks around for something to secure a rope to. He observes that all the nearby surfaces are preternaturally smooth. He wedges his grappling hook into a corner. The golem responds by volleying a cluster of fire arrows at him. Phiravno howls, "My eyes! My eyes!"

Phiravno realizes that the golem is mocking him. He draws his very expensive adamantine dagger and strikes the golem with *Shadow Blade Technique*. The golem doesn't even notice that it is under attack. Meanwhile, the others clamber up the rope with the elegant technique possessed only by the truly desperate.

Phiravno steps back in with the *Obscuring Shadow Veil* strike. The attack leaves the golem moderately scratched. The others pile in afterwards with their own attacks. It quickly becomes obvious that no attacks have any effect except Phiravno's dagger hits. Then Vaelyn demonstrates that luck and a sufficient quantity of power attack is enough to get past its damage resistance too. After a few off-balance attempts, he manages to plant his earthbreaker squarely into the golem's helm, smashing it into ruined fragments.

The Runic Chamber

The characters continue down the corridor into a sixty-by-seventy foot room. There are two engraved circles in the floor, each drawn around a glowing rune. The one to the east is red, the one to the west is blue. Maru Maru tries flinging coins at them. He determines that the blue circle will teleport a coin away. The red circle apparently does nothing. There is no other way out visible, so Maru Maru and Vaelyn resolve to hold hands and jump in. Roscoe rolls his eyes and offers, "Oh, anything to have an excuse to hold hands." Eventually, everyone decides that the whole group will go through together.

The characters emerge in a small room. A chamber beyond appears to be a practice hall, based upon the scorched target dummies and the weapon racks. Six sinspawn and six humans stand ready in the room. Roscoe calls out, “Those are Warriors of Wrath! I’d know them anywhere!”

Yenneck asks, “Roscoe, could you put away that *Roger Tory Peterson’s Guide to Servitors of the Runelords*? It’s the Epoch of the Mongoose edition anyway, so it’s way out of date.” Roscoe ignores him. He’s always secretly believed that the Epoch of the Mongoose was the high point of the Runelords’ reign anyway.

Meanwhile, the Warriors of Wrath start casting *Mirror Image* on themselves. Maru Maru advises headlong retreat. Roscoe reassures him by explaining that he’s got some *Dispel Magics* on tap.

Yenneck steps up to one of the sinspawn and fences with it. The sinspawn is not particularly impressed. Phiravno moves in and demonstrates how it’s done, effortlessly inflicting a ghastly slash upon the creature. It moves in to counterattack, but Phiravno dances out of its way. Yenneck catches it from its blind side and slashes it into pieces with his two burning blades. The air is suffused with the scent of caustically bad barbecue. Roscoe sniffs and murmurs, “Mmmm... the smells of home.”

Vaelyn trumpets, “I shall use my new fiery breath!” and runs past all the others. Maru Maru scampers up next to him and works to peel away one of the sinspawn. More sinspawn pile down on them two of them, playing exactly into Vaelyn’s plans. He inhales deeply and vomits out a conical blast of napalm at the sinspawn. They howl and scream in rage as their flesh bubbles and boils. Maru Maru moves in to one of the injured sinspawn. He clammers up its extended arm, shattering the bone as he goes, finally planting his vise-strike into the creature’s chest and extinguishing its unnatural heart.

A sinspawn moves to the flank, away from the path of Vaelyn’s incendiary breath, and fastens its misshapen jaws upon Roscoe’s flank. Roscoe howls as he feels abnormal wrath coursing through his veins, but his training as a cleric of Gorum protects him from any unexpected side effects.

Meanwhile, the Warriors of Wrath have all cast *Bull’s Strength*, *Displacement* and *Haste* upon themselves. The characters find themselves staring at a virtual army of

strong, hard-to-see warriors. Vaelyn responds by howling out a draconic challenge, leaving one of the sinspawn shaken with fear.

Roscoe thunders out, “Dispel Magic!” Maru Maru moans as the magical backwash eliminates the *Haste* effect from his Tiger Tattoo. He is partially mollified by the fact that Roscoe’s spell also clears out several of his opponents’ enchantments. He is less cheerful when Roscoe’s follow-up *Dispel Magic* cleans out the rest of his enhancements. Even the fact that his foes lose even more of their spells does not console him.

A Warrior of Wrath and a sinspawn engage Yenneck, but none of them manage to touch him. He complains, “They actually didn’t manage to hit me! I’m not used to having foes that miss me!”

Roscoe rolls his eyes and groans, “Is there anything that you can’t complain about?”

Yenneck responds, “Complaining is what being Chelaxian is all about!” To point this out, two Warriors of Wrath land *Fireballs* upon the group that Yenneck manages to evade with ease. Roscoe groans as he imagines what Yenneck will say next.

Phiravno lashes out at a Warrior of Wrath, erasing one of his *Mirror Images* and slashing through his ribs with his follow-up. The Warrior sags to the ground as internal organs spill from his shattered chest cavity.

Maru Maru exclaims, “That was good, but watch this!” He breaks a sinspawn’s neck and follows through to kill two Warriors of Wrath.

The two remaining Warriors of Wrath look uncertain for a moment, then howl out, “We fight to the death because we are Warriors of Wrath! Yaaaagh!” They are true to their words. And then the characters loot the dead:

- Six *Mithril Chain Shirts* +2;
- Six *Greatswords* +1;
- Six spellbooks crammed full of spells appropriate to fifth-level Evokers;
- Six *Breastplates* +2;
- Six *Great Axes* +1;

Phiravno and Vaelyn both claim a *Mithril Chain Shirt* +2 (+6 AC with no armor check penalty).

Deeper Into the Halls of Wrath

There are four hallways and six doors leading out of the chamber. All of the hallways are twenty feet wide, but the characters cannot enter one of them. The doors all prove to lead to small bunkrooms, apparently for the locals. Roscoe examines the sparse quarters and asks, “Dear god, what did these poor bastards do for entertainment?”

Phiravno examines the devastated practice dummies and offers, “I think they fought. We probably did them a favor by killing them.”

Two hallways go to more teleportation circles. The third leads to a meeting room. The characters take one of the teleporters. The characters find themselves in an octagonal room with polished marble walls carved in a spiderweb pattern. A massive mural of a woman with a flaming ranseur decorates the ceiling. Billowing smoke obscures one wall. The whole room is lit by weapons enchanted with *Continual Flame*. Of course, the characters take them all.

- Two *Greatswords* +1;
- Two *Ranseurs* +1;
- Two *Longswords* +1

Chamber of the High Lady Athraxis

After a bit of testing, the characters move through the billowing smoke into a massive hall. The place is decorated in a manner appropriate to a temple to the Runelord Alaznist. Most important, a savage demonic creature with all the worst properties of cat, wolf and praying mantis some thirty feet tall stands in the center. Riding upon its shoulders is a red-skinned woman armed with a *Thorny Flaming Ranseur*. Roscoe tells Yenneck, “See! It is a ranseur!”

Drool hangs from the creature’s horrible insectile jaws. Phiravno observes that it is quite uninterested in whether its mistress is armed with a glaive or a ranseur.

The red-skinned woman announces in booming voice, “I am the High Lady Athroxis and you who come before me to challenge me, your quest shall end here!”

Roscoe decides that actions should speak louder than words. He casts a *Blade Barrier* on top of the creature. The demonic creature and his mistress both evade the blades with ease. Roscoe grumbles, “Useless frickin’ sixth-level spells.”

High Lady Athroxis moves up and casts a *Cone of Cold* at the characters. Roscoe and Vaelyn both find themselves shuddering and caked with ice. They notice almost as an aside that she has *Mirror Image* going. As always.

Maru Maru runs up and viciously slaughters an image. Roscoe explains, “Watch this.” He casts *Greater Dispel Magic* and roasts her *Fly* and *Haste* effects. Maru Maru ignores him as he chops down two more images.

The demon leans down and clamps its jaws around Phiravno. The Varisian howls as the creature’s fangs pierce his armor. He evades around the demon and eliminates two more of Athroxis’ images.

Vaelyn pushes forward to engage. The demon lashes out at him, clawing his shield arm and ripping flesh and tendon away from his chest. Vaelyn staggers and whimpers, then sags to the ground. Roscoe steps up and heals him back to life.

High Lady Athroxis invokes a tattoo on her forehead, creating a *Fire Shield* of purple flames. Phiravno makes some disparaging comments upon the virtue of women (even demonic women) with tattoos. Then she follows up with a *Chain Lightning* that leaves half the group smoking and sparking. Phiravno stops making sharp comments.

Yenneck flings himself at the demon in a whirlwind of blades and flame and lightning. Accomplishing absolutely nothing at all. The demon doesn’t even bother to mock him. Maru Maru moves up and punches the demon, inflicting more damage to the demon with his fists than Yenneck was able to with magic swords. The demon responds by clawing the monk. Maru Maru evades for all he is worth, howling out, “Not the face! Not the face!”

Phiravno chooses to deal with the High Lady instead – he slashes her twice with his scarf. Fuming ichor sprays against the ground. Then the Lady’s *Fire Shield* exacts vicious vengeance upon him, delivering terrible freezing damage. And she follows up with another *Chain Lightning* that leaves even more characters smouldering.

Maru Maru decides that he has had enough of being serially electrocuted. He executes a ferocious sequence of attacks against the High Lady, crushing her spine and sending her to the ground. In an agonizing flash, the Mark of Wrath moves from her forehead to (+1 insight bonus to AC, attack and damage rolls; 1/day as a swift action it provides *Fire Shield* as a 15th level caster).

Roscoe decides that things need to be moved along a bit, so he casts *Holy Sword* upon Yenneck's blade. The demon decides that he's prefer to not be hit by that, so he attacks Yenneck all-out, tearing him into bloody fragments. Roscoe is amazed, "Wow! There's not even enough of him left to put into a shoebox! I'm not used to casting spells and having the targets die one round later. I'm going to start casting *Holy Sword* spells on all my enemies' weapons from now on!" Yenneck makes a sort of wet, drippy sound. At least, pieces of him do.

But Roscoe is nothing more than practical. He swiftly sweeps up a sufficient quantity of Yenneck into a pile and casts *Revivify*, bringing the Ranger back to (terribly wounded) life.

Maru Maru invokes his *Brawler's Gauntlets* and assaults the demon, howling, "How could you kill my friend! He never did anything to you! I'm serious! He didn't manage to land a single hit on you! You monster!" The demon appears to not care: it isn't in his nature to be afflicted by human weaknesses. The demon does care much more that Maru Maru manages to inflict actual damage against it.

Phiravno moves in from the other flank, slashing with his scarf and inflicting some very significant wounds. The demon decides that he'd like to attack Phiravno more than Maru Maru. He lands three hits, leaving Phiravno alive, but staggering. Phiravno exclaims, "I'm alive! I'm alive!"

Roscoe offers, "Then you should probably get yourself out of there before the demon turns you into spare ribs." Phiravno activates his *Shadow Jaunt* and moves out of danger.

Vaelyn takes stock of the situation and screams out, "Kill me! Kill me instead of my friends! I'm covered in scales, so I'm both juicier *and* crunchier!" He punctuates his words with two mighty earthbreaker swings, cracking the demon's ribs.

Maru Maru ignores all the rest of them, preferring to strike the demon with singleminded ferocity.

Roscoe casts *Cure Serious Wounds* on Yenneck, bringing him back into the fight, then picks up Yenneck's blade. This acts like a magnet for the demon, who responds by clawing Roscoe to death.

Vaelyn makes another round of thundering attacks with his earthbreaker, leaving the demon on the verge of death. Yenneck, still on the ground, grabs his blade back from Roscoe's cooling fingers and slashes the demon to death with a single desperate strike.

Maru Maru loots the High Lady while Vaelyn and Phiravno attempt to figure out how a *Wand of Cure Light Wounds* works. She was carrying a variety of items, most of which the characters can't actually identify without any sort of magician. Vaelyn figures out (through blind luck) that her two wands are a *Wand of Lightning Bolt* and a *Wand of Clairvoyance*.

Yenneck runs back through the transforming mist to fetch back Valgrim Battlehorn to help out. Valgrim is able to identify the High Lady's gear:

- *Wand of Lightning Bolts* (CL 10, 24 charges);
- *Wand of Clairvoyance/Clairaudience* (31 charges);
- *Mithril Breastplate* +4;
- *Flaming Ranseur* +1 (not a glaive!);
- *Amulet of Natural Armor* +2;
- *Belt of Giant Strength* +2;
- *Gloves of Dexterity* +2;
- *Headband of Intellect* +2;
- *Ring of Protection* +2;
- *Ring of Resistance* +3;
- Spell component pouch;
- Spellbook

Valgrim is also able to explain that the giant silver circular design on the floor is a teleportation circle. He explains that once per day it can function as a *Greater Planar Summons*. Alternately, if any teleportation spell is cast inside it, it will transport people back to Golarion.

Valgrim arranges for the summoning of an angel who in turn is able to cast *Raise Dead* on Roscoe. Roscoe is appropriately grateful, though he notices that Valgrim seems somewhat uneasy at the idea of summoning actual Good creatures.

Yenneck takes the *Mithril Breastplate* +4 and the *Amulet of Natural Armor* +2. Vaelyn takes both of the wands. Roscoe takes the *Belt of Giant Strength* +2 and

Headband of Intellect +2. Maru Maru takes the *Ring of Protection* +2. Phiravno takes the *Ring of Resistance* +3. The *Gloves of Dexterity* +2 will be put up for sale. Everyone suspects strongly that the spellbook will mostly be of interest to Valgrim.

The Culture and Ways of the Warriors of Wrath

The characters move through the next teleport circle to find the Flesh-Warping Labs. The place is a massive alchemical lab dominated by a huge vat of twitching, writhing flesh. It is staffed by nine Warriors of Wrath, all of whom bow down and abase themselves before Maru Maru in his office as the new Lord of Wrath. He demands that they provide him with the grand tour. One of the Warriors of Wrath explains that they are trying to find a way to revert a sinspawn back into a normal human. This effort is not yet successful, even after many generations of attempts, but they continue to work.

The characters discover that the Warriors of Wrath have maintained their own little closed, regimented society inside the Halls of Wrath for the last ten thousand years. They are very willing to explain their lifestyle to Maru Maru. Unfortunately, they are also eager to explain the less pleasant details of their culture: they use the Flesh-Warping Labs to avoid the unfortunate effects of inbreeding and as a recreational tool. They regularly transform their older members into sinspawn to maintain their numbers (the characters deduce that sinspawn are blessed with practically eternal life, if you can call it that). Unfortunately, they recently prosecuted a war with the Abjurant Halls to its eventual victorious conclusion. This utterly destroyed the Abjurant Halls, but left them so depleted that they have been reduced to their current research project.

The Warriors of Wrath are also able to explain the status of the various other parts of Runeforge:

- The Abjurant Halls of Envy have been destroyed;
- The Vault of Greed is ruled by *Ordukan the Mithril Mage*;
- The Crypts of Gluttony are ruled by *Kazavan the Lich*;
- The Iron Cages of Lust are ruled by *Delvahine the Succubus*;
- The Shimmering Veils of Pride are ruled by *Vraxeris the Illusionist*;
- The Festering Maze of Sloth fell into ruin long ago.

Some of the rulers have been active for ten thousand years. The characters very much hope that one or two of them might know how to reach Xin-Shalast. The Warriors of Wrath point out that even though Vraxeris regularly clones himself and transfers his identity into the new clone as needed, nobody has heard from him for centuries.

The Ruined Halls of Envy

The characters decide that the Abjurant Halls of Envy will be their next stop. They find that the mist defenses in the hallway are no longer functioning, though a rather vainglorious magical voice that offers various empty threats still works. The chambers beyond are utterly wrecked, visibly smashed by the effects of magical conflict. The great hall includes a large, fused metal rod in the center of the chamber. Loud sparks crackle along its length. As Phiravno approaches, the rod starts to crackle with an increasingly angry tenor. Everyone backs off. Something bad happens in the room. The characters send Maru Maru to run past. He scurries by without difficulty from the rod. Eventually, the characters figure out that the rod is like a magical geyser: it only fires off every five minutes.

Beyond the rod chamber, the characters find that there's really only one surviving chamber left: everything else is collapsed. Roscoe spends a couple of minutes examining the sparking rod and concludes that it is a malfunctioning *Rod of Cancellation*. Everyone else gives it great respect after that.

Visiting the Gluttonous Undead

The characters leave the depressing ruins of Envy behind in favor of the Crypts of Gluttony. The characters push their way in, finding a massive circular chamber with a thirty-foot dome ceiling. The walls are decorated with a mortuary theme, including plentiful skulls with flesh gibbets hanging from their teeth. Six ancient undead creatures in rotting chainmail stand guard. When they see the characters, they shuffle forward in a manner suggesting that they are unlikely to offer the characters fresh fruits and flowers as gifts.

Vaelyn asks the others, "These things look like mummies. Do we know anything about mummies?"

Maru Maru suggests, "They're very tidy, and keep a clean household?"

Phiravno points out, “They’re thrifty, and really know the value of a gold piece?”

Yenneck contributes, “They’re easily flammable, so we shouldn’t use fire attacks on them?”

Phiravno ignores Yenneck and attacks one of them with his *Burning Blade*. Unfortunately, his experiment is inconclusive: they are armored, and his attack glances harmlessly off the mummy’s strong chest-piece. Vaelyn runs forward and spits an oily cloud of fire at three of them, leaving them scorched.

The mummies focus their wrath! This confuses Maru Maru, as he’d thought that they were supposed to be gluttonous. Mummies grasp for him with no real effect. Roscoe responds by invoking the righteous light of Gorum and obliterating one of them. He follows up by casting *Undead Bane* upon Yenneck’s sword.

Maru Maru notices that the mummies aren’t paying much attention at all to him, Phiravno and Vaelyn. He exploits this by attacking one of them, breaking ribs and tearing bandages. The mummy surprises him by turning and clubbing him solidly on the collarbone. There is a sickening crack. Maru Maru spits up blood and launches himself at the mummy again, coming back with a triumphant femur. The mummy takes revenge by hammering him twice more.

Roscoe takes good advantage of a *Mass Cure Light Wounds* to both heal his various compatriots and obliterate a mummy. On his flank, Yenneck attacks a mummy five times and is quite amazed when he actually connects twice. The mummy responds by head-butting Yenneck so hard that both of them spit teeth. Yenneck staggers back, certain that his jaw has been dislocated. He recovers, swings with the ferocity of the mad, and only barely realizes it when the mummy collapses, cloven through by his *Undead Bane*-enchanted weapon.

Roscoe observes the success he has enjoyed by granting Yenneck *Undead Bane* and decides to follow success with success. He enchants Phiravno’s scarf with *Undead Bane* as well. Phiravno and Vaelyn take advantage of their apparent invulnerability to hammer another mummy into bone fragments and dust.

Phiravno and Maru Maru box the two last mummies into a corner. Phiravno executes one of them. Maru Maru and Vaelyn destroy the second.

With all the mummies down, Vaelyn and Roscoe start passing out healing magic. By the time the various ravaged characters have been restored Roscoe announces, “Well, that *Cure Light Wounds* wand is completely dead now. Be careful.” The others aren’t paying attention: they’re too busy looting the mummies.

- Six suits of *Chainmail +1*;
- Six gem-encrusted torcs, each worth 600 gold

The Necromancer’s Front Door

Beyond the circular chamber, the characters find stairs leading up. They follow them to a circular room with seven shallow alcoves, each containing an engraved iron door. At the center of the chamber, six statues of aristocratic men and women each face one alcove. Only the door the characters pass through does not have a statue. The characters examine the statues.

The characters note that one statue is of a smiling man, his teeth filed to points. They conclude that the lich is probably that way. Instead, they go through the door faced by the woman bearing a bunch of grapes. The passage is carved in a winemaking motif, and features a series of unused burial niches in the walls. It isn’t long before the characters find themselves in a crypt featuring a white stone coffin decorated with large quantities of gemstones.

The characters haven’t even managed to lever out even one gemstone when a creature enters the chamber through a side door. The creature appears to be an iron-plated statue of a woman with no mouth. The characters swarm it. It doesn’t last long, though it does manage to smash Vaelyn around pretty thoroughly first.

When Roscoe attempts to heal Vaelyn after the fight, he finds out that the creature inflicted *Cursed Wounds* that resist magical attempts to heal. But with persistence and a sufficient expenditure of spells they are able to get him healed up.

The End of the Session

The session ends with the characters looking at the very nice marble crypt. 11th level characters each gain 10,010 experience points. 12th level characters gain 7680 experience points. Phiravno, Yenneck and Roscoe both make it to 12th level (or, in the case of Phiravno and Roscoe, make it back to 12th level...)