

## Rise of the Runelords Session Summary 11/04/2007

### Attendance

*Ernest* (Valgrim Battlehorn) blurts out, “Butter my muffins!”

*Chris* (Roscoe Dillon) explains to the others, “That was his nickname in high school. That mostly ended after he said it to the judge.” *Paul* shudders. *Chuck* (Phiravno) thinks back upon his own high school nicknames and sheds a few tears. *Bruce* (Hulmar Benk) reflects upon how *Tim* won’t be showing up to gaming today because his various loved ones have put him on a special low-protein diet to make him more tractable. The others speculate upon whether or not they could put Bruce on a low-protein diet to make *him* more tractable.

Then *Patrick* (Maru Maru) steps through the door and *Georgina* shushes everyone. Patrick tells the others, “Yeah, that’s the way it should be when I walk into a room! Everyone be quiet!” Fortunately, he is saved from embarrassment when *Matt* (Prince Eyorak; Apollo Eternium) enters wearing a shirt with a D&D 3.0 logo on it.

<i>Character</i>	<i>Player</i>	<i>Race</i>	<i>Class &amp; Level</i>	<i>Notes</i>
Hulmar Benk	Bruce	Human	Scout 3	Chelaxian. Military veteran.
Roscoe Dillon	Chris	Human	Cleric 3	Shoanti, Skull tribe. Cleric of Gorum
Phiravno	Chuck	Human	Swordsage 2; Swashbuckler 1	Varisian.
Artkel Certor	Ed	Human	Fighter 2	Shoanti, Spider clan.
Prince Eyorak	<del>Matt</del>	<del>Human</del>	<del>Rogue 2</del>	<del>Shoanti, Sun clan</del>
Apollo Eternium	Matt	Human	Fighter 3	Shoanti, Sun clan
Maru Maru	Patrick	Human	Monk 3	Shoanti, Sun clan
Valgrim Battlehorn	Ernest	Dwarf	Conjurer 3	Fascinated by all manner of unusual creatures.

### *Didn't We Have a Rogue Around Here?*

The characters are briefly disoriented when it is revealed that *Prince Eyorak* never really existed, and that the individual that they had taken to be the Prince is actually a somewhat anemic fighter named *Apollo Eternium*.

All of the spellcasting characters are pretty much fresh out of spells, so the characters decide to spend some time waiting in the Vault. While the spellcasters rest, the more intellectual characters examine *Nualia's* notes and learning more about her

plans to free the giant goblin demigod *Malfeshnekor*. They also learn about her founding origins and her rather sad early childhood in Sandpoint. She had a lot of problems because the locals felt she was somehow blessed by Desna. She also fell into a relationship and an unintended pregnancy that her foster father disapproved of. Around the time of the Chopper murders she had various demon-sent dreams and miscarried her horribly-misshapen child. She later fled to Magnimar, fell in with the *Skinsaw Men*, and used their skills to hunt down *Dellic*, the father of her child, and kill him. After that, she returned to Sandpoint, uncovered the catacombs, and devoted herself to freeing *Malfeshnekor* and removing the celestial taint from her blood.

She also writes about the Runewell below town and how to generate sinspawn from it. The characters largely already figured this out through experimentation.

### *The Crazy Door and the Tomb*

Once everyone has their spells back, the characters move south from the Vault towards the Tomb. They pass right by the Crazy Door that looks like it is built up out of stacks of gold coins. *Maru Maru* opens the Tomb door. The statue of a stern man holding a glaive and a book stands at the far end of the chamber. *Valgrim Battlehorn* notes that this is the same robed man depicted in statuary before. He sketches the statue. The others move in slowly, noting that there are five more statues around the walls.

That's when the three shadows enter the room. The characters groan in unison. Phiravno comments, "You all realize that those things can't be hit by non-magical weapons?"

Hulmar Benk grumbles as a shadow starts stealing away his strength. *Valgrim Battlehorn* summons a *varut*. He explains, "It's a type of nera!" Everyone else just sees a mirrored creature with a *Sword of Wounding* step into the plane and cast *Mirror Image* on itself.

*Roscoe Dillon* draws upon his *Disciplines of the Sun* to simply destroy the shadows. They scream as the power of the sun obliterates them. *Apollo Eternium* watches and comments, "Gee, that worked really well. And you didn't even need four magical items."

There are sealed crypts underneath each of the statues. Hulmar indicates that he'd prefer not to disturb the dead. Roscoe Dillon cracks one open and finds nothing but bones.

The characters move back to the Crazy Door. Valgrim Battlehorn casts *Detect Magic* and reports that there is a moderate-strength aura on it, though he cannot figure out from what school. Hulmar Benk reports no traps. But nobody can figure out the scheme to open the door. He opines that this might be where Malfeshnekor is trapped.

Valgrim Battlehorn scrawls a message of warning on the wall next to the door. Then the characters head off to fight the local tentamort.

### *The Tentamort*

The characters head out into the caverns and straightaway encounter a creature that looks like a leathery, eyeless squid with a body the size of a rain-barrel. It shambles around on a forest of tentacles. One of its tentacles is stinger-tipped. The characters move forward anyway.

Phiravno launches his *Shadow Blade Technique* and kills the creature in one strike. He looks back at Roscoe Dillon and comments, "Okay, I killed it with my scarf!"

Roscoe Dillon offers, "Well, we've got all these spells going. Forge onward!"

Valgrim Battlehorn suggests, "Maybe its tougher mother is in one of these caverns?"

Dozens of strange dead bodies, mostly seabirds but also a half-dozen goblins, are scattered about in the next cavern. Mostly they have been sucked down to skin and bones. Hulmar searches through and comes up with:

- A suit of small hide armor (made from dog-hide);
- A ruined horse-chopper; and
- A masterwork small short bow

The characters prepare to head out when they remember that they've got a collection of prisoners. Most of them are goblin women and children, but there is also one human mercenary. Apollo Eternium argues, "We should just free the goblins! That way, they'll be able to breed more goblins so future first-level adventurers have something to kill!" The characters find this a convincing argument, so they release everyone except the mercenary. The mercenary goes back to face justice in Sandpoint.

### *Back in Sandpoint*

The characters return to Sandpoint. Roscoe Dillon celebrates by returning to the arms of his girlfriend *Shaelis*. In spite of the fact that her father disapproves of the idea that she is seeing someone else,

The characters total up the money rewards from the adventure. Actual cash shares amount to 27 gold for each character. Proceeds from the sale of various equipment come to another 235 gold per character. Apollo Eternium takes the *Breastplate +1* and the *Bastard Sword +1*. Roscoe Dillon takes the *Banded Mail +1*. Roscoe also donates 200 gold to Hulmar Benk so he can replace his masterwork composite (+1) short bow.

Over the next week, Phiravno notices that several of his small personal items have been stolen. In particular, his razor is missing. Roscoe Dillon reassures him that there will soon be a murder committed with the missing razor, and that Phiravno will find himself framed for the crime.

Having done a good turn for his friend, Roscoe Dillon turns around and starts working on Shaelis' father in hopes of legitimizing his relationship with her. She comes to him upset, saying that her father has just been arrested. Roscoe asks, "Did someone just get murdered with a razor?" Roscoe promises to look into it, and comforts her.

### *The Murders*

The characters turn out at the Sheriff's office to talk about the arrest of Shaelis' father. The Sheriff tells the characters that the town is facing a grave threat, another murderer who might be just as bad as the Chopper. There have already been two incidents. The last was at the mill last night. There were two victims: Shaelis' elder daughter and her lover. The first set of murders were three con-men from Galduria who were found in an abandoned shed south of town. Their bodyguard survived the attack, but he went insane and is being held in the asylum. The town guards found him when he attacked them in a frenzy.

The Sheriff indicates that some of the characters might have troubles of their own: he gives Phiravno a letter with his name on it, written in blood. It reads, "We have spoken of this before, my master. Now it begins. Join the pact and it will end. – Your

Lordship.” The dead con-men had a similar letter, one that promised a deal of land and gold if they showed up at the old barn.

The con-men’s bodies were all mutilated. The young man *Harker* was mutilated in the same way. *Katrina* was simply thrown into the log-splitter.

The Sheriff asks that the characters proceed to the mill and examine the scene. He fears that this sort of incident is beyond the skills of his deputies.

### *The Scene at the Mill*

The Sheriff’s men are present, along with a wide variety of gawkers. Roscoe Dillon asks the senior man on site to write down a list of all the people who came by to watch, intoning, “We’ll get them... later.”

The mill is a sturdy wooden building by the river. A pier projects into the river to collect lumber sent down from the upriver. The saws are now inactive.

The bodies were found by *Ibor Thorne*, once Harker’s business partner. He is quite upset. Valgrim Battlethorn does his best to get information and fails completely. Roscoe Dillon follows in and gets more with a more caring approach. Ibor tells Roscoe that he found the bodies in the morning when he showed up to open up. He admits that Harker had frequent midnight trysts with Katrina in the mill. He knows that her father *Venn* has been arrested, but doesn’t think the man could have done anything like this. He also comments that the mills make quite a lot of noise when they’re running, so they shut it down at night to avoid getting more complaints from the neighbors. Harker would often leave the mill running late to cover the noise of his trysts.

Maru Maru asks Ibor if Harker had any enemies. Ibor says he didn’t, but Maru Maru is convinced that the man is hiding something. He challenges him, prompting Ibor to admit that Harker has been cooking the mill books and might have stashed a lot of money by skimming sales. The owners are the *Scarnettis*, and they have a reputation for being pretty ruthless. He wouldn’t put it past them to hire someone to kill him.

It is at this point that Valgrim Battlethorn mentions, “You know the title of this adventure is *The Skinsaw Murders*. I’ll bet the Skinsaw Men are involved somehow.

Hulmar Benk tracks around. He finds a single set of muddy footprints leading from the end of the pier to the mill. He concludes that a barefoot human swam downriver, crept up from under the pier to the mill, scaled the wall and then crept inside.

Hulmar tracks upriver until he finds a dry spot on the other side in the marsh. Additional barefoot prints go from the river to the patch, then back into the river after some time. The area is ripe with the stench of rotting flesh. The area has a good view of the mill.

Valgrim Battlehorn summons a celestial dog to the lookout post to try and find the source of the rotting flesh. He concludes that the tracks themselves are the source of the smell.

Within the mill, it appears that a desperate struggle occurred. There is a lingering scent of decay in the room. Pools of blood are scattered around. Katrina was killed instantly when she was pushed into the log-splitter. Her mangled body lies around the mechanism. A mysterious axe stands by, near Harker's mutilated body. His body is attached to the wall by several hooks. His face and lower jaw have been removed, and a seven-pointed star has been carved into his chest. Roscoe Dillon examines the body and finds that the body also has several small claw wounds, apparently left by human-sized claws. These wounds smell of rotted flesh.

The axe is a hand-axe, embedded in the floor. The handle is covered in blood. Smears of rotten flesh and bone are caked on the blade. It smells of rotten meat.

Hulmar looks for the attacker's escape path. He thinks the creature escaped into the river.

Phiravno looks through the office. He picks up some books that seem to contain evidence of Harker's financial misdeeds.

### **The Dead and the Father**

The characters head to the morgue to examine the bodies of the dead con-men. Roscoe Dillon is able to confirm that the bodies have claw-marks similar to those found on Harker. All of them bear seven-pointed stars. Roscoe Dillon recommends that their heads be sawn off, just in case. Beyond that, he recommends, "And I see we've got a pauper's graveyard over there. We should go over there, dig up the corpses, fuck 'em and then bury them head down. Just because, you know."

Venn's holding cell is just down the corridor from the morgue, so Roscoe Dillon interviews him next. He doesn't know too much, aside from a strong impression of Harker as a bad influence with a heart full of greed.

### *The Asylum*

The characters head over to the asylum. The asylum master isn't too eager to see them, but he does take them to *Grayst Sevilla*. The man is a mess: his skin is pasty white and his hair is long. Phiravno quickly recognizes that he is in the last stages of ghoulish fever. Phiravno asks the asylum master, "So Doc, what's your expert opinion? This guy didn't get enough hugs from Mom?"

When the sick man sees Phiravno, his eyes bulge out and he says, "His Lordship, the one who made me, he said you would visit me. He gave me a message to tell you. He says you should come to the Misgivings soon, you should meet the pack." Phiravno knows that the Misgivings is the local name for a disused estate south of Sandpoint.

It is at this point that Grayst gives off a low moan that turns into a shriek. He tears free of his straitjacket and launches himself at Phiravno. Phiravno responds by slashing him with *Shadow Blade Technique*. Roscoe Dillon screams out, "Take him alive! We want to interview him now that he's a coherent ghoulish!" Maru Maru moves in and knocks him out.

The doctor howls out, "What are you doing? What are you doing? I didn't think he'd even react that way!"

Phiravno asks, "What kind of doctor *are* you?"

The characters requisition a variety of additional straitjackets, ropes and ten-foot poles. They use them to restrain Grayst and cart him back to town. The doctor tells them that Grayst has mostly been mumbling about razors, teeth, and the fact that the Skinsaw Man is coming.

### *Who Will Be Next?*

Phiravno thinks about all the greedy people he knows in town. He picks out *Titus Scarnetti*, the butcher, the grocer and the boutique owner as particularly in love with coin.

He also knows that the Misgivings is more formally known as *Foxglove Manor*. It is about eighty years old, and has been the seat of the Foxglove family all that time. A misfortune struck the family a few decades ago and since then it has nominally been unoccupied. The last time the Foxglove family lived there was 20 years ago; they left when the servants' quarters burned down and two family members were found dead. *Cirly Foxglove* was found dead at the foot of the cliffs, her body burnt. *Traver Foxglove*

was found in the upstairs bedroom, dead by his own hand. The children were sent off to be educated far away. *Aldern Foxglove* (whom the characters have dealt with) is likely one of the children.

Phiravno yells out the clarion call, "To the mansion!"

### *To the Foxglove Manor*

The characters ride south. They notice that the normally-friendly locals seem unusually hostile and unwilling to talk. Roscoe Dillon tries to draw some of them out with Diplomacy. They tell stories of walking scarecrows that come out of fields at night to feed upon the living. These stories have been spreading from the south. As the characters get south of the Soggy River the rumors become first-hand accounts. They hear of farmsteads emptied, and of a party of locals who went to investigate the Hambly place that was wiped out except for one survivor. The survivor is *Farmer Grump*, currently in the care of another local family. He's none too stable, and spends most of his time reciting a nursery rhyme about scarecrows.

Roscoe Dillon is able to calm Farmer Grump down a bit. He indicates that everyone knows the problem is coming from the Hambly place. When he and the others went to investigate they were attacked by folk who looked like corpses but fed like starving animals. "They even ate the dogs!"

Valgrim Battlehorn starts sketching out a map, with an interest in figuring out which farmsteads are full of ghouls and how close the Hambly place is to Foxglove Manor. The characters assure the locals that they should stay inside tonight, and that they will be going to the Hambly place to clear it out.

### *The Old Hambly Place*

The characters approach the Hambly place from the main road. They travel along a narrow path through the fields, which are grown high with grain. Along the way, the characters massacre a few scarecrows, including one ghoul strapped to a wooden post. Hulmar kills it with arrows, but not before it manages to scream its head off.

While Hulmar is looking at the crossroads for the best direction to go, a gang of ghouls shows up to check out the screaming. Roscoe Dillon demonstrates his incredible turning talents and roasts them.

Halfway through the trip, Valgrim suggests dressing Hulmar up as a scarecrow. Hulmar agrees to this treatment because he believes in the power of protective coloration, and because he's easy to convince.

The farmstead proper includes a barn and a farmhouse, watched over by yet another bound ghoul. Hulmar kills it with arrows, then warns the others to expect an onrush of ghouls.

The barn has plainly been used as a ghoul lair: it is filled with the remains of savaged carcasses, both human and animal. There are no ghouls inside, however. Hulmar reports that there are a lot of tracks going to the farmhouse. Valgrim announces, "So it's sweep-and-clear of one farmhouse."

Hulmar breaks opens the door. There are four ghouls inside. Phiravno runs in and strikes one with his *Shadow Blade Technique*. The ghoul snarls, then it and its fellows mass upon him. Apollo and Hulmar runs in and execute one. Valgrim summons a *fiendish monstrous crab* to help. Phiravno demonstrates that he has no need of help as he calls up his *Burning Blade Technique*. Not only does he kill the ghoul, he sets its corpse on fire.

Roscoe moves in and slashes a ghoul. He finds that the ghoul is only moderately wounded. He opines, "I think we've just encountered superghoul." The ghoul boss responds by biting him. Apollo answers that by cutting the superghoul in half. Valgrim eliminates the remaining ghoul with an acid jet.

The characters search the ghouls. They find that the boss ghoul has an iron key on a cord around his neck. The key is marked with a heraldic sign of a curious flower surrounded by thorns. Phiravno reports that this is the sign of the Foxglove family.

Hambly is dead in one corner of the farmhouse, his body mutilated. A bloody parchment is nearby, bearing the name of Phiravno. It is clear that Hambly's wife and sons have joined the ghoul clan. Hambly has a rusted iron key in his pocket. The characters find a loose floorboard in the master bedroom. The key opens it. Inside are Hambly's life savings:

- 3400 silver pieces

The characters conclude that it is unlikely that Hambly has any non-ghoul next of kin.

The characters put Maru Maru up on the roof to spot any remaining scarecrows. The others pile up the remaining bodies on the woodpile in back for a funeral pyre. Roscoe says some words over them, then sends them on to their reward by fire.

### *The Charming Foxglove Estates*

The route to Foxglove Manor is another three-mile hike along the road and over a bridge. As the characters approach, the local plants turn to nettles and thorns. They turn around a hill and see the crumbling remains of the manor house right up on the cliff edge. The building is overgrown with threatening vines. The stone foundations of a burnt outbuilding stand near the manor. Some vicious-looking ravens perch on the foundations stones, then flap away as the characters approach. The whole thing looks like it is at risk of falling into the ocean at any moment.

Valgrim Battlethorn sees the half-collapsed well. He borrows a torch from Maru Maru, then drops it down the well. He doesn't see any ghouls as it falls a hundred feet into the water below.

As the characters examine the burned foundations more and more ravens fill the air above them. Hulmar shoots one; it dies like a regular raven should but when he examines the body he finds that it had been dead for at least a week before he shot it. The characters mutter something about *Resident Evil: Apocalypse* and head for the manor. The big iron key opens the door exactly as they'd hoped it would.

### **The Foxglove Hall**

The entry hall is grim and scary. Eerie groans and creaks fill the air. Various hunting trophies decorate the walls, but all are shadowed by the immense taxidermied manticore in the center of the chamber. The windows are glass. Oddly, they are still intact. A curving staircase leads up to the second floor. A hall and doors on the north and south walls lead further into the mansion.

### **The Dancing Parlor**

The characters move on. They find a dancing parlor with a piano. The place is a wreck, destroyed by rot and mildew. Even though the piano looks like it has been standing unattended for decades, Valgrim finds that it still plays perfectly. Suddenly the

piano bursts into a catchy Varisian tune. Apollo sees a woman appear, a handsome middle-aged Varisian woman. She dances with him. He begins spinning wildly through the room. None of the others can see his partner at all. He starts to take STR damage. The woman whispers to him, "I was his wife, but he was jealous! He wouldn't allow me to go anywhere at all!" As he watches her beauty fades and bruises appear upon her neck. Her eyes bulge in death.

Maru Maru leaps at Apollo and grapples him. The vision finally fades away. He explains what happened to the others.

### **The Washing Room**

The characters creep into the next room. It is a wash-room. Scratching sounds come from the stained metal bathtub in the center. Hulmar peers inside. He sees a rat the size of a cat struggling inside. Tumors cover its back and have grown over its eyes. As he gets closer it smells him and struggles harder to escape. Maru Maru kills it with his fist, then Valgrim destroys the body with an acid burst.

### **The Sitting Room**

The sitting room features a rotting couch facing a stone fireplace. Valgrim investigates the fireplace and reports that he heard the whisper of a young girl, and a brief urge to gather up his child and flee the building. The characters give the fireplace a wide berth.

### **The Dining Room**

The dining room features grand series of stained-glass windows looking out over the coast. The window designs feature the familiar seven-pointed star and seven different monsters apparently emerging from rune-covered boxes. Valgrim believes that the runes are related to necromancy, and that the monsters depicted are actually being drawn into the boxes. He sketches the scenes.

Phiravno notices a gruesome mummified monkey head hanging upon the wall. A bell-pull hangs from its mouth. Valgrim learns that pulling on the bell-pull causes the monkey to scream. Then he learns that he can easily remove it from the wall. He decides that he is going to keep it.

Roscoe Dillon notices that there is a fungus-stained run on the floor. He moves the run and finds that the floor is scarred with a strange blue fungus, grown in a spiral pattern. He puts the rug back.

### **And Then the Manticore Attacks!**

It is at this point that Hulmar sees the manticore rush at him, on fire. The others see Hulmar take out his axe and start chopping at the (still unmoving) manticore. By the time Hulmar comes to his senses, he finds himself in a middle of a pile of sawdust and chopped manticore bits. He notices that his comrades decided to help out in the effort. Valgrim reassures him, “You got an anger management problem, but that’s okay by me.”

### **The Library**

The next room is a library. The walls are covered with mold-addled books. Two chairs (one overturned) face a fireplace. A stone bookend in the shape of an angel lies in the fireplace. Dried blood marks one corner of the bookend. A strangely colorful Varisian scarf is draped over one chair, and an open book sits upon a table near one chair.

Phiravno is drawn to the scarf, while Maru Maru investigates the fireplace. Roscoe Dillon examines the book titles; he finds that most of them are on necromancy.

Apollo notices that the scarf is moving. He warns Phiravno, who has no idea what he’s talking about. Phiravno drapes it in the air. It flies to Apollo and wraps around his throat. The ghostly image of *Aldern Foxglove* appears in front of him and starts strangling. Apollo manages to avoid being paralyzed in fear, then he starts wrestling with the scarf. He pulls it away and tears it to pieces before it can strangle him.

The characters eventually realize that Aldern Foxglove is the member of the family that they’d dealt with. Valgrim offers the theory that Aldern must have been killed recently, with a bookend in the library. He’s evidently upset enough about it that he wants to strangle visitors.

### **The Nursery Upstairs**

The characters head up the spiral staircase and go into the Nursery. Phiravno reports that he hears the sound of a child sobbing. He is convinced that his parents are

going to kill him, his mother armed with a torch and his father carrying a knife and overgrown with tumors. He overcomes the vision.

Maru Maru reports that the toybox is empty. Roscoe checks out the fireplace, he finds nothing.

### **The Portrait Hall**

The characters find a hall with various portraits on the wall. Each of them has a brass nameplate beneath.

- *Vorel* and *Kassandra Foxglove* and their daughter *Lorei* on the north side.
- *Traver* and *Cyralie Foxglove*, with their son *Aldern* and their daughters *Sendelli* and *Zeeva*

As soon as the nameplates are cleaned off, the room becomes cold and the portraits become visages of death. All are gruesome, but the worst is *Vorel*: his portrait explodes into rot and fungus that covers the room. After the wave passes, *Phiravno* discovers that his skin is dotted with splotches and rot. The others transform as follows:

- *Vorel* explodes into fungus;
- *Kassandra* and *Lorey* turn into tumor-covered, disease-ridden corpses;
- *Traver* is slashed across the throat;
- *Cyralie* blackens in flames then crumples as if from a great fall;
- *Aldern* turns into a ghoul; and
- *Sendelli* and *Zeeva* remain unchanged

A moment later, the portraits are normal again. *Roscoe Dillon* goes back into the library with a *Mending* spell to reconstruct the family history. He learns that *Vorel Foxglove* built the manor eighty years ago. Sixty years ago, his entire family died. Forty years later, *Vorel's* great-nephew moved into the manor. They lived there for six years before *Traver* and *Cyralie* died and the children were sent off.

*Roscoe Dillon* does his best to minister to *Phiravno* and make him comfortable. He tells *Phiravno* that everything will be okay, that he will make a full recovery. The others understand completely.

### **The Master Bedroom**

The characters enter the master bedroom with some trepidation. They quickly notice the suspicious dark stain upon the desk in the corner. Valgrim doesn't see anything and doesn't feel anything. He tells the others, "I'm a dwarf. Our minds are like lead."

### **The Music Room**

The room above the dining room is a music chamber with another collection of stained-glass windows with themes just as disturbing as those downstairs. The best of them depicts a gaunt man with a dozen bats hanging from his outstretched arms. Various instruments in poor shape stand upon racks around the room. Roscoe Dillon notes that he knows how to repair instruments. He takes a violin and a flute.

### **The Fungus Bedroom**

The room at the end of the hall looks like a child's bedroom. The floor is covered with blue and green fungus. The whole place smells foul. Roscoe hears a child's voice ask, "What's on your face, mommy?" He gets a momentary urge to tear his own face off, then thinks better of it.

Valgrim indicates that he's going to go inside to check for skeletons in the bed. Hulmar asks, "What? When you say 'I'm a dwarf' that must be shorthand for 'I'm expendable!'"

Roscoe agrees, "Yeah. Seriously, we should send mushroom boy in. After all, he's already dead."

Phiravno complains, "Getting psychotic urges to kill..."

Hulmar comments, "That's the signal, boys! Someone grab his scarf, I've got my axe all ready." The others decide that now is in fact not the time to kill their compatriot. After all, he needs to stay alive long enough to be lowered down into the well.

### **The Shredded Bedroom**

The characters enter into another bedroom. All of the furniture has been slashed and ruined as if by knives. The only undamaged item is a portrait, placed face against the wall. Roscoe Dillon turns the painting around. As he does, Valgrim makes his monkey's

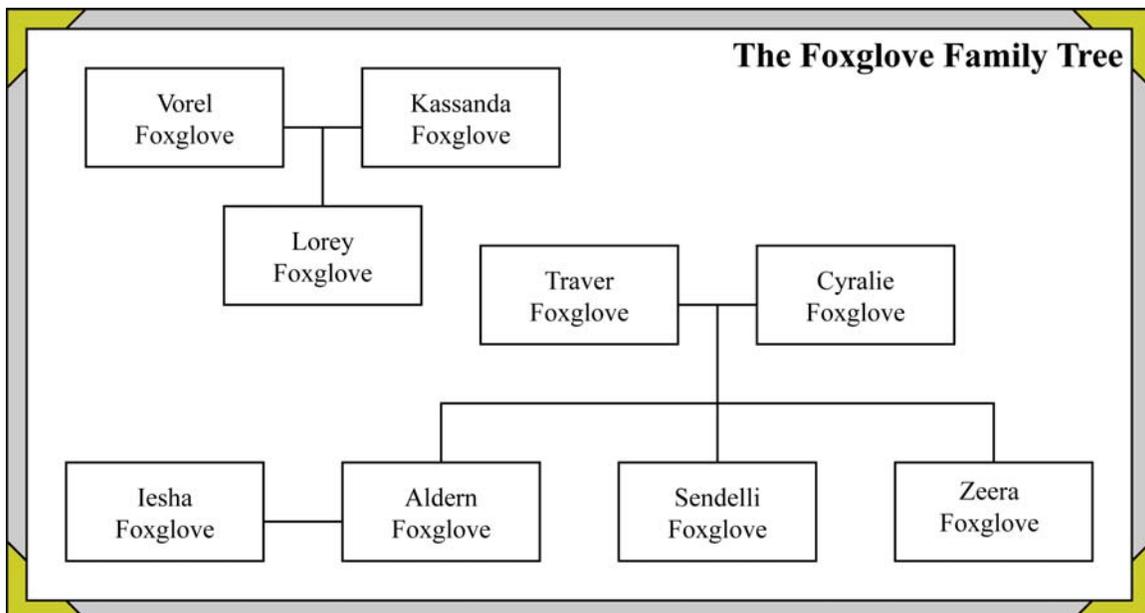
head scream. Roscoe jumps. Phiravno sees that the painting is of *Iesha Foxglove*. He hears a woman's voice screech, "What do you get up to down in the damp below!" Rage affects him as he curses himself for ever marrying this shrew of a woman. Then he passes off the urge and reports what he learned.

The characters deduce that Iesha Foxglove was Aldern Foxglove's wife, and that he was the one who strangled her.

### **The Way to the Attic**

The characters move further on and find the stairs up to the attic...

### *Appendix: The Foxglove Family Tree*



### *The End of the Session*

The session ends with the characters preparing to enter the attic of the (obviously) cursed Foxglove Manor.