

## Rise of the Runelords Session Summary 11/18/2007

### Attendance

*Bruce* (Hulmar Benk) tells the others, “I have terrible, terrible news for you! *The Golden Compass* lures children away from Christianity!” *Paul* offers, “I just bought that book, but I haven’t read any of it yet. Thanks for warning me! As you all well know, my commitment to hard-core fundamentalist Christianity requires constant reinforcement! Any lapses and I might become a... *gasp*... Unitarian!” *Chuck* (Phiravno) explains, “I’ve heard that Unitarians worship idols and sacrifice small children! I read a Chick tract on them!” *Ernest* (Valgrim Battlehorn) chimes in, “And they wear assless chaps!”

*Chris* (Roscoe Dillon) attempts to draw away the conversation to something less controversial by offering, “I’ve recently become a great fan of a new reality show titled *America’s Most Smartest Model*. It’s really great, and I’m picking up lots of great fashion tips. Hey, anyone want some diet pills? I’ve got lots!” *Matt* (Apollo Eternium) just shudders.

*Patrick* (Maru Maru) walks in to find everyone staring at each other suspiciously. He thinks, “Ahh... it’s good to see that everything is normal.”

<i>Character</i>	<i>Player</i>	<i>Race</i>	<i>Class &amp; Level</i>	<i>Notes</i>
Hulmar Benk	Bruce	Human	Scout 4	Chelaxian. Military veteran.
Roscoe Dillon	Chris	Human	Cleric 4	Shoanti, Skull tribe. Cleric of Gorum
Phiravno	Chuck	Human	Swordsage 2; Swashbuckler 1; Rogue 1	Varisian.
Artkel Certor	Ed	Human	Fighter 2	Shoanti, Spider clan.
Prince Eyorak	Matt	Human	Rogue 2	Shoanti, Sun clan
Apollo Eternium	Matt	Human	Fighter 4	Shoanti, Sun clan
Maru Maru	Patrick	Human	Monk 4	Shoanti, Sun clan
Valgrim Battlehorn	Ernest	Dwarf	Conjurer 3; Master Specialist 1	Fascinated by all manner of unusual creatures.

### Into the Attic

*Phiravno* tells the others, “I think I’m getting a bit of a cold sore. Here, someone look at my lip!” *Hulmar Benk* notes that something suppurating is dripping from *Phiravno*’s mouth. He shudders.

The characters go up the stairs to the attic. They find themselves in a workroom with a sagging roof. Dozens of pots and pans sit on the floor to catch water from leaks. *Valgrim Battlehorn* examines the pots to see how long it has been since someone emptied them. He notes that there is evidence that someone has been working on the place.

Valgrim turns to the others and asks, “Any nominees to start touching things? I nominate fungus-man.” Phiravno gives the dwarf an angry look. A mushroom sprouts on his ear.

*Maru Maru* ignores the two of them and investigates. He finds a whole lot of nothing. He does see a window overlooking the ruins of the servants’ quarters, which is now covered with thousands of undead crows. He asks the others, “Is a ‘murder of crows’ really a monster?”

Hulmar Benk and Valgrim Battlehorn answer in unison, “It is now.”

The characters progress forward through a room used for linen storage and into a long, low room with a decaying bed inside. The whole place is covered with sheets of cobwebs and dust. Maru Maru, Hulmar Benk and Valgrim Battlehorn head inside to look for spooks.

### *There is a Scream!*

Roscoe Dillon hears a scream from the end of the hall. He and *Apollo Eternium* run to the doorway there and find it to be locked. The sound of a sobbing woman can be heard from inside. Roscoe explains, “Miss! We’re here to help you! No matter what your boyfriend did, we’re here to help!”

Valgrim Battlehorn quickly runs into an adjacent room, looking for another way in. He finds himself in an observatory with two more creepy stained-glass windows, one of them broken.

Meanwhile, Apollo Eternium breaks the screaming woman’s door open. He breaks through into a cramped room filled with a visible chill. A full-sized mirror with a wooden frame carved into the shape of roses leans against the side of the chimney, facing the one small window.

Maru Maru looks into the mirror. He sees the face of *Iesha* inside. Then she steps out of the mirror. Roscoe Dillon comments, “Okay, this is bad. You, chickie!”

Begone! You're dead, go on to your just reward." She ignores him, marching past to the door.

Valgrim Battlehorn offers, "We're so sorry that your idiot husband strangled you. We think he's around here somewhere as a ghoul. Perhaps you could lead us to him so we can give him the righteous smackdown?" She ignores him and heads downstairs to the basement. The characters follow her.

Roscoe exclaims, "I think she's trying to show us where we're going to get killed!"

### *Wait, Now We're in the Basement*

Iesha leads the characters down into the large kitchen in the basement. The center of the room is dominated by a large oak table, its surface covered with moldy stains and rat droppings.

Roscoe Dillon asks, "Does anyone have a light source down here?"

Valgrim Battlehorn boasts, "I can see in the dark!"

Maru Maru shoots back, "Stuff it! I can't, but I've got an everburning torch!"

Hulmar Benk points out, "I don't have a light source, but now I've got the Blind-Fight feat!"

Roscoe Dillon tells him, "That's great. You can go first when we have to fight the horrible Eye-Eating Fiend later on."

By this time, Iesha has walked right through a locked iron door. The characters find themselves unable to get through the door, so they go back to the attic.

### *The Attic Observatory Once Again*

The characters trudge back up to the observatory to check out the telescope. The characters start searching. Hulmar smells burning flesh. He calls out, "Cyralie's around here!" He notices scorch marks around the broken window. Then he leaps through the unbroken window.

Phiravno curses, "He jumped through the *unbroken* window? Shoot, there go our chances of looting that."

Meanwhile, Hulmar bounces off the roof and impales himself on a weathervane. Hulmar yells up, "Good news guys! I'm impaled on a weathervane!" Maru Maru leaps

out after him, discovering that the roof tiles are none too strongly attached anymore. He manages to avoid falling to his death.

Valgrim Battlehorn is too busy sketching the image of the now-broken stained glass window from memory to help hoisting Hulmar back into the room.

### *The Fetish Room*

The characters move from the observatory into a small room decorated with all manner of tribal and nautical artifacts. A leather chair sits in one corner.

Dozens of memories of sea voyages and travels to exotic lands rush into Valgrim's mind. Then he realizes that these are only memories of what might have been, had he not chosen to settle down with a shrill harpy of a wife. He takes six points of Wisdom damage and starts going all Jacob's Ladder. The others see him start saying things like, "I've cashed in my 401k to buy lottery tickets!" Then he seats himself in the chair and tells the others, "Come in, my friends!"

The characters search and find two arcane scrolls among the maps and worthless trinkets. They also find a painting of a bullfighter facing down a vicious aurochs, titled "Throwdown in Swine Town". The characters are unable to identify the matador, but Hulmar is sure that it is not *Aldern Foxglove*. Phiravno estimates that it is worth 600 gold and is the work of the renowned Magnimarian artist *Andosalu*.

- Arcane scroll of *Keen Edge*;
- Arcane scroll of *Lightning Bolt*; and
- A painting titled "Throwdown in Swine Town" by Andosalu of Magnimar worth 600 gold pieces

Valgrim cannot be removed from the room: he is too interested in reading old books about Shoanti culture. The others decide that this is a good place to camp, at least until dawn.

The next morning, Phiravno has a hideous outbreak of facial tumors and a sickening skin derangement (-2 CON, -2 CHA). Roscoe Dillon binds his tumors and gives him a poultice. Phiravno claims that he feels slightly better.

### *Search the Kitchen! Raise the Ghouls!*

The characters head down into the kitchen to find the key to the iron door. The noise of their searching attracts several swarms of diseased rats. Valgrim Battlehorn summons a celestial bombardier beetle and a swarm of normal rats to intercept them.

The first swarm rolls over Apollo Eternium and Maru Maru. They riverdance the swarm to death. The second goes for Phiravno and Hulmar. They slash wildly, destroying the swarm. The bombardier beetle wanders around spraying dying rats with acid.

The characters finish their search. They open a cupboard and find a silver salver and a silver tea set. It's worth 1000 gold pieces. Hulmar exclaims, "Those are nice! I have one of those at home!" The others question his sexuality. Again.

Apollo Eternium finds a small clay urn in the fireplace containing some sweet-smelling pinecones and three small garnets. He discards the pinecones as mere potpourri, but appraises the garnets as worth 100 gold pieces each.

Then the characters look through the wine cellar. They find three bottles of rare wine, each worth 100 gold pieces. Roscoe Dillon comments, "Someone who isn't likely to fling themselves out of a window should carry these."

### *And Then, the Servants' Quarters*

The characters move through the kitchen into the servants' quarters. A single chair is balanced between two low bunks. Valgrim Battlehorn screams. Maru Maru explains, "No human would leave a chair balanced in that manner!" Phiravno doesn't hear him at all: he found an old servant's undergarment and he's obsessed with determining if it was owned by a male or a female.

### *The Rat Pantry*

Next is the pantry, which is now overwhelmed with thousands of rats. The characters leave it for later. When they come back, they clear the place with acid and fail to find a key.

### *The Iron-Door Chamber*

The characters investigate and figure out that the chamber the characters cannot enter has two windows facing the cliff. They send Maru Maru down to peer inside. He can't see anything moving.

With Maru Maru's report in hand, Valgrim Battlehorn disintegrates the door with acid bursts. The door corrodes and collapses to reveal an aging arcane workshop. One wall features a bookshelf of moldy books. The other features three birdcages, each containing a dead diseased rat.

The characters step inside and examine the stained glass windows. One of them shows *Vorel Foxglove* drinking a foul-looking potion. The other shows him dead and triumphant, standing upon a seven-sided box.

Maru Maru sees sudden movement in the stained glass windows, as if *Vorel Foxglove* is mocking him. He gets an urge to cross the room and read the books on the workbench. He looks at them, then freezes in place as a flood of information washes into his mind, leading him all through *Vorel's* quest to become a lich and ending as *Vorel* doubles over as his body rots away. Maru Maru manages to cast the vision away.

### *The Stairway Down*

The characters find a room with a broken floor. A spiral staircase down into the darkness is visible in the gap. Suddenly *Phiravno* has a vision of *Aldern* hammering at the floor with a pickaxe, howling over and over, "For you! For you!" until he breaks through and sees a pack of ghouls, their lambent eyes glimmering in the darkness. *Phiravno* feels them rush forward to rend him apart, then drag the remains into the darkness. The others see *Phiravno* double over as wounds appear on his body.

Then *Phiravno* recovers. He tells the others, "There are ghouls down there."

The characters decide to make their way down very carefully. Maru Maru takes the lead.

The stairs end in a limestone cavern. Foul water drips from mold patches on the walls. Three tunnels lead out of the cavern. The characters choose the southern-most of the two tunnels leading to the west because it looks most recent. The tunnel goes for some distance, then widens into a pool. After a moment, the characters realize that the well above leads down here. The air smells of rotting meat. Various carcasses, including

three humanoids and a partially-eaten horse. Roscoe Dillon prepares to say a few words when a giant bat flies at the group. He yells out, “Bat! Bat!”

Hulmar and Phiravno step forward with axe and *Sapphire Nightmare Strike*. Neither of them manage to hit. Valgrim Battlehorn sends an *Acid Splash* at it, but fails to hit. He curses, “It’s a fucking ninja bat!”

The bat descends upon Maru Maru. It claws him. He feels the distinctive burn of ghoulish venom and clarifies for everyone’s benefit, “This is no ordinary horse-sized bat! It’s actually a ghoulish horse-sized bat!”

Roscoe Dillon turns around to ask, “What?” The bat takes advantage to claw him to pieces, leaving him bleeding and paralyzed. Phiravno steps up and stabs the creature, wounding it badly. It responds by attacking him, and leaving him paralyzed as well. Apollo Eternium finishes it before it can start feeding.

Two of the dead humans look to be long-dead Varisian nomad scum with nothing valuable. The third is dressed much better. He is carrying:

- A pearl ring (worth 300 gold pieces);
- An adamantite longsword;
- A well-made and stylish hat; and
- 56 gold pieces

Valgrim Battlehorn tries putting on the hat. Suddenly, he turns into a goblin. The characters deduce that the hat is a *Hat of Disguise*. Roscoe asks, “Could I have the hat? I mean, not permanently. I just need to borrow it from time to time. I promise not to get any bodily fluids on it...” Valgrim shudders and hands over the hat. Apollo Eternium holds onto the longsword.

### **And Now the Locals Show Up**

It is at this point that a pack of the local ghouls show up, attracted by the light, the excitement and the screaming. Hulmar, Roscoe and Apollo set up in a defensive line. Maru Maru moves to their flank, so he is first to hear that more ghouls are coming out of a second tunnel.

Roscoe unleashes a solar-powered turning attempt. He roasts three ghouls straight off. Meanwhile, Maru finds himself swarmed by ghouls. He evades their strikes,

but Valgrim is not so lucky: he runs afoul of a ghoul and gets paralyzed. Apollo and Phiravno cooperate to exterminate the ghoul that paralyzed Valgrim.

Hulmar swings at a ghoul, then finds himself surrounded by the things. They paralyze him. He would groan, if he still had the ability to groan. Apollo Eternium and Phiravno cut the creatures attacking him down.

Roscoe Dillon heals the wounded while Valgrim burns the ghoul bodies into foul-smelling puddles. He notices that one of them has a strangely misshapen skull with a piece of oddly-shaped stone inside it. Maru Maru exclaims, "Remember the statue with a missing wing! Well, here's the wing!" With a lot of prompting from the referee, they figure out that the ghoul in front of them was a local carpenter that Aldern hired to help fix up the manor, and then killed because he thought (correctly) that his wife was having an affair with him.

### *The Charnel Cavern*

The characters continue picking their way through the tunnels. They hear a rhythmic sound of wind, or possibly of heavy breathing. They enter into a foul-smelling cavern. The western half is filled with cracked and shattered bones. The smell comes from a pile of body fragments in the eastern part of the chamber. The characters search for a while, then wait while Roscoe says last rites over the bodies.

The characters continue east, towards the sound of breathing.

### *The Sea-Pool*

The characters follow the sound of breathing into a cathedral-like cavern that arches over into a foaming pool of sea-water fifty feet down. Narrow fissures wind into the rock face. A stone stands halfway down the Northern slope. The breathing sound comes from the motion of the water sloshing up and down in the pool.

And there are some ghouls in the chamber as well. Goblin ghouls. Oh goody.

Hulmar moves forward and destroys a ghoul. Phiravno rushes in front of him and injures a second. The goblin ghouls respond by swarming over him. Phiravno takes quite a bit of damage but remains unparalyzed. Hulmar, Phiravno and Maru Maru make quick work of the rest of them.

The characters carefully make their way to the stone door and wrench it open. The chamber beyond is heaped with various items, some of them valuable. Fouled food sits on platters on a table to the side. The creature that is all that is left of Aldern Foxglove sits in a blood-soaked chair in the center of the chamber. Phiravno recognizes that some of the items in the room are the things that were stolen from him. It appears that Aldern has been obsessing over him, possibly because he saved Aldern's life some time before his transition to undead status. Part of this obsession is visible in a defaced painting of Iesha to one side that Aldern has apparently attempted to alter into a painting of Phiravno.

Aldern exclaims, "No! You were supposed to die! Yet you still live! You still live!" His eyes widen in a mixture of fear and delight. He rushes to the attack, pulling on his mask and bringing out his razor. His mask is made of strips of tanned human skin. As he pulls on the mask, his appearance changes to that of Maru Maru, giving him a magical bonus to attack.

Phiravno lashes out with his scarf, cutting Aldern on the shoulder. Aldern slumps to his knees, pleading, "No! Please! You're the only one!"

Roscoe Dillon ignores his pleas in favor of a turn attempt. He finds that Aldern is really quite hard to turn.

Apollo Eternium charges forward with a power attack that goes wide.

Valgrim casts *Enlarge* on Hulmar, then changes his appearance to that of Phiravno. He hopes to confuse the murderous ghoul into attacking him. It is possible that he has not fully thought this plan through, or that he really *is* saying, "I'm expendable!" when he says, "I'm a dwarf!"

Hulmar stomps forward, but his strike goes wide. Maru Maru staggers, sickened by the stench.

Aldern snarls at Phiravno, "I wonder how your death will affect your friends..." He slashes with his razor and claws, leaving ghastly tearing wounds. Phiravno is both sickened by the stench and paralyzed.

Sensing that Aldern will attempt a coup de grace against Phiravno, Valgrim quickly arranges a *Transposition* and swaps places. Then he casts *Protection from Evil*, changes his shape to that of Iesha, and squawks, "You've been bad!" This doesn't have

much impact on Aldern, but it does give Hulmar an opening to bring his *Enlarged* axe blade down upon his shoulder. Aldern gives some sign of noticing the strike.

Valgrim yells at Maru Maru, "Give him the spineulator!" Maru Maru strikes at him, inflicting another noticeable wound.

Aldern screams at Valgrim, "I thought I killed you!" He lashes out at the conjurer, delivering a vicious razor hit. Valgrim slumps back, paralyzed.

Roscoe happens to glance over at a man-shaped patch of fungus on the floor. He sees a group of phylactery shards scattered through it, then notices that they're rattling around. He thinks, "Oh, grand. This must be another haunt." He suddenly realizes that the fungus is actually his shadow, and that he must eat it to get his shadow back. He manages to resist this urge, fueled in part by the general understanding that fungus-eating is really not a good idea around here.

Aldern moves over Valgrim to savage Hulmar, screaming, "Out of the way! I must get to my beloved!" Hulmar takes damage in wholesale quantities. Apollo Eternium steps over and cuts down Aldern. The characters search the area. They find a letter written in a graceful hand. It sounds like Aldern had been in debt to the Brothers, but he provided something to them to discharge it. Whoever the author is, they are fully aware that he is being transformed into an undead. Apparently, Aldern was also supposed to kill various specific victims with the goal of capturing the greed in their souls. It is signed, "Your Mistress, Wanton of Nature's Pagan Forms" The characters also find:

- A small silver key ring with two keys, one a large iron key with an opal the other a three-notched bronze key with a handle in the shape of the head of a roaring lion;
- A *War Razor +1*;
- A magical *Stalker's Mask* (+5 to Hide checks, 1/day *Disguise Self* against one person, +2 on attack and damage against duplicated person);
- A cameo containing a portrait of Phiravno;
- A key to fit the iron door;
- A *Ring of Jumping* (+5 to Jump); and
- A *Ring of Protection +1*

Maru Maru takes the *Ring of Jumping*. Phiravno holds onto the *War Razor +1* because he's one of the few characters that is proficient in its use, though the characters agree that it will be sold. Hulmar Benk takes the *Ring of Protection +1*. Phiravno takes the *Stalker's Mask*.

### *Escaping the Manor*

The characters spend a day camping and packaging up books on Shoanti lore (in addition to whatever other valuable items they've found), then head out.

Before the characters leave, they use five pounds of silver (taken from the loot) and some holy water to *Consecrate* Aldern's chamber. When the spell is cast, the fungus tears itself from the walls, forms into a vaguely human shape, screams, and vanishes. The house is no longer haunted. Roscoe Dillon howls, "My god kicks ass!"

On the way out, the characters find that the raven run is no longer necessary: when Roscoe *Consecrated* the place the ghoul ravens all fell out of the sky. Likewise the nearby fields seem remarkably free of ghouls. And then the characters head back to Sandpoint, where the characters are able to explain to the sheriff that all the murders were committed by Aldern Foxglove for some ritual or other.

### *The Road to Magnimar*

Having stopped the murderer Aldern, the characters decide to head to Magnimar to sell some of their goods. The road passes through a swampy section. Hulmar warns the others that there are some boggards (insane frog-dudes) lying in wait ninety feet ahead. He runs forward, bow at the ready. His shot goes wide, as does the boggard's return strike. Another boggard wraps him up with its sticky tongue, penalizing his armor class and preventing him from moving.

Valgrim Battlehorn immediately summons up a swamp crab. It clatters up to the battle-line.

Phiravno falls into his *Island of Blades* stance and executes a *Shadow Blade Technique* strike against one boggard that kills the creature outright.

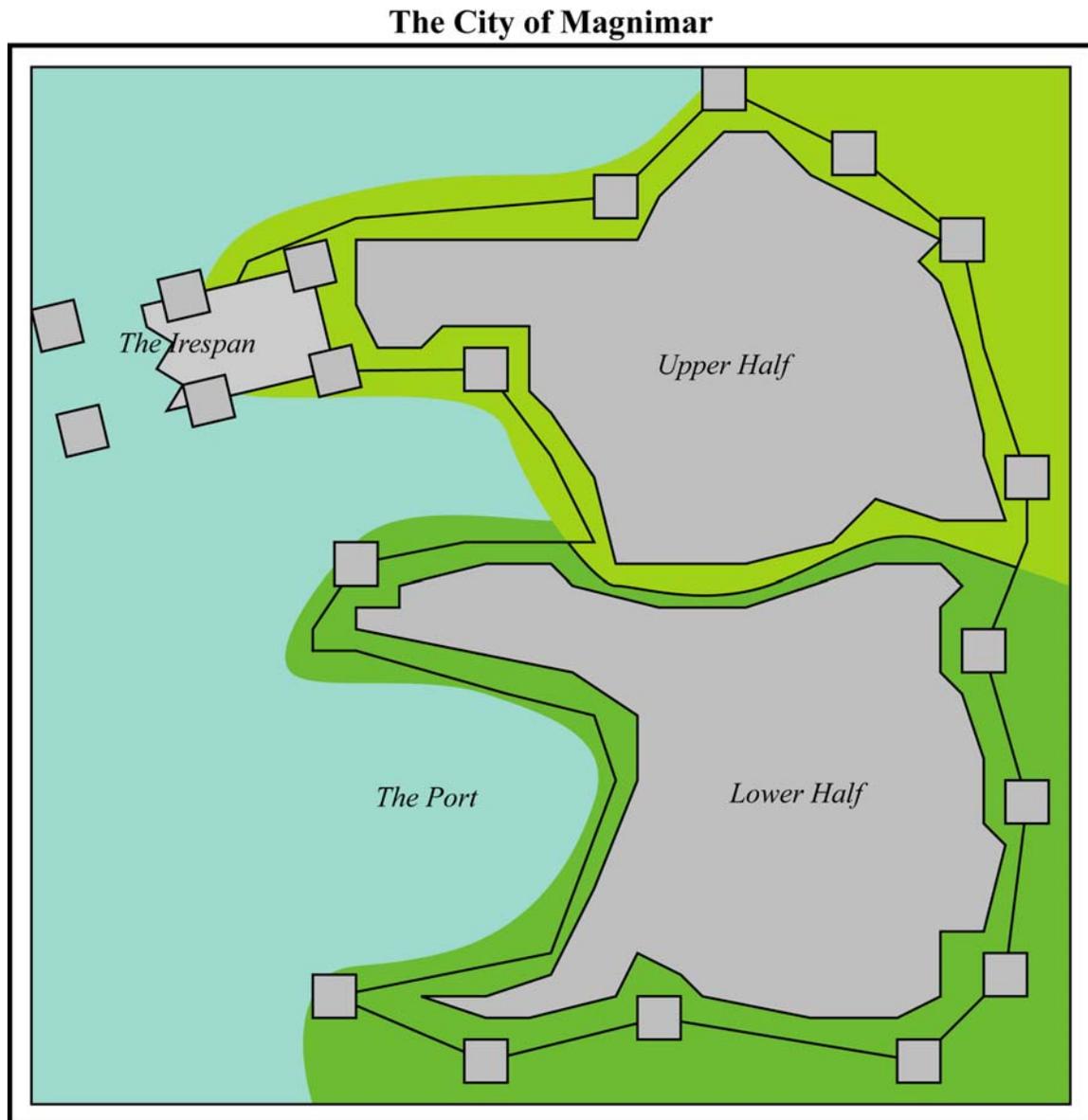
Hulmar amazes the crowd as he tumbles while tongued. He readies his axe then buries it into the boggard's guts. The creature makes a liquid, gurgling sound. Its friend utters a terrifying croak that leaves Hulmar shaken (for two rounds).

Apollo Eternium simply rides down another boggard, stomping the creature into the trail. Valgrim Battlehorn summons two more fiendish swamp crabs. The surviving boggards look around with their googly eyes, wondering just how bad things are going to get. They don't have long to wonder: the characters end them swiftly. Loot includes:

- 1000 silver pieces;
- A divine scroll of *Endure Elements*; and
- A wand of *Cure Light Wounds* (10 charges)

Roscoe takes both the scroll and the wand.

*Welcome to Magnimar*



The city of Magnimar has 16,000 inhabitants. The place is architecturally dominated by a massive, ancient half-bridge to (apparently) nowhere. The city is divided into an Upper Half and Lower Half by a great cliff. The port is in the Lower Half, while all the money lives in the Upper Half. There are lots and lots of ancient artifacts through the town.

### **Identifying the Loot**

In addition to the loot listed above, the characters identify the *Sihedron Medallion* they picked up some time ago. The medallion provides a +1 resistance bonus to all saving throws. In addition, it gives the ability to cast *False Life* (CL 5) once per day as a free action. It will also preserve a dead body indefinitely. The characters hand the *Sihedron Medallion* over to Roscoe.

The characters head to the Bazaar of Sails near the port to sell off their loot. They take a look at the place, then decide to hit the townhouse first and then sell stuff later on.

### *The Foxglove Townhouse*

The characters arrive in Magnimar and promptly head towards the Foxglove townhouse. Several of the more law-abiding characters point out that simply stomping into the house and murdering everyone inside for their stuff is not particularly lawful. Or good. On the other hand, several other characters (particularly Phiravno) are deeply interested in looking around the place because they suspect that the Skinsaw Men might be using the place as a Forward Operating Base. The compromise solution is to take a look at the place and see what it actually looks like.

The characters find the Foxglove townhouse in the Grand Arch district in the Upper city, near the Starsilver Plaza. The locals report that nobody has been living in the place for months. The place is surrounded by a high wall.

Valgrim changes himself to look like a (disguised) version of Aldern Foxglove the ghoul. The others put on cloaks and act like minions. They go in through the front gate. The house inside is boarded up. The characters remove the boards and slip inside, moving carefully and deliberately. They find a trophy room with various hunting trophies, a dining hall, and emptied study, and several other rooms. It looks like the place has been thoroughly raided for valuables.

The characters finally find two people inside a lounge with slashed furniture. The two people look like Aldern and Iesha. “Aldern” asks, “What are you doing here?” Both of them look very much alive and un-murdered.

Phiravno shoots back, “What are *you* doing here?”

They advance forward. False Aldern offers, “Allow us to explain...”

Roscoe draws a blade and swings. He yells, “Die, you fucking impostor!” He isn’t as quick as he hopes: by the time he swings, everyone else is already moving. Valgrim casts *Grease* underneath one of them. Phiravno executes a *Sapphire Nightmare Strike* on the other one. The substance that oozes from the wound is blackish and not at all reminiscent of human blood. Both of them move forward. The False Iesha draws a longsword from someplace incomprehensible and makes an undisciplined swing at Phiravno. Hulmar tumbles right past her and slashes across her spine with his axe. Amazingly, she is still standing afterwards. Phiravno solves the problem with *Shadow Blade Technique*, eliminating the creature. As it dies, its shape ripples back into its true form, that of a faceless stalker. Hulmar, as a native of the Marshlands, knows about these things: they try to infiltrate swamp communities and murder everyone in sight. Marshlanders commonly ask returning hunters personal questions to verify that they are who they say they are.

Maru Maru moves up to the False Aldern and grapples him. Apollo Eternium takes advantage of the situation and slashes at the creature. Roscoe Dillon yells out, “Capture it! Capture it alive!” Maru Maru goes for the pin and gets it. Phiravno ties the creature up. The characters attempt to intimidate it, but the creature fails to speak. It is clearly terrified, but it isn’t talking. Finally, Roscoe beats it unconscious. He proposes that the characters let the thing escape and then track it.

The characters finish sweeping the house while the faceless stalker is still unconscious. They find

- A bag of 200 platinum coins;
- A case with papers; and
- A black ledger book.

The ledger book is a record of payments and expenses for the household. Over the last three months, there are several payments to “B7” for “Iesha’s Trip to Absalom”. The

monies were dropped off at the Sevens Sawmill every several days. The payments amount to 200 gold pieces per week.

The papers include the deed to Foxglove Manor. It indicates that the Foxglove family only financed two-thirds of the construction. The remaining money came from the *Brotherhood of the Seven*. The deed also includes a clause such that ownership of the manor, the surrounding lands, and everything beneath it will return to the Brotherhood of the Seven.

### **Stalking the Stalker**

Roscoe Dillon estimates the time until the stalker regains consciousness. The characters wait for it to rouse and are somewhat disappointed to see that rather than going to some sort of shadowy master it just runs out into the Mushfens. The characters let it go.

### ***The End of the Session***

Each character gains 3950 experience points. This is enough to bring everyone to 5<sup>th</sup> level. Phiravno takes his second level of Swashbuckler. Hulmar becomes Scout 5.

The characters sell all of their various loot, including the adamantine longsword. The proceeds amount to 7372 gold and 5 silver. Each share is worth 1228 gold, 7 silver and 5 copper. Roscoe Dillon indicates that he is spending his copper coins buying a gift for his girlfriend.