

S/N	Description	Character 1	Character 2	Character 3	Character 4	Character 5	Character 6	Character 7	Character 8
0.1	Dungeon Raiders D&D 4E Season 1 Creep/DM Started: 6 Jul 2008								
0.2	Player	Andy	Augustine	Chee Yong	Sean	Lucas	Chee Wee	Daryl	Lloyd
0.3	Character	Arranis	B'ransharr Shadowbane	Zol Marrax	Lucid Rage	Maglor Amandil	Silinde Carnesîr	Lurt Quickfoot	
0.4	Race	Eladrin	Dragonborn	Dragonborn	Human	Elf	Eladrin	Halfing	
0.5	Class	Wizard 1	Paladin 1	Fighter 1	Warlock 1	Cleric 1	Rogue 1	Rogue 2	
0.6	Multiclass	Cleric (PHB)	Ranger (PHB)	Warlord (PHB)					
0.7	Gold	100	100	100	100	100	100		
0.8	XP	0	0	0	0	0	0	1000	
1	Keep on the Shadowfell								
	<i>Interlude 1 Keep on the Shadowfell</i> <i>The party travels towards the small quiet village of Winterhaven.</i> - To seek news of an old friend who headed there some months ago looking for a dragon's tomb and hopefully its hoard. - To determine if there is any death cult activity in the area, and if so, stamp it out. <i>Before long, they became the target of an ambush.</i>								
1.1	The party arrived at the village of Winterhaven to seek an old friend as well as to stamp out	Arranis XP 210	Shadowbane XP 210		Lucid XP 210	Maglor XP 140	Silinde XP 210		

	any death cult activity. Trouble soon finds them as they were ambushed and attacked by kobolds. After getting to know the village folk and hearing what they had to say, the party realized that all is not well in this quiet little village.								
1.2	The party accepted an offer from Lord Pdraig to get rid of the pesky kobolds and proceeded bravely to the kobold lair. Due to their inexperience, the party took on more than they could handle. Three members of the party were at the brink of death before they finally removed the head of the kobold band. The letter that they found reveals a sinister plot against the village.	Arranis XP 535	Shadowbane XP 535	Zol XP 325			Silinde XP 535		
1.3	After hearing that the ruins of a nearby keep might contain goblins, death cult activity, and maybe a dead mad knight, the party set off to investigate. Apparently, there is some truth as they found that the rooms beneath the ruins were heavily guarded.	Arranis XP 845	Shadowbane XP 845	Zol XP 635		Maglor XP 450	Silinde XP 845		
1.4	The party's luck ran out as a team member took a fatal wound during a tough fight against a bunch of goblin guards. Retreating from the ruins, the party rescued a goblin captive and set him free. On returning to the ruins, the party decided to explore the dark passageways and ran right into a horde of undead after	Arranis XP 1145 Level Up!	Shadowbane XP 1145 Level Up!			Maglor XP 750	Silinde XP 1145 Level Up!  Crossbow bolt from Goblin		

	triggering a trap.						Sharpshooter		
	<i>Interlude 2</i> <i>The Shadows of Evil are Stirring</i> <i>Near the sleepy town of Winterhaven, a ruined keep overlooks a dormant gateway to the otherworldly realm known as the Shadowfell. Though this dark scar on the world has lain dormant for many years, an evil cleric of Orcus, Demon Prince of Undead, seeks to reopen the gate. The only thing preventing the forces of darkness from sweeping across the land is a determined band of heroes...</i>								
1.5	The party continued to explore the ancient ruins, encountering more undead and the dead mad knight. The party was unable to convince the latter of their intentions and hastily withdrew from a hopeless battle with him. The party continued on but retreated again after fighting and failing to prevail against a mindless ooze.	Arranis XP 1345	Shadowbane XP 1345		Lucid XP 410	Maglor XP 950	Silinde XP 1345		
1.6	The party returned to Winterhaven for supplies and information. Horror met them along the way as unrelenting waves of undead dug themselves out of their graves and marched towards the village, intend on wiping out all life. In desperation, the village leaders shared an ancient secret of the village with the party.	Arranis XP 1770	Shadowbane XP 1770	Zol XP 1060 Level Up!	Lucid XP 835		Silinde XP 1770		

	Upon activating the secret, the resulting devastation removed all threat to the village as well as surrounding farms, houses and roads. With the morning came more bad news: it was found that several notable villagers were missing. Quest: Missing Mentor failed!								
	<i>Interlude 3</i> <i>The Dead Walk</i> <i>The restless dead rose from their graves to lay siege to the village of Winterhaven. Fortunately, Winterhaven was so named for a reason. No sign of the undead were left when the secret was revealed.</i>								
1.7	The party returned to the ruins of the keep, trekking through the devastated wasteland. They found that the warded doors leading to the lower levels is now open and bravely charged forth. They battled a warren of hobgoblins hoping to stop the cultists before they succeed in their ritual and perhaps rescue the missing villagers.	Arranis XP 2070	Shadowbane XP 2070	Zol XP 1360	Lucid XP 1135 Level Up!	Maglor XP 1250 Level Up!	Silinde XP 2070		
1.8	The party raided the hobgoblin warchief's council room and destroyed his plans to massacre Winterhaven. They moved on and encountered another large ooze, which they eliminated with ease.	Arranis XP 2310 Level Up!	Shadowbane XP 2310 Level Up!	Zol XP 1600	Lucid XP 1375	Maglor XP 1490	Silinde XP 2310 Level Up!		
1.9	The party overcame a chamber of traps and destroyed a warren	Arranis	Shadowbane		Lucid	Maglor	Silinde		

	of undead before confronting an Orcus underpriest that was sacrificing the captured villagers. The party was unable to save all of them but they learned that their final objective is near.	XP 2730	XP 2730		XP 1795	XP 1910	XP 2730		
1.10	The party confronted the Scion of Orcus and interrupted his ritual to re-open the Shadow Rift. A lone member of the party entered the chamber without support and the cultists managed to get the upper hand. The party was unable to recover from the disadvantage and suffered a crushing defeat. Major Quest: Ominous Signs failed!	Arranis XP 2730 	Shadowbane XP 2730  The first to enter	Zol XP 1600 	Lucid XP 1795  The last to die	Maglor XP 1910 	Silinde XP 2730 	TPK !	
	<i>Interlude 4</i> <i>Winterhaven lost to the darkness</i> <i>After getting rid of the pesky heroes, the Scion of Orcus broke the magical seal and re-opened the rift to the Shadowfell without further hinderance. Endless swarms of ravaging undead soon overwhelmed Winterhaven, the place that had always stood as a point of light in the ever-growing darkness.</i>								
2	Thunderspire Labyrinth								
2.1	The surviving villagers from Winterhaven took refuge in the countryside but were captured by hobgoblin slavers. The party	Arranis XP 3105	Shadowbane XP 3105	Zol XP 1975	Lucid XP 2170	Maglor XP 2285	Silinde XP 3105		

	set off to the Thunderspire Mountain, hoping to rescue the villagers. Beneath the mountain lies the Labyrinth, an ancient, ruined minotaur city. The party fought against a band of hobgoblins, rescued a halfling and arrived at an underground haven.					Level Up!			
2.2	The party set off into the Labyrinth on the trail of the slavers. They arrived at the Chamber of Eyes and slaughtered their way in. After the initial assault, the party took too long to regroup and allowed the enemy time to lay an ambush. The party survived but had to withdraw without achieving their goal.	Arranis XP 3430	Shadowbane XP 3430		Lucid XP 2495 Level Up!	Maglor XP 2610	Silinde XP 3430		
2.3	The party returned to the Chamber of Eyes accompanied by a devout follower of Erathis. This time they mercilessly slaughtered everyone, goblins, hobgoblins, chieftain and pet, down to the last cook.	Arranis XP 3830 Level Up!	Shadowbane XP 3830 Level Up!				Silinde XP 3830 Level Up!		
2.4	The party received an invitation from the Mages of Saruun to their tower. They agreed to perform a service for the mages in exchange for their gratitude. After finding out that the duergar bought the slaves, the party headed to confront them at their trading post. As usual, the party administered their justice in a deadly fashion.	Arranis L4 XP 4190	Shadowbane L4 XP 4190	Zol L2 XP 2425 Level Up!		Maglor L3 XP 2970	Silinde L4 XP 4190		
2.5	The party resisted investigation and arrest by the enforcer of the	Arranis L4	Shadowbane L4	Zol L3		Maglor L3			

	Seven-Pillared Hall and had to spent some time in the customhouse jail. After their humbling experience, they proceeded to vent their anger upon the unsuspecting duergar at the Horned Hold, which the party discovered to be the dark dwarves' stronghold.	XP 4690	XP 4690	XP 2925		XP 3470			
2.6	The party interrupted a duergar feast and slew the diners. In the process, they also liberated a few slaves and escorted them out of the Labyrinth.	Arranis L4 XP 5090	Shadowbane L4 XP 5090			Maglor L3 XP 3870 Level Up!			
2.7	The party rested and resumed their conquest into the fortress. After two easy encounters, the party became complacent. Ignoring a member's request to withdraw after expending their resources, the party proceeded on and confronted the clan leader. A fatal mistake, it was.	Arranis L4 XP 5550 Level Up!	Shadowbane L4 XP 5550 Level Up!  Poisoned, blinded, branded by hammer	Zol L3 XP 3385  Poisoned, blinded, branded by hammer				Quickfoot L2 XP 1460	
2.8	The party sought help from the Temple of Hidden Light. Led by the follower of Erathis, the party returned to face the leader of the duergar fortress. After a long gruesome battle, the party finally earned their victory.	Arranis L5 XP 5850	Gilgamesh Lightguard Human Paladin of Avandra L3 XP 2650			Maglor L4 XP 4270		[Halfling Rogue] XP 1960	
2.9	The party arrived at the slave	Arranis	Lightguard	Zol	Chaos	Maglor			Chuka Hotate

	pits where the prisoners were held and quickly dispatched the guards. The party freed the slaves and decided to lead them back to safety. However, on the way back, the party had to make a temporary stop to rest. During their rest, the party was attacked by an unknown savage beast. The party tried to run away with the freed slaves but could not outrun the monster.	L5 XP 6075	L3 XP 2950	L3 XP 3685	Tiefling Warlord L2 XP 1375	L4 XP 4570			Elf Ranger L2 XP 1375
2.10	After barely escaping from the black beast and leading the freed slaves to safety, the party received a mysterious message. Suspecting that it is a trap, the party hurried to the meeting place and sure enough, it was an ambush.	Arranis L5 XP 6315	Lightguard L3 XP 3270	Zol L3 XP 4005 Level Up!	Chaos L2 XP 1775				Chuka Hotate L2 XP 1775
2.11	After regrouping at the local inn and enjoying the performance of a traveling minstrel, the party set off again into the labyrinth. After a short encounter with a dwarf and his followers, the party arrived at the Well of Demons to find the rest of the slaves.	Arranis L5 XP 6540	Lightguard L3 XP 3570	Zol L4 XP 4305		Maglor L4 XP 4870	NightMurk Human Rogue L2 (Markus) XP 1375	Quickfoot L2 XP 2335 Level Up!	Chuka Hotate L2 XP 2150
2.12	The party encountered some gnoll resistance as they fought their way in the Well. They came across a dire boar, which they were seeking to return it to its owner. Unfortunately the party was unsure how to handle it and had to fight it instead, suffering heavy damage.	Arranis L5 XP 6885	Lightguard L3 XP 4030 Level Up!	Zol L4 XP 4765					Chuka Hotate L2 XP 2725 Level Up!
2.13	After a party member was caught red-handed sneaking	Arranis L5	Lightguard L4			Maglor L4	NightMurk L2		Chuka Hotate L3

	inside a patron's room, the Halfmoon Inn decided to end their hospitality towards the party. The party decided to clean up the Chamber of Eyes for use as their base of operations. Before long, the action heats up as the place is not so deserted after all. Minor Quest Completed: Find the Boar	XP 7230	XP 4490	(XP 4825)		XP 5330	XP 1950 <i>Caught red-handed</i>		XP 3185
2.14	After giving up on using the Chamber of Eyes as their base of operations, the party decided to return to the Well of Demons. A close quarter battle resulted in the death of the party rogue. The party proceeded deeper and discovered the spirits of a trio of adventurers.	Arranis L5 XP 7475	Lightguard L4 XP 4820	Zol L4 XP 5155		Maglor L4 XP 5660 Level Up!	NightMurd L2 XP 2360  <i>Victim of a coup de grace</i>	Quickfoot L3 XP 2665	
2.15	After a long and detailed interview by the restless dead, the party was given a vague idea of the challenge awaiting them in the Proving Grounds.	Arranis L5 XP 7635 Level Up!	Lightguard L4 XP 5090	Zol L4 XP 5425		Maglor L5 XP 5860	Jacos Wolf Human Rogue L2 (Markus) XP 1330	Quickfoot L3 XP 2935	Chuka Hotate L3 XP 3455
2.16	The party faced the first two challenges. One had them starving for days in enforced introspection and the other had them panting from waves of crimson blood. One party member went crazy and killed	Arranis L6 XP 7895	Lightguard L4 XP 5440	Zol L4 XP 5775 Level Up!		Maglor L5 XP 6210 <i>Murderer</i>	Jacos Wolf L2 XP 1855	Quickfoot L3 XP 3365	Chuka Hotate L3 XP 3885 Level Up!

	another party member.							 <i>Murdered by party member</i>	
2.17	The party completed the last challenge and called forth the Guardian of the Proving Grounds. Unsure of what they had to do, they played a hide and seek game with the Guardian before they managed to vanquish it. As a result, not all of them were able to enter the Inner Sanctum before the door closed.	Arranis L6 XP 8270	Lightguard L4 XP 5940 <i>Level Up!</i>	Zol L5 XP 6275		Maglor L5 XP 6710	Jacos Wolf L2 XP 2605 <i>Level Up!</i>	Tymh'thoh Sihkeme Eladrin Warlord 2 XP 1750	Chuka Hotate L4 XP 4510
2.18	The party moved bravely into the Inner Sanctum and encountered a ritual in progress using two slaves as sacrifice. The party was able to open the door so that the rest could join in the battle. While they were able to win the battle with only one casualty, they were eager to take a rest afterwards, ignoring the plight of the slaves and resulted in their deaths.	Arranis L6 XP 8530	Lightguard L5 XP 6290	Zol L5 XP 6625		Maglor L5 XP 7060  <i>Scarred for life</i>	Jacos Wolf L3 XP 3040	Tymh'thoh L2 XP 2275 <i>Level Up!</i>	
2.19	After reviving the slaves, the party found clues to the hideout of the rogue mage and his diabolical scheme. The party paid a heavy price to the dreaded lord of secrets in order to enter the Tower of Mysteries. There they discovered fanatics ready to defend the tower. <i>Major Quest Completed: Slave Rescue</i>	Arranis L6 XP 8965	Lightguard L5 XP 6840	Zol L5 XP 7175		(XP 7160)	Jacos Wolf L3 XP 3475	Tymh'thoh L3 XP 2960	Chuka Hotate L4 XP 5060

2.20	The party fought their way to the top of the tower, slaying goblins, devils and constructs along the way. The party finally found the rogue mage at his hideout and destroyed his work, but the mage was able to escape before their very eyes.		Lightguard L5 XP 7490	Zol L5 XP 7825 <i>Level Up!</i> <i>Mark of the Devil</i>		Maglor L5 XP 7810 <i>Level Up!</i> <i>Mark of the Devil</i>			Chuka Hotate L4 XP 5710 <i>Level Up!</i>  <i>The cleric was busy searching</i>
2.21	After receiving their titles at the Seven-Pillared Hall, the party hurried back to Winterhaven to set things right. They found the village in ruins and caught up with the village survivors. Together they devised a plan to capture the central tower. <i>Major Quest Completed: A Favor for the Mages</i>	Arranis L6 XP 9325	Lightguard L5 XP 7970 <i>Level Up!</i> <i>Defender of the Seven-Pillared Hall</i>	Zol L6 XP 8185 <i>Defender of the Seven-Pillared Hall</i>		(XP 7960)	Jacos Wolf L3 XP 4075 <i>Level Up!</i>	(XP 3110)	Chuka Hotate L5 XP 6190
2.22	The party fought against all odds to the top of the tower, with a host of undead hot on their heels. They were eventually victorious, allowing the old sage to activate the ancient device. A bright light filled the tower... <i>Minor Quest: A Call to Adventure failed!</i>	Arranis L6 XP 9725	Lightguard L6 XP 8370	Zol L6 XP 8585			Jacos Wolf L4 XP 4575	Tymh'thoh L3 XP 3710	Chuka Hotate L5 XP 6590
3	Pyramid of Shadows								
3.1	The party found themselves	Arranis	Lightguard	Zol		Maglor	Jacos Wolf		

	being thrown across space and time, arriving at a strange pyramid. The party discovered the ancient purpose of the pyramid, but realised that it is now an extradimensional prison. Guided by the spirit of an ancient being, the party proceeded to find out what happened inside the pyramid.	L6 XP 10,325 Level Up!	L6 XP 8,970	L6 XP 9,185		L6 XP 8560	L4 XP 5325		
3.2	The party discovered that the pyramid is filled with various species of life that lived like immortals under the protection of the pyramid. They encountered a group of humans and decided to seek refuge amongst them.	Arranis L7 XP 10,715	Lightguard L6 XP 9,490	Zol L6 XP 9,705			Jacos Wolf L4 XP 5975 Level Up!		Chuka Hotate L5 XP 7110
3.3	The party set off towards a section of the pyramid that houses a hedge maze and home to plants that thrive on the blood of the living.	Arranis L7 XP 10,940	Lightguard L6 XP 9,790		Thoradin Ironside Dwarf Cleric 4 (Adrian) XP 4,125		Jacos Wolf L5 XP 6,275		Chuka Hotate L5 XP 7,410
3.4	The party encountered more of the plant creatures as they ventured deeper into the Verdant Ruin, a section of the pyramid that adapted itself to its denizens. Unfortunately a party member perished at the tentacles of a plant terror.	Arranis L7 XP 11,445	Lightguard L6 XP 10,465 Level Up!	Zol L6 XP 10,380 Level Up!	Thoradin L4 XP 4,965		Jacos Wolf L5 XP 6,950  Slapped, slapped and drained of blood		Chuka Hotate L5 XP 8,085 Level Up!
3.5	After the party had a small celebration at the human settlement, the party went back	Arranis L7		Zol L7	Thoradin L4		Jacos Wolf L5		Chuka Hotate L6

	to the Verdant Ruin in an attempt to wipe out the plant threat. When the latter surrendered, the party decided to accept their tribute and leave them alone.	XP 11,980		XP 10,915	XP 5,765 Level Up!		XP 7,615 Level Up!		XP 8,620
3.6	The party explored a watery section of the pyramid filled with aquatic creatures. This time, the party decided to adopt a crafty approach. The party pretended to be friendly while studying the creatures and their habitat, then struck them down when they were unprepared.	Arranis L7 XP 12,480	Lightguard L7 XP 10,965	Zol L7 XP 11,415					
3.7	The party ventured into a long untouched area of the pyramid. What started as an attempt to rescue a damsel in distress turned ugly when the party realised that their non-combat skills were too weak. As a result, another encounter ended in bloodshed.	Arranis L7 XP 12,680	Lightguard L7 XP 11,165	Zol L7 XP 11,615	Thoradin L5 XP 6,015				Chuka Hotate L6 XP 8,820
3.8	The party found their way to the library and easily eliminated the guardians. While they proceeded to plunder the ancient vault of knowledge, they attracted the attention of the Hermit. Ignoring the Hermit's demand for peace and quiet, a fierce battle ensued and the party learned first hand the power of the classical spells. Completed: First soul splinter released	Arranis L7 XP 13,310 Level Up!	Lightguard L7 XP 11,795	Zol L7 XP 12,245	Thoradin L5 XP 6,795				
3.9	The party explored further into the pyramid and opened one too many doors. This time the party	Arranis L8	Lightguard L7		Thoradin L5				

	lost the battle as well as an important artifact. They failed to stop a demon who was released accidentally, and the latter escaped in the direction of the human settlement.	XP 13,660	XP 12,145		XP 7,230				
3.10	The party managed to deal with the demon in their usual fashion and also tied up a loose end. However, they lost the sage in the chaos and their attempt to find him led them deeper and deeper into the unknown sections of the pyramid.	Arranis L8 XP 14,240	Lightguard L7 XP 12,725	Zol L7 XP 12,825		Open Tiefling Warlord 4 (Bjorn) XP 4,620			
3.11	The party made an uneasy truce with an undead creature in order to secure a defensible resting place. The party discovered the grand stairs leading up to the next level of the pyramid.	Arranis L8 XP 14,830	Lightguard L7 XP 13,315 Level Up!	Zol L7 XP 13,415 Level Up!	Thoradin L5 XP 7,965 Level Up!	Open L4 XP 5,505 Level Up!			Chuka Hotate L6 XP 9,410
3.12	The party eagerly moved on to explore the next level without meditating on how to harness their new found powers. They came face to face with a deadly foe and lost two of their members. The lone survivor retreated to the resting place to think of a plan to rescue his comrades.	Arranis L8 XP 15,230 Turned to Stone		Zol L8 XP 13,815 Turned to Stone		Open L5 XP 6,105			
3.13	The party managed to rescue their comrades but not before another two were turned to stone. Their condition were restored back to normal by the missing sage, who is now the high priest of a camp of deformed humanoids. The party learned that a holy war might	Arranis L8 XP 15,710	Lightguard L8 XP 13,795 Turned to Stone	Zol L8 XP 14,295	Groo Human Ranger 5 (Adrian) XP 6,220 Turned to				Chuka Hotate L6 XP 10,010 Level Up!

	soon erupt in the pyramid.				Stone				
3.14	The party returned to the medusa's lair and managed to solve the puzzle of the three gates of agony to proceed on with their exploration. They had to squeeze through a disgusting orifice filled with slimy substance to reach the heart of madness in order to halt its spread to the other parts of the pyramid.	Arranis L8 XP 16,310	Lightguard L8 XP 14,395			Open L5 XP 7,005  <i>Succumbed to the acidic vapors</i>			
3.15	The party stumbled upon a ritual in progress and found themselves drawn into a conflict with the second soul splinter in a cosmic battleground. In the long endurance battle, the party managed to prevail with superior numbers. <i>Completed: Second soul splinter released</i>	Arranis L8 XP 16,810 <i>Level Up!</i>	Lightguard L8 XP 14,895	Zol L8 XP 14,795			<i>(With the help of 3 pregen chars)</i>	Grimgnash Bloodclaw Dragonborn Cleric 5 (Shane) XP 6,250	Chuka Hotate L7 XP 10,510
3.16	The party challenged a group of eladrin and proved to be their betters. They negotiated with a dragon for a gemstone and shared jokes and riddles with it. When it least suspected it, the party decided to betray its trust.	Arranis L9 XP 17,220	Lightguard L8 XP 15,445	Zol L8 XP 15,345		Open L5 XP 7,830 <i>Level Up!</i>		Bloodclaw L5 XP 7,075	Chuka Hotate L7 XP 11,060
3.17	The party had a change of heart and paid the dragon for the gemstones. The party returned to their old resting place and ended their truce with the undead creature with a preemptive strike.	Arranis L9 XP 17,520	Lightguard L8 XP 15,745	Zol L8 XP 15,645		Open L6 XP 8,205		Bloodclaw L5 XP 7,525 <i>Level Up!</i>	Chuka Hotate L7 XP 11,360
3.18	The party found the stairs up to the third level. After an easy	Arranis L9	Lightguard L8	Zol L8				Bloodclaw L6	

	encounter, the party failed to explore a chamber thoroughly and proceeded to challenge the third soul splinter, with another group of enemies at their backs.	XP 18,060	XP 16,470	XP 16,370				XP 8,425 <i>They say that the Gods watch over him</i>	
3.19	Miscalculation led to the first casualty at the hands of the third soul splinter. The second casualty followed soon after when one of the party members decided to go on a solo adventure when the rest retreated to recuperate. <i>Completed: Third soul splinter released</i>	Arranis L9 XP 18,340	Lightguard L8 XP 16,845 <i>Level Up!</i>  <i>Solo death experience</i>	Zol L8 XP 16,745 <i>Level Up!</i>  <i>Overwhelmed by undead</i>			Dagger Halfling Rogue 5 (Clement) XP 6,060	Bloodclaw L6 XP 8,890	
3.20	The party encountered a deadly trap during their search for the last key. Soon after they came across more undead in the maze of lost souls.	Arranis L9 XP 18,980	Lightguard L9 XP 17,485	Zol L9 XP 17,385		Open L6 XP 9,165	Dagger L5 XP 7,180		
3.21	The party defeated the master's Shadow who was attempting to create a portal to escape from the Ark. They found the last Key and easily solved the puzzle to open the door to the Apex.	Arranis L9 XP 19,480		Zol L9 XP 17,885			Dagger L5 XP 8,055 <i>Level Up!</i>	Bloodclaw L6 XP 9,640	
3.22	The party finally arrived at the top of the pyramid/Ark. There they had a long climatic battle with the master. The master was forced to channel the Ark's	Arranis L9 XP 20,180	Lightguard L9 XP 18,185	Zol L9 XP 18,585		Open L6 XP 10,215	Dagger L6 XP 9,105	Bloodclaw L6 XP 10,690	Chuka Hotate L7 XP 12,235

	power to create a final fantasy. The party emerged victorious with just one casualty. Completed: Master of the Ark liberated		<i>Succumbed to the final fantasy</i>			Level Up!		Level Up!  <i>Radiant damage</i>	
4.0	D&D 4E Season 1 Ended: 23 Aug 2009								
4.1	Ivory coins earned	Andy 53	Augustine 51	Chee Yong 42		Bjorn 8	Clement 4	Shane 7	Lloyd 23
4.2	Ivory coins converted from old campaign	13	11	3					1
4.3	Ivory coins gained from Campaign Bonus	10	10	10		10	10	10	10