

To the right, the characters approach a foundry with salamanders in Tyre city, the ominous clock tower hovering over all in the background.

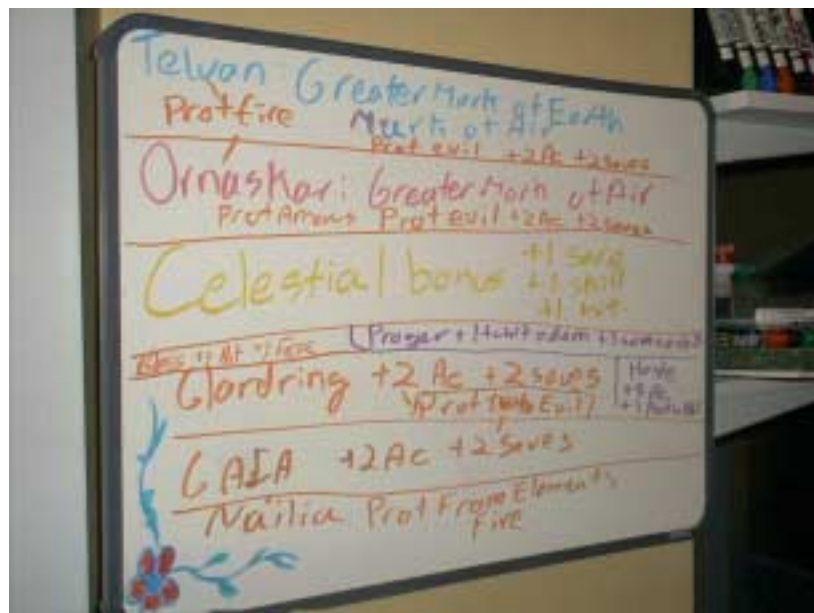
Up until now, my deceit has been flawless, they truly realize they are performing a deed of heroic proportions instead of a devil's handiwork...



Once they escape the pit, they get their revenge on the two big devils that captured them in the first place on the bridge in Dis...



Here in the top of the clock tower, Jalie and his concubine plan the destruction of the characters. This room is also where the final battle took place. Jalie opened up with *Horrid Wilting*, a great welcoming to a group that thought they'd taken it all. Half failed their save and while no one died, that spell alone had half the group in single digits and 1 in negatives before the first blow was struck.



The group's whiteboard, with a few of the "buffs" they prepared before entering the clock tower to confront Jalie!

Relishing in their success, Dawn, Phil and Cheryl labor over which Feat to take now that they've raised to 12th level.

