

STONES AND SHADOW, TREES AND LIGHT

Session 3:
28 Summertide 1479



Session 3
31 August 2008

Inside this issue:

Session recount	1
Points of note	1
Rules review	2
XP table	2
Treasure collected	2
Quest tracker	2

Points of note:

- *Fian rains fire on the kobolds at their cave, racking up double-digit minion kills.*
- *Dek shrugs off attack after attack, and rescues Pieter from a rampaging Irontooth.*
- *Shadow stalks through the trees outside the cave, eliminating isolated threats. In doing so, she inadvertently moves past a hiding skirmisher without even noticing it.*

Irontooth and Grim Portents

Having located the waterfall behind which the kobolds laired, our heroes took up position behind a copse of trees and sent Shadow forward to scout the enemy positions. The drow rogue slipped silently through the trees to spy on a group of unsuspecting kobolds clustered around a circle of menhirs.

She gestured silently to her comrades, conveying the number of enemies, and then brought her hand down in a chopping motion. Seeing the signal, Fian unleashed a burst of fire that incinerated one kobold and badly burned another.

Dek and Pieter charged past Shadow to engage the kobolds inside the menhir circle, while Fian continued to rain fire wherever kobolds foolishly clustered in groups. Shadow stalked outlying enemies and cut down any that were foolish enough to give her an opening.

The fight was over in less than a minute, and the adventurers retreated to a more advantageous position to catch their breath before pushing onward.

Passing into the kobold's cave, they quickly encountered guards. Despite her best efforts, Shadow wasn't able to silence them quickly enough and the alarm was raised, causing kobolds to pour out of side-chambers yipping terribly.

As the kobolds fell to axe, sword and spell, our heroes heard a bestial cry, "You dare attack me in my lair!?" and a frenzied goblin wielding a double axe rushed forward to join the melee.

Irontooth swung his weapon with berserk fury and struck a number of telling blows against Dek, Pieter and Shadow. His allies were not so lucky though, and soon the goblin was outnumbered. Shadow slipped up behind him and drew Irontooth's own dagger from his belt.



Then she jammed the weapon into the his back and Irontooth dropped lifelessly to the floor, allowing the adventurers to easily defeat the few remaining kobolds.

Our heroes searched the kobold lair and uncovered a scroll in a pouch on Irontooth's belt.

My spy in Winterhaven suggests we keep an eye out for visitors to the area.

It probably does not matter; in just a few more days, I'll completely open the rift. Then Winterhaven's people will serve Shar or else feed Shadraxil's empty stomach.

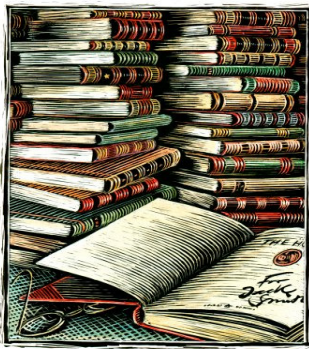
The note wasn't signed. Recognising Shadraxil's name, Pieter handed the scroll around for the others to read.

Then the adventurers paused to heal their wounds, divide their spoils and discuss whether they should head directly to the wurm's burial site or return to Winterhaven first and report to Lord Padraig and Linora...



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Rules Review



After some discussion about how the fighter class ability **combat challenge** works when a marked enemy uses a power that allow them to make multiple attacks, Pete ruled that any of those attacks that don't target the fighter trigger combat challenge attacks (only 1 per round of course). This doesn't apply to area or close powers.

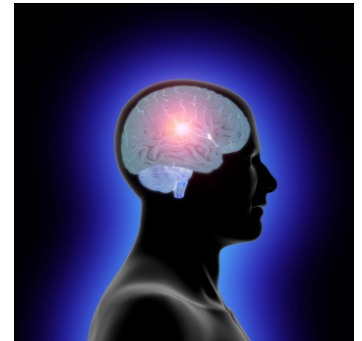
I'll give an example from the session: when Dek had marked Irontooth and the goblin

used a power that let him attack both Dek and Pieter as a standard action, Irontooth's attack on Pieter provoked a combat challenge attack from Dek.

Pete also introduced some new rules about awarding **action points**, but after further consideration has decided to simply award an action point every encounter, rather than every second encounter.

XP Table

Type	Encounter	XP value and recipients	Total
Combat	Kobold Campsite	144 xp (all)	
Combat	Kobold Cave (Irontooth)	313 xp (all)	
			457 xp
Progressive total:			888 xp



Treasure Collected

Person	Coins	Items	Other
Dek	77 gp, 16 sp		
Fian	76 gp, 17 sp	Basket of Everlasting Provisions	
Pieter	77 gp, 16 sp		
Shadow	76 gp, 16 sp	Ornski the Lifedrinker (+1 lifedrinkng dagger)	
Unallocated			Hammered gold bowl. Beaten gold six-sided die.

Quest Tracker

Quest	Clues/Notes	Status
Investigate the Shar Cult in Winterhaven	Question Valthrun? Investigate Shadraxil's burial site. Discover the mysterious "third site" Linora mentioned.	Incomplete
Find Duven, Linoren's missing husband	Investigate Shadraxil's burial site.	Incomplete
Remove the kobold menace	Report back to Lord Padraig	Incomplete

