

STONES AND SHADOW, TREES AND LIGHT

Session 4:
28–29 Summertide 1479



Session 4
14 September 2008

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Points of note:

- *Dek slashes both guard drakes in a single turn, killing one and lining the other up for a finishing blow from Shadow.*
- *Pieter's blessings ward off two attacks that would otherwise have slipped through Dek's defences.*
- *Shadow's phenomenal stealth fails her at Shadraxil's burial site.*

Strange Excavations and Hidden Cultists

Our heroes returned to Winterhaven to report their success to Lord Padraig. Despite an uneasy feeling having settled over the town, the noble received them with thanks and handed over the agreed-upon reward of one hundred gold lions. He told the adventurers that his scouts reported strange things afoot and that he would contact them should he need further assistance.

Linoren accosted the party while they were in Wraftons, demanding to know why they hadn't discovered her husband's whereabouts yet, and Pieter reluctantly agreed that it was not safe to leave him alone in the wilderness for another night. Despite the misgivings, and some muttering by Dek and Shadow about the impetuosity of the short-lived races, the party agreed to travel to Shadraxil's burial site that very night.

Before leaving Winterhaven however, the party took the time to visit with Valthrun in his tower. The beer-soaked sage revealed further information about the shadow dragon, including that it had been destroyed by knights lead by Sir Keegan, the ancestral owner of

nearby Keegan's Keep. The fortress had long since fallen into ruin and was now known by the locals as Shadowfell Keep.

Fian showed an interest in the sage's books of rituals, but Pieter insisted that they begin their journey before the sun set, and the eladrin grudgingly left Valthrun's library. The party attempted to stop by Bairwin's Provisions on their way out of town but the store was closed and the shopkeeper nowhere to be found.

Our heroes travelled through the deepening darkness to the burial site, only to discover it being excavated by a motley band of humans, halflings and a gnome. Pieter and Dek attempted to confirm Duven's presence and wellbeing, but the diggers attacked. The adventurers routed their opposition in a short and bloody combat, but not before suffering dangerous wounds themselves. Only the gnome, who named himself Agrid, was taken alive. Duven was found sleeping nearby.

Under interrogation by Shadow and Dek, Agrid revealed that he was working for a man named Kalarel. The gnome had been hired to excavate the burial site looking for a small mirror, which he surrendered to the party. He also mentioned that Bairwin was a cultist of Shar, and offered to show the party the shopkeeper's hidden temple if they let him go.

Our heroes returned with all haste to Winterhaven, Agrid and Duven in tow. Dispatching the archaeologist into Wrafton's Inn to reconcile with his wife, the adventurers entered Bairwin's shop. Agrid revealed the hidden trapdoor to the temple, and then disappeared into the night.

As Shadow slinked through the trapdoor, Pieter pulled an ill-kept longsword from a nearby barrel and studied it with a grimace. Then he turned to Dek and Fian.

"I want Bairwin alive", he said.

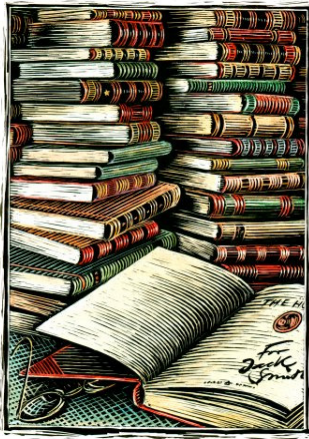


Valthrun the sage



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Rules Review & Party Matters



Wherever possible, I'd like to take advantage of the 4e **knowledge** rules. Those guard drakes gave Pieter an absolute savaging, and it probably could have been avoided if we had taken the time to get a description of them from Shadow and ask Fian what she knew of them.

With +7 in Nature and a re-roll from the Dalelands FR background, chances are pretty good that Fian could have warned us that the drakes were much more deadly when near allies.

We also had a lengthy discussion about the **cover** rules. Despite some discussion since the session, we're still not 100% certain about how things work with melee cover. Hopefully we'll have it sorted out by next session. If so, I'll put together a "Guide to Cover".

It has been agreed that when PCs **level up**, they immediately gain all of the benefits of their new level other than current hit points. Hit points remain at their current level until the PCs rest as usual.

XP Table

Type	Encounter	XP value and recipients	Total
Quest	Report to Lord Padraig	25 xp (all)	
Combat	Shadraxil's burial site	149 xp (all)	
			174 xp
Progressive total:			1,062 xp (Level 2 !)



Treasure Collected



Person	Coins	Items	Other
Dek	41 gp, 4 sp		
Fian	41 gp, 5 sp	Amulet of Protection +1	
Pieter	42 gp, 4 sp		
Shadow	41 gp, 4 sp		
Unallocated			Historic mirror (ritual component)

Quest Tracker

Quest	Clues/Notes	Status
Investigate the Shar Cult in Winterhaven	Discover the mysterious "third site" Linora mentioned. Investigate the temple below Bairwin's shop.	Incomplete
Find Duven, Linoren's missing husband	Speak to Linoren and collect the reward.	Incomplete
Remove the kobold menace		Complete

