

# STONES AND SHADOW, TREES AND LIGHT

Session Five:  
29 Summertide 1479



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28 September 2008

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## Points of note:

- Robert Tyril joined the party.
- The party purged the hidden temple of Shar beneath Winterhaven.
- Dek struck down Bairwin while blinded by the cultist's power, only to have Pieter heal the Shar worshipper!
- The elven hunter Ninaran was exposed as a Shar worshipper.

## Darkness under Winterhaven

Shadow returned to the group and confirmed the presence of cultists beneath the shop. She suggested blocking the trapdoor and getting some rest, but Pieter insisted on dealing with the cultists immediately and Dek agreed. At Shadow's urging, the cleric went to fetch some of Winterhaven's guards so that an escape route could be kept open if needed.

Rushing to the town's front gate, Pieter urged the guards there to seek assistance, and then noticed Gevaron standing nearby. With him was an armoured figure. At the mention of Shar cultists, the man stepped forward and introduced himself as Robert Tyril, asking if he could be of assistance. Gevaron vouched for the stranger, and Pieter gladly led him back to Bairwin's shop.

Once the guards were in position, the adventurers disrupted the rite taking place in the temple, engaging Bairwin and a number of shadowy humanoids that seemed to be in his service. Pieter again reminded his companions that he wanted Bairwin alive.



In the midst of the combat, Dek was blinded by a dizzying blast from the evil priest. When Bairwin later staggered nearby, the dwarf unwittingly lashed out with his battleaxe and dealt the death cultist a mortal wound. Pieter cried out in dismay, and then called on Tempus to heal the cultist's injuries!

Bairwin returned to the fray, only to be quickly defeated. Dek again struck the finishing blow, but this time managed to take the cultist alive.

While Fian investigated a secret room that she had discovered at the rear of the temple, Pieter brandished the worn longsword under Bairwin's face and demanded to know its origin. The cultist initially refused to answer,

but when Shadow stepped forward holding Irontooth and whispered into his ear, Bairwin became much more co-operative. He told Pieter that the blade came from a drow merchant named Gendar (a chosen of Shar), who traded from the Seven-Pillared Hall in Thunderspire Mountain. Both Robert and Fian confirmed that they knew of it.

Fian returned from the secret room brandishing a book of rituals and another scroll from Kalarel.

Your latest shipment of supplies should meet the keep's needs until the ritual is finished, which should be any day now. I will send word if we require anything else.

Rest assured that you will be rewarded for your actions on behalf of Shar once Shadraxil is released from his prison.

Exhausted from a long day, our heroes retired to Wrafton's Inn to rest. Upon waking, they were interrupted by a fierce argument between Duven and Linoren. Pieter intervened, and convinced the archaeologist to abandon his plans to leave town. Pieter consoled Linoren and urged her to resolve the problems with her husband, then returned to the rest of the party.

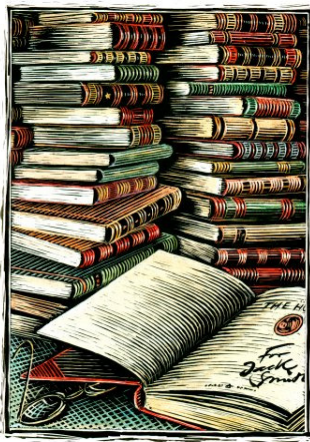
Together with their new companion Robert, they met with Linora and Lord Padraig, who loaned them horses and suggested that they investigate Keegan's Keep. The party readily agreed and set out along the northern road, wished on their way by a crowd of townsfolk hailing them as "the heroes of Winterhaven".

As the group travelled north, they had little to do but think ominously of the danger to come and get to know their new companion.



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## Rules Review & Party Matters



First and foremost, a hearty welcome to **Mikhail** and his human warlord Robert! It was good to see that the bonuses that warlords provide are already proving useful.

As mentioned in last session's SSTL, we recently has a discussion about **cover**. As a result of that discussion, Pete has made a ruling and has decided to put together a "Guide to Cover". I'll send it around as soon as it is formatted.

To clarify what was said on Sunday about **surprise rounds**, anyone able to act in a surprise round can take a single action. That action can be of any type, including a standard

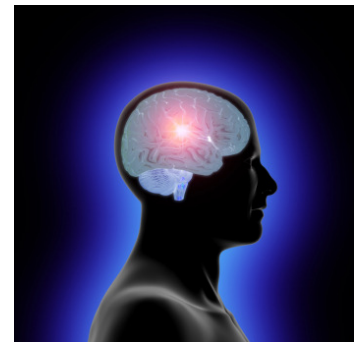
action, a move action or even a minor action.

When Pieter healed Bairwin, there was also some discussion about whether it was possible to use an "ally" power on a creature that would ordinarily be considered an enemy. I posted a query on EN world it and no one objected to that interpretation of the rules.

I think Troy is correct that we need to be careful about possible repercussions but Pete was happy to allow it on this occasion for story reasons. He reserves the right to change the ruling if he thinks it's being abused.

## XP Table

Type	Encounter	XP value and recipients	Total
Combat	Battle in the temple	140 xp (all)	
Quest	Return Duven to Linoren	60 xp (all)	
Quest	Uncover the Shar Cult in Winterhaven	60 xp (all)	260 xp
Progressive total:			1,322 xp



## Treasure Collected



Person	Coins	Items	Other
Dek	52 gp, 45 sp		
Fian	52 gp, 45 sp	2 potions of healing	Ritual book (Comprehend languages and Sending)
Pieter	52 gp, 45 sp		Book on Shadraxil from cultists' library
Robert	10gp, 40 sp		
Shadow	52 gp, 45 sp		

## Quest Tracker

Quest	Clues/Notes	Status
Return Duven to Linoren		Complete
Uncover the Cult of Shar		Complete
Clear out the ruins of Keegan's Keep	Investigate the keep	Incomplete

