

STONES AND SHADOW, TREES AND LIGHT

Session Six:
29 Summertide 1479



Session 6
12 October 2008

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Points of note:

- *Robert relayed his tragic tale.*
- *Pieter finished off a goblin sharpshooter with a critical hit, and then claimed the kill on the last remaining enemy with a javelin.*
- *Robert followed Pieter's early trend of taking a mauling in every fight.*
- *Fian rushed to the fore in order to cleanse the guard drakes with flame.*

Keep on the Shadowfell



As they journeyed north, Robert told his companions that he was the last heir of House Tyril, one of the few Cormyrean noble houses to survive the spellplague. But his family was betrayed by a servant of Shar, House Tyril fell, and Robert's rightful inheritance was taken from him, leaving him with nothing but the life of a sellsword. He pledged himself to the group for so long as they opposed Shar's plots.

When our heroes arrived at Keegan's Keep, Pieter relayed to the party information that he had uncovered in a book from Bairwin's temple. Shadraxil was alive, and had been trapped by Keegan in a place of shadow. Even imprisoned, the shadow dragon had proven powerful enough to drive Keegan mad, and the Cormyrean knight had killed his family and companions before fleeing into the bowels of the keep. The keep was destroyed by Cormyr's forces, Shadraxil's imprisonment hidden, and Keegan was never heard of again.

Despite the clear risk, the party resolved to press on with their quest. They descended through an open trap door into the basement of the ruined keep.

Our heroes soon encountered goblins in the first few rooms of the keep's cellar, and despite Shadow and Fian taking heavy wounds early in the fight, routed their foes with little difficulty.

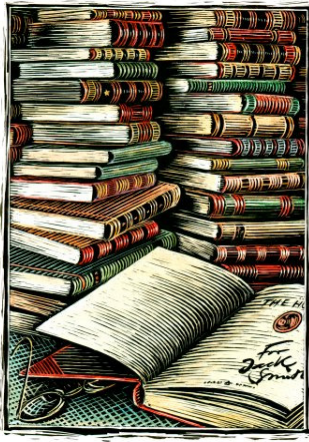
The adventurers then discussed which way to head next, and decided to proceed through a smaller door to the east. There they encountered goblins excavating a large pit accompanied by two guard drakes. Our heroes put their enemies to sword and axe, and then paused to rest.

As Fian studied a secret door and the ascending stairs behind it, the party again paused to discuss which way to proceed. One thing had become clear. The ruins of Keegan's keep were not deserted...



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Rules Review



We had a number of rules discussions this session, which were resolved as follows:

Pit traps in 4e operate on an “Atk vs Ref” basis. The module was in error in suggesting that Dek automatically fell in. We’ll be using the official rules in future.

The rules about encumbrance are likewise a little unclear, and Pete has ruled that the **armour penalty** for an item (in this case a heavy shield) can only be removed by dropping the item. It is not sufficient to sling the item or stow it in your backpack.

We also had some discussion about the **long jumping** rules, and as a result of a group vote have decided to use the rules as printed, taking special note of the word “across”. For example, an Athletics check result of 15 with a run-up allows a PC to *clear* a gap of 3 squares, which in turn means that they land in the 4th square.

Not so much a rules review but a reminder, Robert grants the rest of the party an **initiative bonus**. We will probably get that bonus far more often than we won’t so maybe we should set up our macros accordingly? If you do so, make sure to put the +2 as a “mod” so you can tell that you’ve already included it.

XP Table

Type	Encounter	XP value and recipients	Total
Combat	Goblin guard room	110 xp (all)	
Combat	Excavation site	125 xp (all)	235 xp (all)
Progressive total:			1,557 xp



Treasure Collected

Person	Coins	Items	Other
Dek	13 gp, 11 sp		
Fian	13 gp 10 sp	Shimmering Robes	
Pieter	13 gp 10 sp		
Robert	13 gp 10 sp		
Shadow	13 gp 10 sp		



Quest Tracker

Quest	Clues/Notes	Status
Clear out the ruins of Keegan’s keep	Investigate the keep	Incomplete

