

# STONES AND SHADOW, TREES AND LIGHT

Session Seven:  
29 Summertide 1479



Session 7  
26 October 2008

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## Points of note:

- *The party landed three critical hits in two rounds.*
- *Pieter barricaded Balgron's doors with his bastard sword.*
- *Dek shoved a mean-looking goblin into a firepit.*
- *Balgron struggled against the party with a sheet wrapped around his head., left there after Shadow's attempt to capture him.*

## Of Torturers and Fat Goblins

Guided by Dek's unwillingness to leave unexplored areas behind them, the party returned to the entrance area and explored the large hall to the northwest. Bloody smears crossed the floor to a door in the north wall.

Disconcerted by the blood, the party paused to reconsider their plan, only to be galvanised into action by a horrific scream behind the door. Dek threw the wooden portal open and the party burst into the room beyond just in time to see a goblin skullcleaver carrying away the bleeding body of a gnome.

Dek charged a hobgoblin torturer in cruel-looking leathers and Pieter and Robert moved to support him. Goblins with crossbows sniped at Fian and Shadow on the outskirts of the melee.

Dek hewed into the torturer time and again, forcing the hobgoblin back. Its heels caught on the edge of a firepit and it balanced precariously there for a second before the dwarf's heavy shield smashed down onto the torturer's forehead, knocking it into the flames. The hobgoblin shrieked as the fire engulfed it, and then fell silent and still.

Shortly after, the remaining goblins were eliminated. Shadow and Pieter moved to the aid of the injured gnome, only to pull up in surprise when they realised it was Agrid. The gnome had been extensively tortured. Pieter did what he could to heal the mercenary's wounds, and then Shadow began to interrogate him.

Agrid had been true to his earlier promise and had been heading north to the Seven-Pillared Hall when he was captured by the goblins. A female captive who had occupied the cell next to his had been taken away a day earlier.

From equipment found nearby, the party learned that the other captive was a servant of

Tempus. Pieter carefully collected her holy symbol, and (adjusting the straps) donned her magical chainmail for the time being.

Agrid warned the party about the fat goblin leading his captors, then the party escorted him to the exit. He disappeared north, acknowledging his debt to the our heroes.

Once the gnome was out of sight, the party returned to the secret door and Shadow carefully pushed it open. Beyond, the drow found the fat goblin of whom Agrid had spoken, snoring loudly. The rogue attempted to capture the creature but he was too slippery and wriggled loose, screaming loudly for help.



Balgron the Fat

The party quickly subdued Balgron and then engaged his cronies in a running battle through the corridors of the keep. Before long, the last of the goblins were slain, and the party was alone in Balgron's chamber with their captive...



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## Rules Review & Party Matters



Pieter currently holds the record for **biggest critical hit**, with 31 damage on a goblin warrior. Of course, I have a feeling that that record will fall as soon as Shadow crits on an encounter or daily power.

We had some discussions this session about exactly when a creature is entitled to a **saving throw vs forced movement**. The PHB specifically refers to getting a saving throw to avoid being pushed into pits and over precipices, and the DMG refers to “hindering terrain”.

It therefore looks as though it’s a DM’s call and other than those specific examples will

vary from case to case.

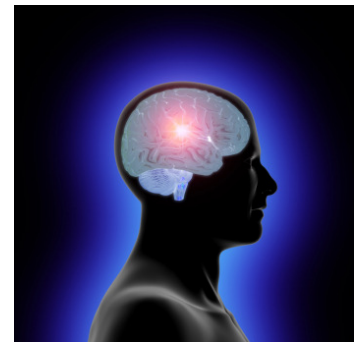
On a brighter note, the party **worked well** together this session, with the end result that no one took serious damage and we easily handled some otherwise tricky encounters. Getting Dek in amongst things really cuts down on the damage that the other party members take.

Now a question:

Would you like a **party status** section of the newsletter (hit points, healing surges etc), and if so, which existing section should be removed to make way for it? Email me.

## XP Table

Type	Encounter	XP value and recipients	Total
Combat	Torture chamber	150 xp (all)	
Combat	Balgron & Cronies	200 xp (all)	350 xp
Progressive total:			1,907 xp



## Treasure Collected



Person	Coins	Items	Other
Dek	63 gp , 10 sp		
Fian	63 gp , 10 sp		
Pieter	63 gp , 10 sp	+1 Exalted Chainmail	
Robert	63 gp , 10 sp	Battle Standard of Healing	
Shadow	63 gp , 10 sp	Potion of Healing	

## Quest Tracker

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

