

# STONES AND SHADOW, TREES AND LIGHT

Session Eight:  
29 Summertide 1479



Session 8  
2 November 2008

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## Points of note:

- *Pieter's luck deserted him almost completely and he missed most of his attacks.*
- *Fian's flaming sphere created crispy cremes (fine, jellies).*
- *The party learned that the lower levels of the keep are haunted by zombies.*
- *Upon returning to Winterhaven, our heroes discovered that the cemetery was overrun.*

## Caves beneath Shadowfell Keep

Dek slung the unconscious Balgron over one shoulder and the adventurers retraced their steps through the keep. They deposited the bound goblin in the cells that had so recently held Agrid, and then moved south to explore the only as-yet-unopened door.

Inside they found a charnel house. Decaying bodies, clearly tortured and in many cases half-eaten, lay in a haphazard pile in the middle of the room. On top lay the body of a young blonde woman, clearly the prisoner of whom Agrid had spoken. Shadow moved away from the group and retched quietly in the corner.

Pieter took in the scene with steely eyes, then moved silently into the room. He spoke softly to the woman's body, then crossed her arms over her chest and closed her staring eyes.

Together, the party returned to interrogate Balgron. The fat goblin told our heroes about rats, bats and oozes in the caves below the keep, and also about a treasure that he had hidden there from his own tribe.

Under persistent questioning from Dek, he revealed that the other stairs leading down led to an area infested with undead. Dek warned the squeamish to leave, and most members of the party moved away. Pieter stayed in position just outside the cell, his eyes impassive. The dwarf began to remove the captive's fingers one at a time, and Balgron screamed the password that would allow the adventurers to pass safely, "All life fails in darkness".

Pieter finally intervened, but

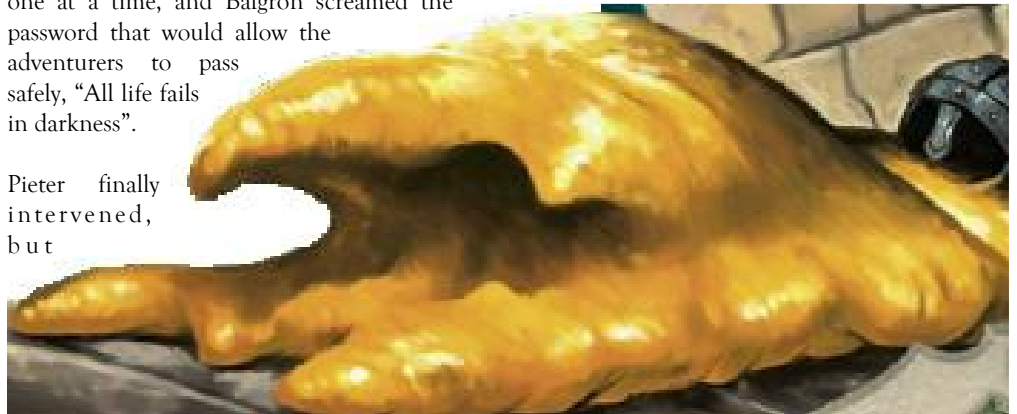
not to Balgron's benefit. "There is no call for torture, Dek. Kill the wretch". The dwarf readily complied.

Leaving the goblin's corpse behind, the party descended into the lightless caves. They were set upon by giant rodents and shadowy bats that swooped down at them from the darkness. When an ochre jelly also appeared, things looked grim.

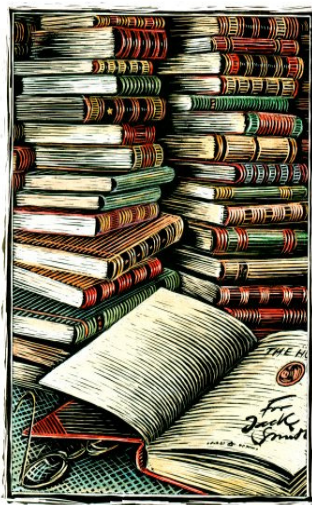
In a battle that lasted what seemed an eternity, Pieter's proficiency seemed to desert him and the Tempuran missed attack after attack. Only shouted encouragement from Robert kept the cleric in the fight, giving Pieter the will to fight on despite grievous wounds. The heroes finally managed to destroy the last of their foes, and they slumped to the ground exhausted.

After uncovering Balgron's hidden stash, the party returned to Winterhaven through deepening darkness to rest, Pieter carrying the young woman's body on his horse. When they reached the town gates, however, the guards atop the walls cried to them that the dead had arisen.

Despite their exhaustion and the pall of night hanging low over the town, the group released their horses into the care of the guards, and then turned south to investigate the walking dead in Winterhaven's cemetery.



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## Rules Review & Party Matters

Well, Dek and Pieter definitely showed a **darker side** this session, and equally Shadow showed that she's not as cold and calculating as she had previously implied.

We had a query about how the **Battle Standard of Healing** worked, and Peter ruled that any form of healing the required a healing surge was sufficient to activate the banner's power.

There was also some confusion on how **becoming visible** works. Peter ruled that you remain hidden until the end of whichever action causes you to become invisible, unless you attack. If you attack you immediately lose your hidden status. In the case of the

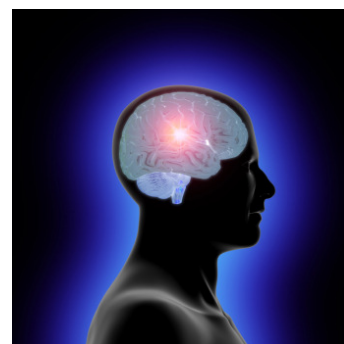
Shadowhunter Bats, it meant that they were able to dart in and out almost at will causing bloody havoc. Pieter's looking for a shotgun the first chance he gets...

On the bright side, we used our **knowledge skills** well in the combat against the bats and the ooze. It's just unfortunate that I happened to be rolling for Fian at the time and her rolls were therefore atrocious.

Interestingly, I think Pieter set another record in this session: **most 1s rolled** in a single combat. If I remember correctly, the record now stands at 3 (not counting the one I rolled on Fian's behalf).

## XP Table

Type	Encounter	XP value and recipients	Total
Combat	Caves beneath the Keep	185 xp (all)	185 xp
Progressive total:			2,092 xp



## Treasure Collected



Person	Coins	Items	Other
Dek	-	+2 Dynamic waraxe	
Fian	-		
Pieter	-		
Robert	-		
Shadow	-		
Unallocated	-	2 sunrods & waterskins	

## Quest Tracker

Quest	Clues/Notes	Status
Investigate Keegan's Keep	Investigate the Keep	Incomplete
Investigate Winterhaven's graveyard	Investigate the graveyard Rescue any villagers that can be saved	Incomplete

