

STONES AND SHADOW, TREES AND LIGHT

Session Nine:
29–30 Summertide 1479



Session 9
30 November 2008

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Points of note:

- Dek scored a critical hit for 29 points.
- Shadow fluffed an athletics and an acrobatics roll in the same round to end her turn dangling upside down from the cemetery fence.
- Fian teleports into danger to unleash her Burning Hands, destroying 2 skeletons and wounding both gravehounds in one fiery blast.

The Dead Walk

Journeying south into the night, our heroes soon came to Winterhaven's graveyard. Despite the townsfolk's fear, the cemetery seemed almost peaceful and there was no sign of the walking dead that had created such panic.

Shadow scouted around the cemetery's iron perimeter fence and discovered a hole in the back wall of the graveyard's largest mausoleum. A blue ritual circle blazed nearby.

The adventurers made their way gingerly through hole and the crypt itself, emerging into the cemetery near the ritual circle. Fian's keen eyes caught a flash of movement behind one of the other buildings and even in the near total darkness she recognised the half-elven huntress Ninaran.

The huntress screamed an incantation and armed skeletons clawed their way from the earth. Two deathly canines loped into view and attacked. Ninaran sniped from the rear.

Clustered near the ritual circle, the heroes pounded their foes with spell and blade, quickly dispatching the gravehounds back into death. The massive horde of skeletons took longer to clear, but the battle soon swung in our heroes' favour.

At that point, Ninaran turned and attempted to flee. Dek, Shadow and Robert gave chase while Fian and Pieter destroyed the remaining skeletons.

The huntress scrambled over the cemetery fence just as Shadow approached, but the rogue's cloak snagged on the rusted iron, leaving her dangling precariously ten feet above the ground.

Dek and Robert were also on Ninaran's heels, and the dwarven fighter managed to leap to the top of the fence and scramble over before

the huntress could escape. Shadow and Robert quickly followed and Ninaran was soon cut down.

They found another scroll on her corpse:

I received your report on the adventurers. Next time you see them, put an end to their meddling... I'm very close to completion; see that I'm not interrupted. As you already know, if you do come to the second level of the keep, the pass phrase is "From the ground, some magic was found." - Kalarel

The adventurers returned to Winterhaven and were hailed again as heroes. They were feted in Wrafton's Inn for the evening and Lord Padraig rewarded them for their efforts with a bulging purse of gold.

During the evening, Pieter spoke with Linoren and learned that she and Duvon had begun to repair their relationship. The Tempuran also spoke with Dek and Shadow about their pasts. The dwarf was tightlipped, but Shadow revealed a little more about her connections in Baldur's Gate.

Pieter also visited Chauntea's temple and spoke with Linora, who filled him in on the history of Sister Gwen, the tempuran whose body our heroes had recovered from Keegan's keep. Pieter spent the night in vigil over the body.

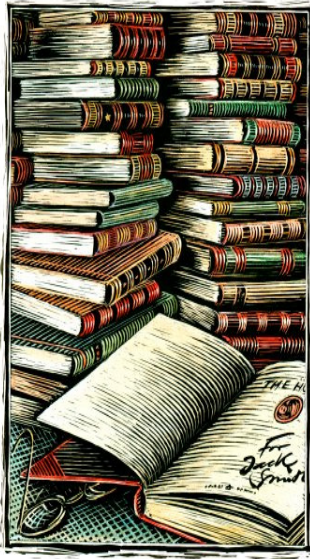
Our heroes met with Lord Padraig the next morning, who urged them to return to the keep and cleanse it of its sinister occupants.





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Party Matters



I thought I'd review character backstories this issue:

Dek: Dek is a shield dwarf from the East Rift. He has been given a mission by Moradin and is striving to prove himself worthy of it. He has so far been reluctant to reveal more.

Fian: The reclusive eladrin has so far revealed little about her past or future plans. She seems content for the time being to be where the action is.

Pieter: The tempuran is an orphan following in the footsteps of his mentor Axis. He grew up in Highmoon but spent most of his life in Arabel before leaving to seek adventure and purpose. He carries with him a poorly forged longsword with a distinctive pommel.

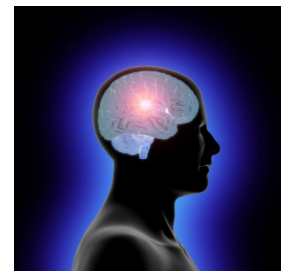
Robert: A human noble from Cormyr, Robert's inheritance was taken from him by a traitor to his family. He harbours a hatred for the followers of Shar and for the time being is content to spend his time thwarting their plans.

Shadow: Other than having recently travelled from Baldur's Gate, the drow has been tight-lipped about her history. She has mentioned an eladrin friend on a number of occasions, and suggested that her mother journeyed extensively before Shadow set out on her own adventures. Nothing is known of her future plans.

An interesting and eclectic bunch of motivations. It will be interesting to see how things pan out.

XP Table

Type	Encounter	XP value and recipients	Total
Combat	The Dead Walk	160 xp (all)	160 xp
Progressive total:			2252 xp (level 3!)



Treasure Collected



Person	Coins	Items	Other
Dek	64 gp		
Fian	64 gp		
Pieter	65 gp		
Robert	65 gp		
Shadow	65 gp		

Quest Tracker

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

