

# STONES AND SHADOW, TREES AND LIGHT

Session Eleven:  
30 Summertime 1479



Session 11  
21 December 2008

## Inside this issue:

Session recount	1
Points of note	1
Party Matters	2
XP table	2
Treasure collected	2
Quest tracker	2

## Points of note:

- *The party met and parlayed with the undead revenant of Sir Keegan.*
- *Robert and Pieter rushed to Fian's aid after the eladrin was felled by hobgoblins.*
- *Dek ventured behind an illusionary wall and was grabbed by zombies.*

## Even in Death He Serves

After destroying the skeleton horde, our heroes moved down the hall and sheltered in the shrine to Selune. Fian searched the altars and discovered hidden moonstone pendants, while Shadow recited aloud a prayer inscribed on the walls. Silvery light filled the hall, and Pieter confirmed that it would be a potent weapon against the undead.

Our heroes next entered the mausoleum beyond the shrine, which was bare but for a single sarcophagus. Fian recognised the carved image on the lid as Sir Keegan.

Dek began to force the lid open while the other adventures stood back, unwilling to assist. As the dwarf slid the blade of his axe between the sarcophagus base and lid, a boom echoed through the chamber and the lid flew open.

Sir Keegan's undead form clambered from the tomb and challenged the intruders.

Despite initial difficulties, our heroes eventually convinced the dead knight that they meant no disrespect and intended to close the shadow rift that Keegan himself had failed to seal centuries before. The Purple Dragon Knight wished them well in their quest and gifted Pieter with a brooch containing a lock of his wife's hair. Then he gave the party directions to the rift and returned to his tomb.

Hastily moving away from the unnatural knight, the party moved through the bowels of

the keep in the direction indicated by Sir Keegan. They had not gone far when they encountered a hobgoblin patrol. The goblinoids wore amulets that protected them from the necromantic traps on the floor, and they used them to their advantage. Dek and Shadow both fell victim to the traps and momentarily fled in terror through the keep.

Fian saw hobgoblins clustered in an intersection and ran forward to unleash her most devastating spells but even they were not

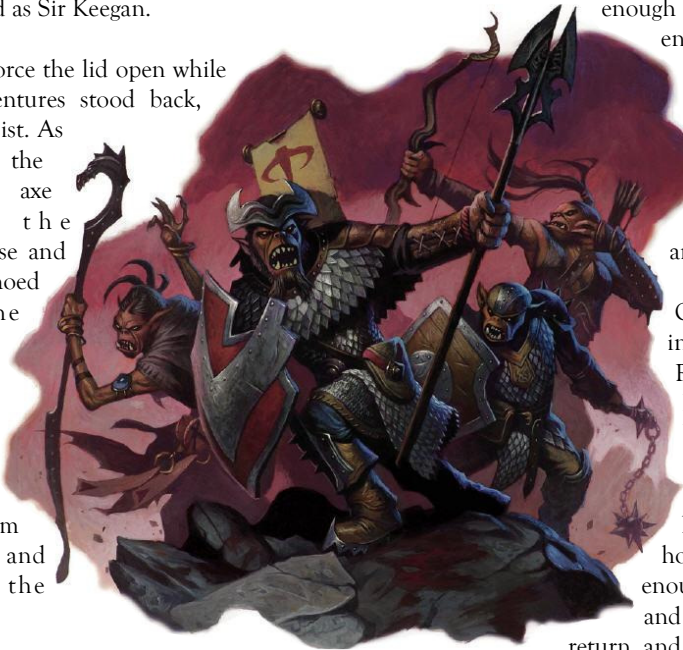
enough to route the enemy, and the concerted attacks of the hobgoblins quickly left the exposed wizard down and bleeding.

Only hurried intervention by Robert and Pieter saved Fian's life.

The humans held off the hobgoblins long enough for Dek and Shadow to return, and the hobgoblins were soon driven off. A solitary archer escaped into the lower levels of the keep.

Before pausing to search the bodies of the fallen hobgoblins, the party investigated a hidden room that Fian had spotted during the chase, only for Dek to be grabbed by zombies lurking within.

For the second time in less than an hour, our heroes jumped to the rescue of a surrounded comrade.



SESSION ELEVEN:  
30 SUMMERTIDE 1479

## Party Matters



We again forgot to make use of the **knowledge rules** this session, resulting in Fian's near-demise. A good Nature roll would have warned Fian about the Warcaster's Force Lure power, which in turn might have dissuaded her from rushing so far out in front of the party. As it was, Robert and Pieter barely managed to save our wizard from the brink of death.

I have to say that I found it really useful to have access to the **DDI Character Builder** sheets when controlling Robert. It's simply too hard to remember all the options for more

than one character, but having all the powers set out on one or two sheets markedly simplifies things. Thanks Pete for putting them together.

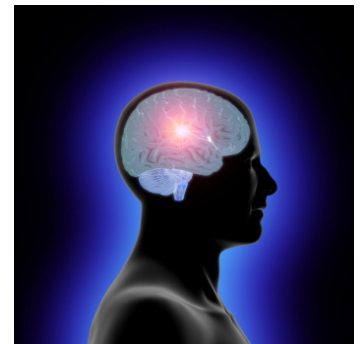
Another positive from the session was **how much we got through** in 3½ hours. Hopefully that's a sign that we can keep up the tempo in further sessions. We all know how boring it can be sitting at a game table when it's not your turn, and I'd like to minimise that feeling as much as possible.

Merry Christmas all. See you in the new year.



## XP Table

Type	Encounter	XP value and recipients	Total
Combat	Skeletal Legion	100 xp (all)	
Skill Challenge	Sir Keegan's Tomb	175 xp (all)	
Combat	Hobgoblin Patrol	180 xp (all)	455 xp
Progressive total:			2883 xp



## Treasure Collected



Person	Coins	Items	Other
Dek			Moonstone pendant (60 gp)
Fian			Moonstone pendant (60 gp)
Pieter		+1 Healer's Brooch	Moonstone pendant (60 gp)
Robert			Moonstone pendant (60 gp)
Shadow			Moonstone pendant (60 gp)
Unallocated			

\*\* Remember to search the hobgoblin patrol \*\*

## Quest Tracker

Quest	Clues/Notes	Status
Investigate Keegan's Keep	Investigate the Keep	Incomplete

