

# STONES AND SHADOW, TREES AND LIGHT

Session Twelve:  
30 Summertide 1479



Session 12  
4 January 2009

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## Points of note:

- *Dek destroyed a zombie with a critical hit for 35 points of damage.*
- *Despite some initial uncertainty, the party eventually solved the magic mouth's riddle and obtained a Cloak of the Mountebank.*
- *Soveliss joined the party, and soon proved an invaluable addition.*
- *Robert shoved a hobgoblin warrior into the pit with his shield.*

## Hobgoblins and Shadow-worshippers

Our heroes rushed to Dek's aid. Even hampered by the cramped quarters and an illusionary wall, they made short work of the zombies. When the last of the undead fell, they heard clapping from behind them.

The adventurers turned to see a silver-haired eladrin in the corridor behind them. A scar like bloody tears marked his face. The stranger introduced himself as Soveliss, and handed Fian a scroll that he said was from "the academy". It was clear to Pieter from their exchange that there was no love lost between the pair, but after reading the scroll, Fian confirmed that she had been recalled and would be leaving immediately.

She graciously agreed to leave her magic items with the party, and then taking some scrolls offered by Soveliss, set off. The party escorted Fian back to the copse where the horses were tethered and wished her well, then returned to the bowels of the keep.

Soveliss offered to accompany them as he was looking for a strange prism that his research suggested could be found in the keep. Despite Soveliss' antagonism towards Fian and initial obnoxious air, our heroes welcomed the eladrin into their midst.

While searching the fallen hobgoblins, Pieter discovered another sword bearing the distinctive pommel he had seen in Bairwin's shop. He placed the blade in his pack.

Exploring the armoury that had contained the zombies, they triggered a magic mouth that presented them with a riddle:

A wondrous treasure,  
Valued by all, sought by many.  
Found in both victory and defeat,  
Yet never at the bottom of a treasure chest.

It marches before you like a herald,  
And lives long after you are gone.  
Of what do I speak?

After much discussion, the adventurers correctly guessed the answer to be "reputation" and discovered a magical cloak behind an illusion.

Next they ventured deeper into the earth in pursuit of the hobgoblin archer that had escaped them earlier. Descending to the next level of the keep, our heroes sprung an ambush by hobgoblins and Shar cultists. Accompanying the ambushers was a monstrous spider.

The battle raged back and forth across the hobgoblin's guard room as the combatants hewed at each other with axe and sword, spell and flail. Dek and Shadow soon found themselves rooted to the spot, and struggled to break free of the enchantment for much of the combat.

Robert held off a pair of hobgoblins and finally managed to dispose of one by bashing it into a pit with his shield. On the other side of the room, Pieter held off two hobgoblin warriors long enough for Soveliss to bring his magic to bear.

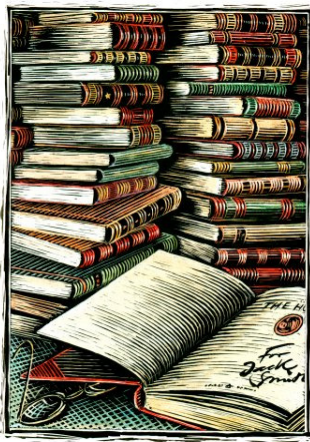
The monstrous spider was the last to fall, and finally the sounds of combat ebbed. Our heroes had come perilously close to falling but had triumphed.

Casting nervous glances at the corridors leading out of the guard room, the party retreated to the hidden armoury to lick their wounds and discuss what to do next.



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## Party Matters & Rules Review



Firstly, a hearty **welcome aboard** to Andy and his eladrin wizard Soveliss. Thunderwave has already proven itself to be a very nice little spell in Soveliss' hands.

Secondly, a **fond farewell** (at least temporarily) to Fian. She's been responsible for some of the most daring and/or foolhardy exploits of the campaign so far and our resident crazy eladrin will be missed. Come back whenever you're interested, Rich.

We had a couple of rules issues this session, both of which now seem to have been

resolved. Pete ruled that **sneak attack damage** was not maximised on a critical hit, but has now reversed that decision. The same ruling will apply to monsters' bonus damage abilities, so skirmishers and the like are something to watch out for.

We also initially played that **Grasping Shadows** did extra damage to creatures in its area of effect at the start of their turn. It seems as though that interpretation was wrong, so Pete has indicated that we will play it differently in future.

Happy new year everyone!

## XP Table

Type	Encounter	XP value and recipients	Total
Combat	Hidden Armoury	110 xp (all)	
Combat	Hobgoblin Guard Room	237 xp (all)	347 xp (all)
Progressive total:			3230 xp



## Treasure Collected



Person	Coins	Items	Other
Dek	26 gp, 18 sp	Fian's Amulet of Protection +1	
Pieter	26 gp, 18 sp	Potion of Healing	
Robert	26 gp, 18 sp		
Shadow	26 gp, 18 sp	Cloak of the Mountebank +1	
Soveliss	26 gp, 19 sp	Fian's Shimmering Robes +1 Cloak of Distortion +1 Potion of Healing	120 gp worth of ritual components

## Quest Tracker

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

