

STONES AND SHADOW, TREES AND LIGHT

Session Thirteen:
30 Summertide 1479



Session 13
18 January 2009

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Points of note:

- *Robert held a doorway against a flood of hobgoblins.*
- *Soveliss bottled up the hobgoblin reinforcements with his illusions.*
- *Dek took grievous wounds battling the warchief.*
- *Shadow is trapped beyond double doors secured by internal bolts.*

A Warchief Deposed

Having recovered their breath after the combat with the hobgoblin ambushers and the deathjump spider, our heroes pushed on further into the lower levels of the keep.

They initially headed east, with Shadow scouting the way forward. Unfortunately, the rogue's keen eyes failed to detect an uneven stone in the keep's floor and she stepped onto it unawares. A portcullis dropped from the ceiling, blocking her passage to the chamber ahead, and a bell began to ring in a nearby room.

Shadow spun on the spot and tried to rejoin her companions but a nearby door crashed open and a group of hobgoblins, accompanied by a gaunt Sightless One, surged out. Behind Shadow and the portcullis, another door opened and a burly hobgoblin wielding a spear urged more warriors to attack. "Take them alive, boys! We can sell them to the Blood Reavers."

The hobgoblins surged forward to attack, but found their path blocked by Robert, who sprang to Shadow's defence. Three hobgoblins tried to dart past him to get at the vulnerable rogue, and he cut two of them down.

Meanwhile, Soveliss stepped into the corridor and gestured towards the hobgoblins beyond the slowly rising portcullis. The light in the candlelit room dimmed even further, and writhing shadows reached out to grab those warriors closest to the grate.

The adventurers quickly finished off the Sightless One and its companions before the shadow creature's scythe could be brought to bear, and then turned to deal with the onrushing hobgoblin warchief and his followers.

Dek surged forward to try to block the passageway, but was defeated by cunning

orders issued by the warchief. Hobgoblins were soon attacking each of our heroes. Fortunately, they were equal to the task and our heroes defeated their opponents with spell and blade.

They searched the warchief's chambers and discovered plans for an assault on Winterhaven. Then they headed back to the main stairwell and explored the southern portion of the ruins.

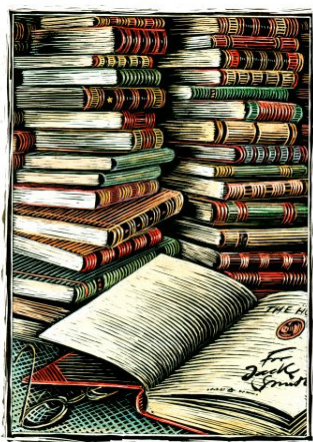
There they discovered a room filled with statues of a man and dragons and cherubs. Shadow was immediately suspicious and halted. Dek slowly moved into the room, followed by the others.

As Dek stepped into the centre of the room, the humanoid statue suddenly whirled on its base and its blade slashed out, narrowly missing the dwarven fighter. Then the doors slammed shut, trapping Dek, Pieter, Robert and Soveliss inside with the statues, and Shadow outside alone!



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Rules Review & Party Matters



We had relatively few rules discussion this session.

The first concerned **shifting diagonally** around obstacles. The consensus was that an obstacle blocked diagonal shifting if it filled its square. On this occasion, the table in question did not fill its square and the hobgoblin warchief was therefore able to shift past it and get behind Shadow.

We also had a discussion about **cover from OAs**. Specifically, if you are standing in an ally's square at the time of provoking an OA,

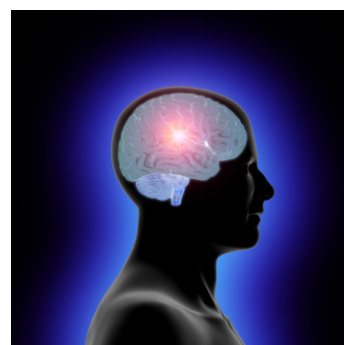
does that ally provide you with cover?

Pete ruled that in those circumstances you would have cover, so we will apply that ruling in future sessions.

Other than that the session passed uneventfully rules-wise, although it was a good example of just how many conditions can end up in play during a **4e combat**. I think at one stage more than 6 creatures had some sort of condition (whether buff or debuff) on them at the same time.

XP Table

| Type | Encounter | XP value and recipients | Total |
|--------------------|--------------------------|-------------------------|--------------|
| Combat | Hobgoblin Barracks | 68 xp (all) | |
| Combat | Warchief's Council Rooms | 160 xp (all) | 228 xp (all) |
| Progressive total: | | | 3458 xp |



Treasure Collected



| Person | Coins | Items | Other |
|-------------|-------------|--------------------------------|-------|
| Dek | 80 gp, 7 sp | | |
| Pieter | 80 gp, 7 sp | <i>Augmenting whetstone +2</i> | |
| Robert | 80 gp, 7 sp | | |
| Shadow | 80 gp, 6 sp | <i>Augmenting whetstone +2</i> | |
| Soveliss | 80 gp, 7 sp | | |
| Unallocated | | <i>2 Potions of Healing</i> | |

Quest Tracker

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

