

# STONES AND SHADOW, TREES AND LIGHT

Session Fourteen:  
30 Summertide 1479

Session 14

1 February 2009

## Inside this issue:

Session recount	1
Points of note	1
In their eyes	2
XP table	2
Treasure collected	2
Quest tracker	2

## Points of note:

- *Shadow managed to disarm a dragon trap while hanging upside down from its jaws.*
- *Pieter blasted a zombie apart with a devastating Healing Strike.*
- *Soveliss shattered the other zombie with a Chill Strike.*
- *Dek and Robert fought back to back against a horde of zombies, the homunculus and the ghoul.*

## A Confrontation Nears

Dek dived back out of the reach of the humanoid statue's weapon, and the rest of the party quickly moved to the walls to ensure their safety.

As Shadow opened her thieves' tools and set to work on the locked doors, Soveliss ventured forward to examine the nearest dragon statue, only to be met with a gout of magical flame that issued from its mouth.

The second trap galvanised the party into action, and our heroes moved quickly to eliminate the threats. Pieter and Robert clambered onto the base of the humanoid statue. The spinning gears inside were beyond their mechanical expertise but were no match for magical weaponry.

Shadow soon had the doors open and raced over to join Dek on one of the dragon statues. Hanging upside down from the statue's neck, she began to tinker with the workings inside the statue's base.

Dek smashed the statue with his waraxe a few times before moving over to help Soveliss with the other dragon.

Safely outside the killing zones of the traps, the party soon disposed of the threat. A search of the corridor to the south uncovered some suspicious-looking cherub statues and a still pool of water in which rested a metal plate.

With a pragmatism that comes only from a recent encounter with traps, Pieter and Dek toppled the statues to make sure they weren't trapped, and our heroes continued south.

Beyond the double doors, they encountered a horde of shambling zombies accompanied by a ghoul. Robert charged after the ghoul, only to be flanked by a small clay figure that sped out of the darkness after him.

Pieter moved up and called for his companions to aid Robert. Then he waited as the undead moved against him, before unleashing the power of Tempus against them. One of the zombies was blasted to pieces, and two others were smashed back across the room.

With the battlefield opened up, Shadow and Soveliss had room to manoeuvre and quickly brought their devastating abilities to bear.

Meanwhile, Dek reached Robert's side and together they reduced the homunculus to little more than clay fragments. The ghoul soon followed.

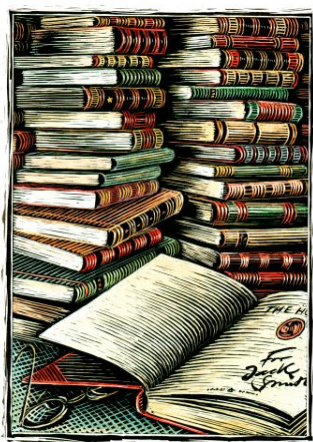
With their enemies defeated, our heroes paused to recover their breath before heading down wide stairs to the east. Nudging the door there open, Shadow took in the enormous chamber beyond.

Four glowing crystal pillars stood in the centre of the room, with a graven draconic visage taking up much of the floor. A lone figure stood on a dais at the far end of the chamber. Rivers of blood flowed from the dais into a grate in the visage's mouth.

Certain that a final confrontation was near, the party warily eyed a smaller door to their north and prepared to throw it open. They wanted no surprises when they finally came face to face with Kalarel.



SESSION FOURTEEN:  
30 SUMMERTIDE 1479



## In their eyes: Pieter and Soveliss

Soveliss stepped into the gap beside Pieter and gestured with his free hand, catapulting two zombies backwards to sprawl unmoving on the floor. The larger zombie beyond shuffled forward and lunged at the eladrin with decaying hands.

Soveliss easily stepped out of its reach.

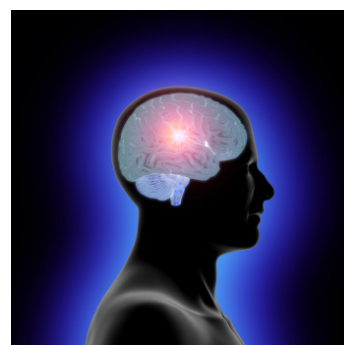
Pieter risked a glance away from the undead corpse before him and looked over his shoulder at Soveliss. The wizard was hemmed in by two zombies and the Tempuran knew he needed to intervene.

Turning his back on his opponent, Pieter raised his evil-looking weapon high. Calling out to Tempus, he brought the weapon down on the zombie's head. Radiant energy burst forth from the blade and the animated corpse collapsed in a gout of divine flame.

Pieter cast a reassuring smile at Soveliss, only for the eladrin to cry, "Look out!". Pieter spun around to re-engage his opponent, just in time to see a line of frigid energy spear past his shoulder. Soveliss' spell caught the zombie in its gaping mouth and froze it solid. Cracks zig-zagged like lightning across the corpse's skin before it exploded in a shower of ice.

## XP Table

Type	Encounter	XP value and recipients	Total
Combat	Chamber of Statues	130 xp (all)	
Combat	Ghoul Warren	206 xp (all)	336 xp (all)
Progressive total:			3796 xp (Level 4!)



## Treasure Collected

Person	Coins	Items	Other
Dek	35 gp, 2 sp		
Pieter	35 gp, 2 sp		
Robert	35 gp, 3 sp		
Shadow	35 gp, 2 sp		
Soveliss	35 gp, 2 sp		

## Quest Tracker

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

