

# STONES AND SHADOW, TREES AND LIGHT

Session Sixteen:  
30 Summertide, Highsummer, 1–4 Highsun



Session 16  
1 March 2009

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## Points of note:

- *The adventurers tracked down and destroyed the wight.*
- *Robert took his leave from the party, but promised to return.*
- *Pieter and Soveliss spent days in Valthrun's tower poring through the sage's books.*
- *Shadow was attacked by drow just as the party prepared to leave Winterhaven heading for the Seven-Pillared Hall.*

## A New Beginning

Despite Shadow's objection to spending the night in the blood-soaked Shadow Rift Chamber, our heroes bedded down for the night and slept soundly.

They woke early the next morning and went in search of the wight that had escaped from Kalarel's demise. The undead creature attempted to hide amongst the corpses littering the keep, but Dek's keen dungeoneering skills led the party directly to it and it was quickly destroyed.

The party then headed for the surface and returned to Winterhaven on their borrowed steeds. There they were feted again as heroes. Sadly, Robert took his leave from the party as soon as the village came into sight, promising to return after he had attended to a personal matter that the others did not press him on.

Padraig hosted the adventurers for lunch, and gave them the promised reward of 250 gold lions. To everyone's surprise, Shadow suggested donating it to Linora to help Winterhaven recover, and all but Dek agreed. The dwarf pocketed his share.

The following morning Pieter, Shadow and Soveliss visited Bairwin in his cell beneath the guardhouse. Pieter informed the cultist that Kalarel's plot had been defeated and the cleric himself cast through the portal. Bairwin initially refused to believe, but Shadow and Soveliss soon extracted from him information concerning Paldemar Spellweaver; an inhabitant of the Seven-Pillared Hall and a follower of Cyric.

In the following days, the members of the party spent their days in solitary pursuits and their nights carousing with the populace of Winterhaven, themselves eager to celebrate the Highsummer festival. The deathly pall over the town had lifted, and the nights were filled with laughter and liquor.

Pieter and Soveliss each spent some time within Valthrun's tower, poring over the sage's tomes and adding to their own magical knowledge. Pieter pulled the sage aside in Wrafton's inn one night, and the two spent some time talking seriously at a small table in the corner.

Pieter visited Duven on the second night, and learned that the archaeologist-turned-militiaman had taken over the running of Bairwin's shop. He and Linoren had reconciled (and renewed their love), and by way of thanks Duven gave Pieter a letter of introduction to the merchants in the Seven-Pillared Hall.

As night fell on the fourth day, the party agreed that the time had come to move on. Pieter spent one last night with the tavernmaid who had graced his bed, and then the party packed to leave.

As they passed through Wrafton's front door for the last time, two cloaked figures approached Shadow and spoke to the rogue in an unfamiliar tongue. Pieter heard the threat in their tone, but before he could react Shadow had drawn her rapier and attacked. The strangers threw off their cloaks, revealing themselves as drow.

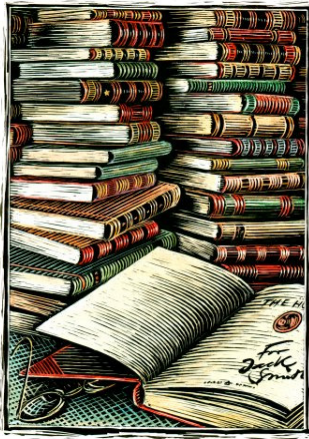
As the villagers screamed and ran for cover, the drow attacked their kinswoman, almost oblivious to the rest of the party's efforts on Shadow's behalf. Ultimately though the attackers could not prevail and soon one lay dead. The other, down and clearly defeated, looked to Shadow and spoke again in his strange tongue. With a scream of rage, she thrust Irontooth into his chest again and again.





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## Rules Review



We had a few rules discussions this session. The first concerned **invigorating powers**, and it was agreed that the temporary hit points granted by them did not stack with existing temporary hit points unless the PC has the battlerager vigor class feature. As Dek doesn't, his invigorating powers won't stack.

We also had a quick discussion about Soveliss' various **implements**, and agreed that Soveliss could only use one of his wand or his orb on a spell. It seems as though the wand is the better choice for general use.

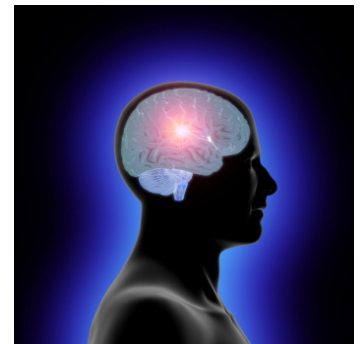
Finally, we ran into problems with the **immediate action powers** that the drow elites had. Although a creature is not generally allowed to use such powers on their own turn (and thus the drow shouldn't have been able to turn invisible when bloodied by OAs), Pete house-ruled to the contrary.

Pete has indicated that that decision isn't a permanent change to the rules, and he'll make those calls on an ad hoc basis as circumstances dictate.

Assuming Shadow doesn't end up locked away, off we go to Thunderspire!

## XP Table

Type	Encounter	XP value and recipients	Total
Skill Challenge	Destroying the wight	138 xp (all)	
Quest	Investigate the Keep	218 xp (all)	
Combat	Drow Ambush	175 xp (all)	531 xp (all)
Progressive total:			4825 xp



## Treasure Collected



Person	Coins	Items	Other
Dek	150 gp	<i>Potion of healing</i>	
Pieter	100 gp		
Shadow	100 gp	<i>Repulsion leather +1</i>	
Soveliss	100 gp	<i>Potion of healing</i>	

**Note:** The above totals assume that everyone used or sold their garnet (for 100gp each). The party still has their moonstone pendants, and the mirror from Shadraxil's burial site.

## Quest Tracker

Quest	Clues/Notes	Status
Investigate Keegan's Keep	Investigate the Keep	Complete
Investigate the Blood Reavers	Investigate the BloodReavers	Incomplete
Return the Winterhaven Lost	Recover the missing townsfolk	Incomplete

