

# STONES AND SHADOW, TREES AND LIGHT

Session Seventeen:  
4–6 Highsun 1479



Session 17  
15 March 2009

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## Points of note:

- Dek careened through enemy lines, seeking out the casters in the back rows.
- Shadow knocked the warcaster unconscious, critting for 47 hit points.
- Soveliss locked down two hobgoblin soldiers with *Grasping Shadows*, and Pieter pushed the remaining soldier into the spell's area with *Split the Sky*.

## Through the Minotaur Gate

Winterhaven's guards gathered round to investigate the disturbance, but our heroes soon convinced them that all was safe. Shadow gravely informed her companions that the drow were members of the Blood Reavers, and claimed to have killed her mentor Jaelynna and taken her mother.

Our heroes farewelled the town and set off on foot into the Thunderpeaks.

Along the way, they detoured back to Keegan's Keep and spoke to the Purple Dragon Knight's revenant. Pieter told him that Kalarel had been defeated and Shadraxil trapped. The dead knight was pleased and, after blessing the party, returned to his tomb to continue his vigil.

The adventurers continued north and camped beside the road each night. On the second evening, a group of brigands set upon our heroes. Forewarned by Soveliss' keen senses, the Heroes of Winterhaven quickly dispatched their assailants. Dek and Shadow interrogated the survivors, learning that the brigands were not connected to the Blood Reavers but were in fact afraid of them. Then Dek led the captives into the darkness and executed them for past murders.

Our heroes continued their journey the next day. Just as the sun was dipping to leave the sky, they reached the Minotaur Gate; the awe-inspiring entrance into Thunderspire Mountain. Dek proclaimed that it was clearly of dwarven construction, although he was unable to convincingly state why dwarves would have decorated it so. Pieter recognised the symbol above the gate as belonging to Saruun Khel, an ancient minotaur civilisation.

Our heroes travelled a winding road through the mountain before encountering shield dwarf merchants driving a wagon. Dek conversed with them and learned that they



worked for the Deepgem Co. and that the Blood Reavers were indeed nearby. The dwarves warned our heroes not to start fights in the Seven-Pillared Hall, lest they incur the wrath of the Mages of Saruun.

The party pushed on and eventually came to an antechamber. There they rescued a young halfling from Blood Reavers. After their foes were defeated, Dek, Shadow and Soveliss attempted to interrogate one of the hobgoblin slavers. When it taunted Shadow with, "Another drow? We already have one of your kind", she slew it in a fit of rage.

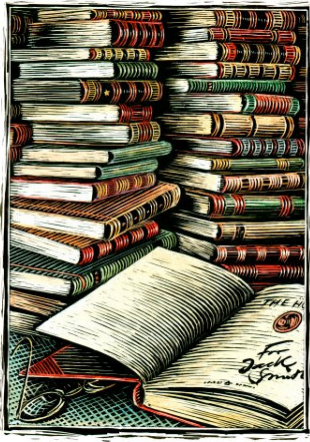
The halfling introduced himself as Rendil Hiltopple, and Pieter quickly confirmed that he was the son of an old acquaintance. Rendil thanked the adventurers for rescuing him, and led them to the Seven-Pillared Hall. Once there, he gave them a tour of the Hall, ending at the Halfmoon Inn.

As our heroes stepped inside, they were shocked to see Agrid serving there.



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## In their Eyes: Dek and Shadow



Dek barged past the hobgoblin, knocking the soldier aside with a blow of his shield. He charged on, unleashing a savage swing at the warcaster beyond.

The hobgoblin narrowly blocked the dwarf's blow with its staff, before lashing out with a blow of its own. Waves of force assailed Dek and he sheltered behind his shield to avoid the worst of the blast.

Shadow darted past the hobgoblins engaging Pieter and slipped up behind the warcaster, her rapier in hand.

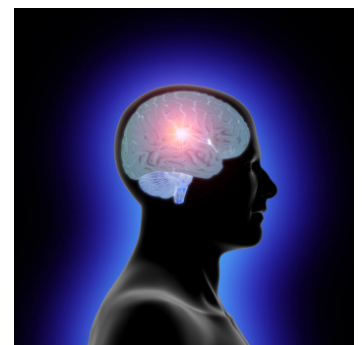
Dek saw the rogue's movement and pressed his assault, scoring a line of blood across the warcaster's chest. The hobgoblin staggered back in shock.

For a split second, its defences were down, and Shadow took advantage. Her rapier rose and then descended, hilt first. The ornate pommel of the sword crashed into the warcaster's skull with an audible thud.

The hobgoblins eyes rolled up into its head, and then the creature collapsed without a word.

### XP Table

Type	Encounter	XP value and recipients	Total
Combat	Bandit Ambush	181 xp (all)	
Combat	Saving Rendil	150 xp (all)	331 xp (all)
<b>Progressive total:</b>			<b>5156 xp</b>



### Treasure Collected



Person	Coins	Items	Other
Dek	30 gp, 1 sp		
Pieter	30 gp, 1 sp		
Shadow	30 gp, 1 sp		
Soveliss	30 gp, 1 sp		

### Quest Tracker

Quest	Clues/Notes	Status
Investigate the Blood Reavers	Investigate the Blood Reavers	Incomplete
Return the Winterhaven Lost	Return the missing townfolk	Incomplete

