

STONES AND SHADOW, TREES AND LIGHT

Session Eighteen:
6 & 7 Highsun 1479

Session 18

29 March 2009

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Points of note:

- *Dek finally revealed the details of his quest to the party.*
- *Gendar offered to tell Pieter where the mysterious longsword came from if our heroes help him recover some stolen objects.*
- *The bugbear Blood Reaver knocked Shadow to the floor with a dazing blow.*

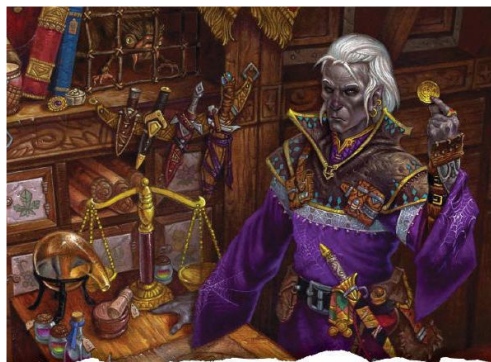
Skum and Villainy

Rendil ushered our heroes to an empty table and, true to his word, drew them a map to the Blood Reavers' base ("the Chamber of Eyes") while Agrid tried desperately, with no success, to convince the Heroes of Winterhaven that he was someone else. After speaking further with Rendil and inspecting their complimentary accommodation, Dek, Pieter and Soveliss soon left to explore the Hall.

They called in first on the Deepgem company. Dek spoke to the merchants in dwarven, before the three were ushered into a backroom shrine to Moradin. There, Dek revealed to Ulthand Deepgem and his companions that his true name was Kirdan Khazdek and that he was on a divine quest to recover an ancestral axe long lost to his clan.

He also told those present about a worrying dream in which a stunted dwarf named Thain Cardanis had attacked Dek's sister's bridegroom. Ulthand confirmed what Dek had been dreading; that the dream was likely a vision of events that had already occurred.

Pieter promised Dek whatever aid he could provide in tracking down Thain.



Despite a near-confrontation with the ogre Brugg, our heroes next visited Gendar's store. Soveliss was enthralled by the animal skins on display, but Pieter was not to be distracted.

He placed his mysterious longsword on Gendar's counter and carefully studied the dwarf for a reaction. Gendar's initial response betrayed nothing, but he ultimately admitted to purchasing a shipment of such weapons that had been found in the labyrinth a year earlier. He offered to search his ledgers and find out where if our heroes agreed to return one of two items to him; a scepter held by duergar in a fortress known as the Horned Hold, or a crown stolen from him by a misshapen dwarf named Thain Cardanis.

Pieter and Dek exchanged looks of shock, then quickly agreed to help.

Our heroes spent the night at the Hiltopple Inn and Dek took the chance to drink with Ulthand, who seemed to be a regular. Deepgem was in his cups and moaned loudly about his lost pet Tusky. The dwarf's boar had apparently been taken by gnolls on a trip back from some of the company's deeper mines. Dek agreed to do what he could to return the boar to its owner.

During the night, Dek filled Shadow in on the information she had missed while the others were wandering the Seven-Pillared Hall.

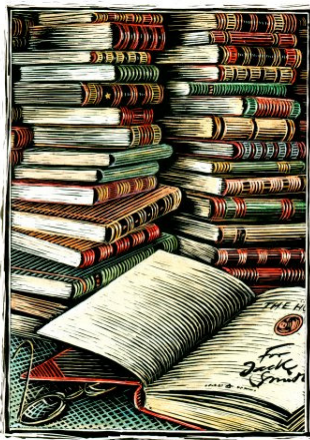
Our heroes set off for the Chamber of Eyes early the next "morning". Already Pieter showed signs of discomfort being stuck so far underground.

Following Rendil's map, the Heroes of Winterhaven managed to discover a side entrance into the Blood Reavers' base. There they engaged a bugbear and three goblin guards. The bugbear landed a heavy blow on Shadow before the goblinoids were defeated, but Pieter healed her wounds. None of the foes appeared to have raised an alarm.

The Heroes of Winterhaven paused to consider which way to turn next.

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Rules Review



We had a fairly rules-light session, as much of the play time was taken up by exploring the Hall and meeting its denizens.

We did have a quick discussion about **melee cover** rules that ended quickly with cries of "Let's not get started on this at 11.30pm!" Ultimately, Pete has decided that we will continue to handle melee cover as we always have.

We also had a discussion during the week about **Footwork Lure** and how the fighter's shift interacted with the slide effect that the

power grants. Pete has ruled that the slide is optional and does not need to be used, even if Dek shifts using the power.

Pete and I also had a quick discussion re: **Combat Challenge** and came to the realisation that it can't be used during Dek's turn because it's an immediate action. Nothing revelatory there, but it's often easy to forget the small things.

Don't forget that we're tantalisingly close to **level 5**. Make sure you have your level-up planned out so that we can handle it quickly next session.

XP Table

Type	Encounter	XP value and recipients	Total
Quest	Reach the Chamber of Eyes	125 xp (all)	
Combat	Guard Chamber	162 xp (all)	287 xp (all)
Progressive total:			5443 xp



Treasure Collected



Person	Coins	Items	Other
Dek	10 gp		
Pieter	10 gp	<i>Jade Macetail</i>	
Shadow	10 gp		
Soveliss	10 gp	<i>Orb of Unlucky Exchanges</i>	

Quest Tracker

Quest	Clues/Notes	Status
Gendar's errands	Reclaim the scepter from the Horned Hold Track down Thain Cardanis and recover the crown	Incomplete Incomplete
A Dreadful Boar	Return Tusky to Ulthand Deepgem	Incomplete
Investigate the Blood Reavers	Investigate the Blood Reavers	Incomplete
Return the Winterhaven Lost	Return the missing townsfolk.	Incomplete

