

# STONES AND SHADOW, TREES AND LIGHT

Session Nineteen:  
7 Highsun 1479

Session 19

5 April 2009

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## Points of note:

- *Dek held off the warcaster and warchief in a narrow corridor.*
- *Pieter killed the warchief with a Sacred Flame critical hit.*
- *Soveliss' Call of the Plague shattered the Blood Reavers' surge.*
- *The heroes arrived too late to rescue the missing townsfolk, who had just been sold as slaves to the Gimmerzhul duergar!*

## In the Chamber of Eyes



After pausing to catch their breath, our heroes pushed on deeper into the Blood Reavers' base. They soon came across, and engaged, a pair of duergar warming their hands by a fire. What at first seemed to be a simple skirmish soon exploded into a frenzied melee. Hobgoblins and goblins swarmed from surrounding rooms and the Heroes of Winterhaven were forced to establish a perimeter in a small side chamber.

Dek surged forward to engage a hobgoblin warcaster and the Blood Reavers' leader, Krand. Pieter blocked another entrance, narrowly managing to slam the door in the face of a dire wolf that thrashed its way through the narrow corridors. Shadow and Soveliss ducked into and out of view, striking out at any goblinoid foolish enough to present itself as a target.

Just as the adventures seemed to have the battle under the control, Pieter's door flew open again, and a trio of hobgoblins barged into the room. Battered and bleeding, the Tempuran was forced to retreat.

Then Shadow and Soveliss stepped forward. The rogue covered the room in magical darkness and let loose a barrage of knives that blinded the attackers, and the eladrin stepped into the teeth of the hobgoblin assault.

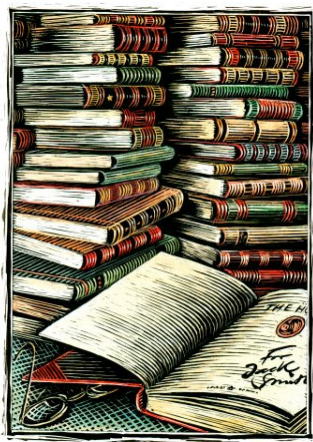
Soveliss' eyes flared blue and tendrils of magic reached out to pull his enemies closer, then an inferno of eldritch energy burst from him. Hobgoblins and bandits alike screamed and died. In the wake of the destruction, the Heroes of Winterhaven cleared out the few survivors. Only two Blood Reavers escaped.

In the now-deserted compound, our heroes found ledgers confirming that the slaves (7 humans, 2 half-elves and a drow) were gone, sold two days earlier to Murkelmore Gimmerzhul. Shadow kicked a corpse in rage.

Although Soveliss and Shadow were minded to return to the Hall, Dek and Pieter urged them to press on in search of Thain Cardanis. The two fey reluctantly agreed and the adventures press on deeper into the Labyrinth in search of the stunted dwarf.

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## Rules Review



The only real rules discussions we had this session had to do with forced movement.

The first arose when Pieter tried to push the duergar into the fireplace with Split the Sky. As was rightly pointed out at the time, **you can't push an enemy into another enemy's square**. Which sort of made it a wasted power.

Later, a question arose about whether Soveliss' **Call of the Plague** power could pull an enemy through Pieter's square. Pete ultimately ruled that it could if Pieter allowed it to, and of course the Tempuran was only too happy to

oblige. After all, he knew what was about to happen...

The rolling combat also gave us a good refresher on the cover and concealment rules, the rules for running, and our first ever experience of the rules for squeezing. That poor **dire wolf**...

As mentioned below, everyone's now level 5, so make sure you pick up your second daily. In the immortal words of Jim Carrey, "**It's party time!**"

## XP Table

Type	Encounter	XP value and recipients	Total
Combat	Empty Holding Pen	253 xp (all)	
Combat	Refectory	200 xp (all)	453 xp (all)
Progressive total:			5896 xp (Level 5!)



## Treasure Collected



Person	Coins	Items	Other
Dek	167 gp, 5 sp		
Pieter	167 gp, 5 sp		
Shadow	167 gp, 5 sp	<i>Flute of the Dancing Satyr</i>	
Soveliss	167 gp, 5 sp		
Unallocated		<i>Potion of Healing</i>	5 gems

## 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	Complete
Return the Winterhaven Lost	Return the missing townsfolk	Incomplete

