

STONES AND SHADOW, TREES AND LIGHT

Session Twenty One:
9 Highsun 1479

Session 21

17 May 2009

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Points of note:

- *Dek, Pieter and Soveliss debated Thain's fate, before the dwarf was exiled from the Seven-Pillared Hall by Ulthand Deepgem.*
- *Dek and Pieter courted danger by contacting Brugg and his enforcers at Rothar's Taproom.*
- *Shadow and Caelan infiltrated the Grimmerzhul trading post.*

Two Brands of Justice

It soon became clear that Dek intended to execute Thain for his actions. Pieter intervened on Cardanis' behalf, arguing emotionally that Dek should not take it upon himself to end Thain's life. He warned Dek that too much blood was on our heroes' hands already.

Although Soveliss urged Dek to kill the stunted dwarf, Pieter's arguments ultimately swayed the doughty fighter. Dek agreed to return Thain to the Seven-Pillared Hall and allow Ulthand Deepgem to pass judgment on their captive.

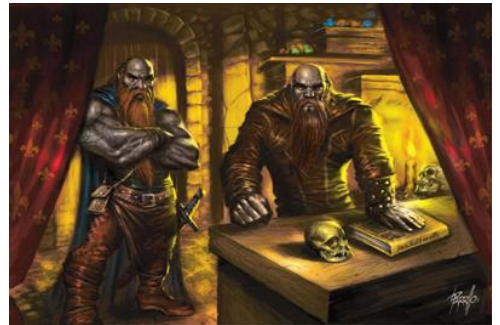
Our heroes returned to the Hall and delivered their captive into Deepgem's custody. Turning next to the Hiltopple Inn, Rendil introduced them to an elven patron named Caelan. In a lengthy discussion with Shadow and Soveliss, Caelan revealed that his half-elven brother had been captured by the Blood Reavers.

Our heroes deduced that Caelan's brother must be the half-elf mentioned in the Blood Reaver's ledger, and agreed that Caelan should join them in investigating the Grimmerzhul duergar who had purchased the Blood Reaver's "merchandise".

Pieter and Dek next visited Rothar's Taproom, where they made contact with Brugg. While Dek distracted Brugg's enforcers, Pieter questioned the ogre in exchange for gold. Brugg proved a prickly informant, but the Tempuran and the gold dwarf made it away safely, learning that even Brugg considered the Grimmerzhul a "nasty bunch". They also learned that the burned man who had been overheard discussing Dek's family's ancestral axe had left the Hall via the Mages' teleportation circle a week earlier.

The group spent a restful night at the Hiltopple Inn. In the morning, Dek and Pieter returned to meet with Deepgem, who

pronounced a judgment of exile on Thain Cardanis. The dwarf would be cast out of the Seven-Pillared Hall but, so long as he stayed away from Underhome and the Hall, was free to go where he pleased. Dek seemed satisfied with that sentence, and Pieter was relieved.



Our heroes next moved against the Grimmerzhul trading post. They waited until evening before giving Brugg a purse of gold with which to get himself and the other enforcers drunk. Then, while the other adventurers waited outside in case of trouble, Shadow infiltrated the duergar shopfront. Caelan shape shifted into a mouse and rode with Shadow on her shoulder.

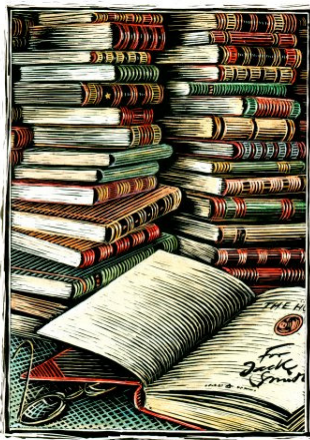
Despite some narrow calls, the drow and wild elf succeeded in finding what they were after; a map to the Horned Hold. Rather than risk tipping off their adversaries by taking the map, Shadow wrote down the relevant directions, and then she and Caelan left the way they had come.

Our heroes then returned to the Inn and prepared to leave. At Soveliss' urging, they asked Rendil to recommend a guide, and the halfling introduced them to a human named Terrlen Darkseeker.

As soon as Terrlen readied his gear, the party set off into the labyrinth, keen to reach the Horned Hold before the duergar could on-sell their captives.

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Party Matters



A hearty **welcome back** to Rich, who rejoins us with his elven druid Caelan. According to WotC, that makes our party a 'Battle Management' build. They had this to say about that build in their recent party building article:

The control party emphasises battlefield dominance, restricting enemy actions, herding enemies into masses, and then wiping them off the map. While the two controllers set the tone, they need heavy hitters up front to keep the occasional enemy from reaching them. Aside from the defender, a tough leader or melee striker can add extra insurance.

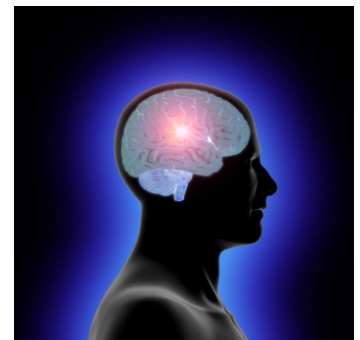
It's interesting that the Battlefield Management build seems to be significantly different to our former party build, the **Living Fortress**, which focused on winning fights through defensive resources (defenses, healing and hit points).

Over the next few sessions, we'll no doubt need to adjust to the new party mix, but it's worth keeping in mind that our combat dynamic has changed.

Let's just hope that there's no level + 4 encounter in our immediate future for us to blunder into!

XP Table

Type	Encounter	XP value and recipients	Total
Challenge	Brugg and the Trading Post	300 xp (all)	
Progressive total:			6,746 xp



Treasure Collected



Person	Coins	Items	Other
Caelan	-	-	-
Dek	-	-	-
Pieter	-	-	-
Shadow	-	-	-
Soveliss	-	<i>Smouldering Tome</i>	-

Quest Tracker

Quest	Clues/Notes	Status
Gendar's errands	Reclaim the scepter from the Horned Hold Return the crown to Gendar	Incomplete Incomplete
A Dreadful Boar	Return Tusky to Ulthand Deepgem	Incomplete
Return the Winterhaven Lost	Return the missing townfolk	Incomplete

