

STONES AND SHADOW, TREES AND LIGHT

Session Twenty Two:
9 Highsun 1497

Session 22

24 May 2009

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Points of note:

- *Shadow successfully bluffed the orcs into opening the Hold's portcullis.*
- *Dek lured an orc harrier under the raised portcullis, then dropped it on the greyskin.*
- *Soveliss caught both Caelan and Pieter in the areas scoured by his spells.*
- *When the party raided the smithy, Pieter came face to face with his mentor Axis.*

Into the Horned Hold



When the Heroes of Winterhaven eventually reached the Horned Hold, they found its entrance barred and guarded by a group of orcs.

Shadow and Soveliss successfully bluffed the greyskins into opening the gate, whereupon the rogue went on the attack and the other adventurers emerged from their hiding places.

Caelan suffered the worst of the orcs' attention, but darted in and out of their formation slashing at them with his catform's claws.

After our heroes had quelled the opposition in the entrance chamber, Shadow scouted the deeper rooms of the barbican and discovered a smithy.

The Heroes of Winterhaven formed up just outside the room's double doors and then surged through. Inside they found more orcs and their duergar associates. An elderly but

visibly powerful human slave worked an anvil nearby, and immediately turned to aid the adventurers.

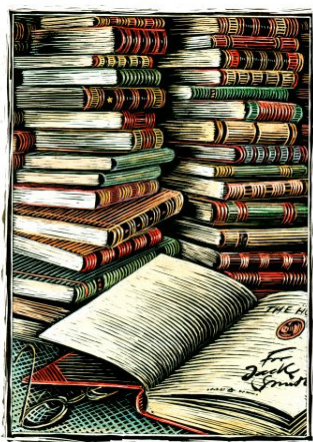
As Shadow and Dek lashed out at a duergar who appeared to be the lord of the smithy, Caelan again suffered cruel blows at the hands of the orcs. Pieter came to his rescue, healing the druid's wounds while Soveliss scoured the attacking enemies with flame.

Just as the tide of the battle seemed to be turning in favour of the adventurers, a side door opened and another duergar joined the fray.

In the midst of the melee, Pieter moved into the centre of the room and caught sight of the elderly slave. For a moment he stood stunned, unable to believe that his long-dead mentor Axis was in fact still alive. Then the remaining orcs roared a challenge and he was forced to turn back to the battle. There would time for reunions soon enough.

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Rules Review



During the combat in the gatehouse, Soveliss rolled the first (and only) double crit I have even seen. In the ensuing discussion, it was agreed that **critical hit damage on area effects** is the same for every target. If you manage to crit two targets, you don't roll the critical hit damage dice individually for each target.

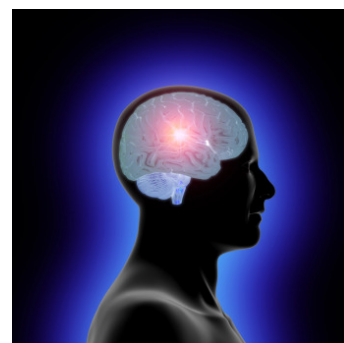
We also had a brief discussion about the newish **summoning** rules. Peter confirmed that (unlike Rangers' beast companions), summoned creatures do not get to also move when the summoning PC spends a move action.

It's worth quickly noting here that the rules for **saving throws** were modified by Player's Handbook 2. Relevantly paraphrased, a bonus save that is granted by a power or ability does not count towards failing saves against the initial effect. For example, you normally become petrified after failing 2 saving throws. If a PC were to give you an extra save (such as through the warlord's Inspiring Save feat), then failing that particular saving throw would not move you closer to petrification.

That change has made bonus saves significantly more useful, so I think we should be on the lookout for those powers and feats.

XP Table

Type	Encounter	XP value and recipients	Total
Combat	The Portcullis	185 xp (all)	185 xp (all)
Progressive total:			6,931 xp



Treasure Collected



Person	Coins	Items	Other
Caelan	9 gp		
Dek	8 gp		
Pieter	8 gp		
Shadow	9 gp		
Soveliss	8 gp		

Quest Tracker

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

