

# STONES AND SHADOW, TREES AND LIGHT

Session Twenty Three:  
9 Highsun 1479

Session 23

7 June 2009

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## Points of note:

- *Soveliss executed a duergar prisoner while Pieter was distracted speaking to Axis.*
- *Dek was hit by three critical hits in the same combat.*
- *The Heroes of Winterhaven defeated Rundarr Grimmerzhul.*
- *Shadow was reunited with her mother.*

## Reunions

The Heroes of Winterhaven grouped together to resist the duergar's onslaught. While Dek and Shadow kept the master smith occupied, Caelan, Soveliss and Pieter battled the crafter's guards and assistants in the southern portion of the chamber.

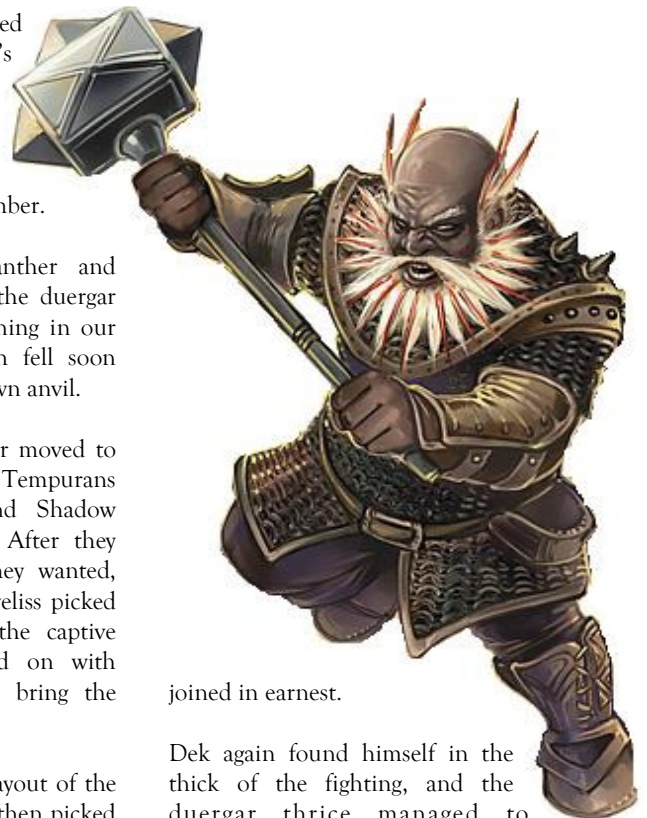
Finally, Caelan's summoned panther and Soveliss' magic managed to thin the duergar and orc ranks, and the battle turning in our heroes' favour. The master smith fell soon after, struck down in front of his own anvil.

In the quiet after the battle, Pieter moved to clasp Axis in an embrace. The two Tempurans spoke quietly while Soveliss and Shadow interrogated a captured duergar. After they had obtained the information they wanted, and while Pieter was unaware, Soveliss picked up a discarded spear and ran the captive through with it. Shadow looked on with concern, but made no move to bring the execution to Pieter's attention.

Axis filled his rescuers in on the layout of the Horned Hold. The old Tempuran then picked up his smith's hammer and donned a scratch-built suit of platemail that he had secretly worked on during his long imprisonment. He led the adventurers deeper into the hold in search of Shadow's mother.

The adventurers soon came to a junction that offered them three choices of passage. Fearing being flanked, they decided to take the northern door and quickly encountered two duergar guards. As the Heroes of Winterhaven rushed to engage their foes, further duergar poured out of nearby doorways and joined the melee.

Finally, a grizzled duergar emerged and struck Dek a blow so vicious that the dwarf staggered momentarily before shaking off his shock and bellowing his anger in return. Battle was soon



joined in earnest.

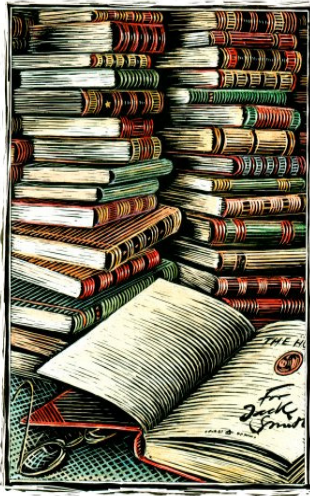
Dek again found himself in the thick of the fighting, and the duergar thrice managed to penetrate his formidable defences. Fortunately, his mettle proved equal to the task and he resisted his enemies' attempts to put him down. The Heroes of Winterhaven rallied around him and soon the duergar were defeated.

In the aftermath of the battle, Axis emerged from the great hall with a drow woman who Shadow immediately recognised as her mother Eilise. It was clear that there was a connection between the old Tempuran and the drow. Eilise carried grave tidings for her daughter.

Pieter urged the party to return to where Terrlan Darkseeker waited for them, but Shadow would not budge. She intended to hear what her mother had to say then and there.

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## Rules Review



We had a couple of rules discussions this session.

When Soveliss attempted to help Dek attack the duergar outside the smithy, Pete ruled that the AC (and DC) for **Aid Another** scale according to the medium difficulty target numbers in the DMG.

I also had a bit of a blonde moment when I assumed that the jade macetail's Tail Sweep power would not target allies. As was rightly pointed out by Pete and AndyOz, the power is a **Close burst 1 attack**, so it attacks any target within one square of the attacker.

As Pete mentioned, we're approximately 1

encounter away from hitting **level 6**.

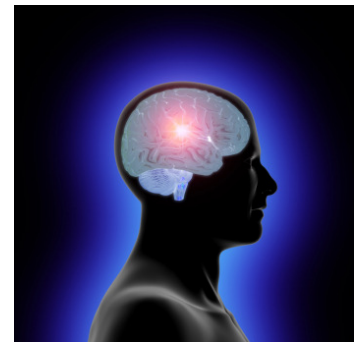
Pete has asked that everyone have their feat and power choices ready before next session. He will check the maptool macros to make sure they update properly before the session. Hopefully we'll be able to handle the changeover with a minimum of fuss.

For what it's worth, it appeared to me on the weekend that the clash between the character builder and mumble is resolved if you open the character builder first.

Next session is 14 June 2009. (Hopefully) See you all then!

## XP Table

Type	Encounter	XP value and recipients	Total
Combat	The Workshop	215 xp (all)	
Combat	The Great Hall	240 xp (all)	455 xp
Progressive total:			7386 xp



## Treasure Collected

Person	Coins	Items	Other
Caelan	74 gp		
Dek	74 gp		
Pieter	74 gp		
Shadow	74 gp		
Soveliss	74 gp		

## 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 Bore	Return Tusky to Ulthand Deepgem	Incomplete
Return the Winterhaven Lost	Return the missing townsfolk	Incomplete

