

STONES AND SHADOW, TREES AND LIGHT

Session Twenty Four:
9 & 10 Highsun 1479

Session 24

14 June 2009

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Points of note:

- *Shadow teleported into the guard room, only to quickly find herself surrounded.*
- *Soveliss fey stepped in to rescue Shadow, and soon met the same fate.*
- *Pieter blew the reinforced doors open with Split the Sky.*
- *Caelan swept the duergar against the far wall with a Chill Wind.*
- *Dek finished off the theurge while blinded!*

Poisonous Flames

After searching the slave master's chambers, our heroes discovered Gendar's skull scepter. Then Shadow stopped to talk to her mother.

Eilise revealed that Shadow's father had planned to sacrifice Shadow to Shar as part of a ritual by which he hoped to ascend. When his plans went awry, Shadow's father formed an alliance with the ancient dragon Nidhoggur. As the beast attacked the drow settlement, Eilise took Shadow and fled.

Dek wondered aloud whether Nidhoggur was the dragon confronted by his ancestor, and which flew off with the Khazdek ancestral axe still lodged in its side. Eilise, annoyed at being interrupted, dismissed his question but confirmed that she had heard rumours of the beast bearing such a wound.

Eilise and Shadow has fled to Baldur's Gate, and has remained there until Shadow and two friends were ambushed by drow. Shadow had fled as far as she could, all the way to Highmoon in the Dalelands, where she had met up with the remainder of the Heroes of Winterhaven.

Eilise confirmed that Shadow's mentor Jaelynnna was dead, killed by the same drow that had captured Eilise and that now hunted Shadow; drow that worked for her father.

Despite those revelations, our heroes knew that Caelan's brother was still captive within the Horned Hold. They escorted the freed slaves back to Terlen Darkseeker in the labyrinth, and then pushed deeper into the duergar fortress.

Crossing a walkway over a gaping chasm, the adventurers were spotted by duergar guards. Attack ports opened in the walls and an arbalester rained crossbow bolts on the party.

One of those bolts struck Shadow, and the rogue's cloak activated, teleporting her into the defender's ranks. Outnumbered and sorely pressed, it was clear that she would not last long, so Soveliss fey stepped into the chamber after her. The wizard released a stinking cloud to give the pair some time.

The remainder of the party were stuck outside, hammering on the bolted door. Finally, Pieter smote the door with his weapon. Thunder rang out, and the door burst open on its hinges.

Rushing inside to join their companions, battle was joined in earnest. A duergar theurge hindered the party with spells of flame and noxious vapours, and the tight confines of the guard post ensured that most of our heroes struggled to escape.

Eventually, Shadow's darting attacks and Caelan's icy wind thinned the duergar ranks and the theurge fell. Shortly after, the jade macetail smashed the last arbalester into splinters.

The battle had been long and hard, and the Heroes of Winterhaven were in no condition to press on. They searched the area (discovering ledgers confirming the sale of two slaves by the Grimmerzuhl), then retreated out of the Hold. They would rest with the others and return for Caelan's brother and Murklemore the next day.



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In their Eyes: Shadow and Soveliss



The hatch at the end of the walkway clattered open, revealing a crossbow-like construct that immediately began launching bolts at the charging adventurers.

The arbalester's first attack narrowly missed Caelan. Its second scored a line of fire across Shadow's shoulder. The drow cursed momentarily and then vanished from view. Duergar shouts rose from inside the guard post.

As Caelan and Dek reached the heavy wooden doors at the end of the bridge, they caught sight of Shadow. The drow was *inside* the guard

post, surrounded by guards and desperately fighting for survival. They battered against the door in an effort to reach her.

In the back row, Soveliss frowned. Grasping his tome tightly to his chest, the eladrin blinked and then he too was gone.

Soveliss re-appeared inside the guardroom near Shadow. He glanced back briefly at the other adventurers, and then gestured with his free hand. Thick green vapours poured from him, filling the room and raising hacking coughs.

Dek and Caelan redoubled their efforts.

XP Table

Type	Encounter	XP value and recipients	Total
Combat	Western Guard Post	245 xp (all)	245 xp (all)
Progressive total:			7,631 xp (Level 6!)



Treasure Collected



Person	Coins	Items	Other
Caelan	3 gp		
Dek	3 gp		
Pieter	3 gp		
Shadow	3 gp		
Soveliss	3 gp		

Unallocated

Gendar's skull scepter

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 townfolk	Incomplete

