

STONES AND SHADOW, TREES AND LIGHT

Session Twenty Five:
9–11 Highsun 1479

Session 25
5 July 2009

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Points of note:

- *The Heroes of Winterhaven bid farewell to Eilise, Axis and Shadow.*
- *The golem Bengi joined the group and soon proved its worth.*
- *Pieter suffered grievous wounds when his comrades attempted to free him from the green slime.*
- *Terrlen Darkseeker revealed himself to be a werewolf when attacked within the Labyrinth.*

An Unreliable Guide

While resting in the Labyrinth, Shadow continued her earlier discussion with Eilise, and shocked her companions by indicating that she planned to depart with the drow matron in search of her father.

A short time later, the Heroes of Winterhaven were approached by a strange golem covered in glowing blue runes. The metal man named itself Bengi, and hesitantly told Pieter of its memories of being activated and deactivated many times. It mentioned “Shawna”, and explained she was a voice in Bengi’s head urging him to free the slaves. Despite some initial suspicion, the party accepted Bengi’s offer of aid against the duergar.

After spending an uncomfortable night camped in the Labyrinth, the Heroes of Winterhaven convinced Terrlen to lead them in search of the secret entrance mentioned by Axis.

Before they set off, the adventurers bid farewell to Shadow, Eilise and Axis. The trio were to return the kitchen slaves to the Seven-Pillared Hall, then go in search of Shadow’s father. Pieter wished them well and asked that they return safely.

Moving deeper into the Labyrinth, the party soon became lost in the depths. Terrlen seemed just as lost as our heroes, but eventually found a path that he believed led to the area beneath the Horned Hold.

Advancing toward their destination, the Heroes of Winterhaven came across a chamber filled with decayed webs. Fearing spiders, they moved cautiously forward only to be surprised when 2 green slimes and a grey ooze dropped from the ceiling. One of the slimes immediately engulfed Pieter, whose skin began to blister.

Bengi rushed to scour the slime from the cleric, only to wound his ally as well.

The grey ooze flung a glob of ichor at Terrlen. As the corrosive mucus sizzled against his skin, the ex-Purple Dragon Knight screamed and clutched his head. Then his muscles bulged, his face elongated into a muzzle, and fur sprung from his exposed flesh. The werewolf howled and began lashing out at the nearest creatures, including the oozes and the Heroes of Winterhaven.

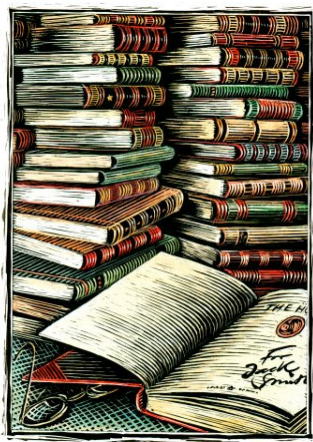
Perhaps some shred of Terrlen’s humanity remained, for his attacks were un-coordinated and ineffective, and the adventurers soon destroyed the slimes and incapacitated their guide.

As he was struck down, Terrlen curled into a ball and sobbed. Then he looked up at his clients. “What just happened?”



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Rules Review



We had a couple of rules queries this session.

The first was whether Bengi's teleports triggered his warlock class feature **Shadow Walk**. Pete has ruled that they don't, because the instantaneous movement of a teleport doesn't allow time for Bengi to "fade out".

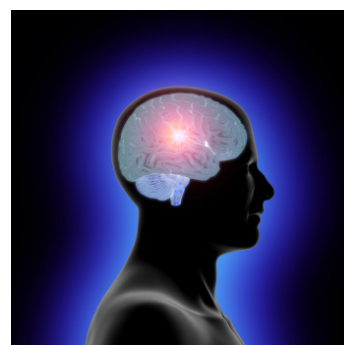
We also had a moment of confusion about whether you could **shift diagonally** between two creatures or whether it was akin to shifting around the corner of a wall. We ultimately agreed that you could shift like that, because the creatures don't fill their squares the same way a wall does.

We also realized that Soveliss hadn't taken his **free rituals** for hitting 5th level. Andy will pick them between now and next session and Soveliss will have them available from then on.

We had a little bit of trouble with the **Engulf** ability of the green slimes, as thematically it appears to be a grab but mechanically it might not be. For the purposes of this session, we treated them just like a grab (with all the push and slide hijinx that entailed) but in future we'll handle them differently.

XP Table

| Type | Encounter | XP value (each PC) | Total |
|--------------------|--------------------------|--------------------|---------|
| Challenge | Navigating the Labyrinth | 75 xp | |
| Combat | The Tunnels | 239 xp | 314 xp |
| Progressive total: | | | 7945 xp |



Treasure Collected



| Person | Coins | Items | Other |
|----------|-------|-------|-------|
| Bengi | - | | |
| Caelan | - | | |
| Dek | - | | |
| Pieter | - | | |
| Soveliss | - | | |

Quest Tracker

| Quest | Clues/Notes | Status |
|-----------------------------|---|------------|
| Gendar's Errands | Return the scepter and/or crown to Gendar | Incomplete |
| A Dreadful Boar | Return Tusky to Ulthand Deepgem | Incomplete |
| Return the Winterhaven Lost | Return the missing townsfolk | Incomplete |

