

STONES AND SHADOW, TREES AND LIGHT

Session Twenty Six:
11 Highsun 1479

Session 26

12 July 2005

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Points of note:

- *The party's decision to sneak through the back entrance of the Hold backfired when sentries heard them coming.*
- *Dek finally met an opponent his equal.*
- *Pieter's Consecrated Ground and Bengi's Armour of Agathys whittle away at Murkelmor, finally felling the dangerous warrior.*

Murkelmor



After promising to help Terrlen cure his affliction, our heroes pressed on. Unfortunately, the duergar heard their attempts to sneak into the Horned Hold and a full-scale battle soon commenced.

The adventurers were met with an ogre, four orcs, 2 duergar shock troopers, a theurge and Murkelmor Grimmerzhul himself.

Grimmerzhul was an engine of destruction, striking out left and right with his maul and leaving bloodied and battered heroes in his wake. Even Dek's vaunted defences could not withstand the attacks of the Hold's lord. Our heroes threw everything they had at the combat, summoning allies to even the odds. Pieter consecrated the floor of the chamber, and its radiance burned the slavers wherever they stood.

First the ogre fell, and then the lesser orcs and duergar followed. All the while the Theurge blasted friend and foe alike with fire and

fumes. Finally, only Murkelmor and the theurge remained. Even alone, the two of them rained punishment on our heroes and the tide of battle hung in the balance.

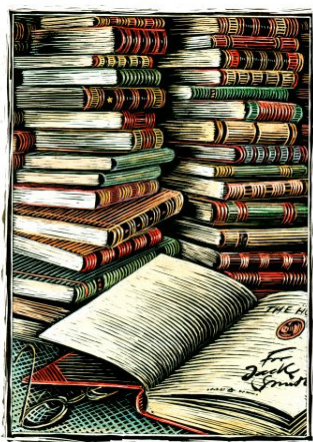
Then Bengi was surrounded by an aura of searing cold and moved to confront Murkelmor. Punished by Dek's and Caelan's blows and seared by the radiance beneath his feet, even the duergar's mighty reserves could no longer hold out. Murkelmor Grimmerzhul fell.

The theurge soon followed. As their summoned allies winked out, our heroes stopped briefly to search Murkelmor's chamber. Uncovering the slaver's stash of loot, they found more ledgers. Two days earlier, a half-elf and a human had been sold to someone called Maldrick Scarmaker of the Blackfang. It appeared our heroes were too late.

Caelan's brother was gone again.

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Rules Review



Well, if we weren't clear on them before, that session certainly gave us a chance to come to grips with the **summoning** rules. I won't replicate it all here, but suffice to say that commanding a summon to attack is normally a standard action. Of course, this being 4e, exceptions arise. Also importantly, of the various allies available to the PCs, only the **Fire Warrior** can make opportunity attacks.

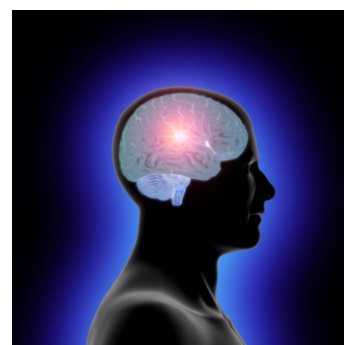
This session also saw the first real appearance of Pieter's **Consecrated Ground** power, and it was a doozy. The rules for the power are a little unclear. Zones normally end if they move out of range of the caster. Consecrated Ground is

close burst 1. Various posters argue that consecrated ground (1) must stay focused on the cleric, or (2) can go anywhere because it's a close rather than ranged power. I personally think that the most appropriate interpretation is that as a close burst 1 power, the zone must stay within 1 square of (ie. adjacent to) Pieter. That's how I plan on playing it in future, unless someone can come up with a very convincing argument to the contrary.

Well done all, I think that combat was even **nastier** than the showdown with Kalarell! Tempus only knows what the rest of the Labyrinth has to offer...

XP Table

Type	Encounter	XP value (each)	Total
Combat	South Gate	230 xp	
Combat	Murkelmor	340 xp	570 xp
Progressive total:			8,515 xp



Treasure Collected



Person	Coins	Items	Other
Bengi	120 gp		2 pearls
Caelan	120 gp		2 pearls
Dek	120 gp		2 pearls
Pieter	120 gp	<i>Agile Finemail +2</i>	2 pearls
Soveliss	120 gp		2 pearls

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

