

# STONES AND SHADOW, TREES AND LIGHT

Session Twenty Seven:  
11–13 Highsun 1479

Session 27

26 July 2009

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## Points of note:

- *Valthrun somehow teleported himself and Winterhaven's lost out of the Seven-Pillared Hall.*
- *While Pieter traded the crown to Gendar for a map to the Blackfangs, Soveliss detected faint "ancient" magic coming from the drow's store room. The magic seemed similar to that contained in the skull scepter.*
- *Brugg seemed impressed that the party survived their meeting with Orontor.*

## Exodus

As our heroes passed into a new chamber, they were confronted with a stench so bad it caused bile to rise in their throats. The exposed room, lit by a fire and a few guttering lamps, was clearly some form of disused bath house. Old lichen-ruined carvings on the high walls showed minotaurs socializing. The carved illustrations stood in stark contrast to the squalor seen now.

Three duergar guards stood nearby and conversed near a crackling fire. Two spiky, cruel-looking creatures leaned into one of the far sunken pools, maws dripping with thick mucus. Even as the Heroes of Winterhaven burst into the room, one of the devils fired what seemed to be quills from its back into the pit, causing a piteous scream.

Our heroes rushed to engage, quickly realising that the sunken pits housed the missing Winterhaven townfolk. Bengi and Soveliss brought one of the airborne devils down with their magic. The other, fixed with one of Pieter's javelins, inadvertently flew too low and Caelan took his chance. The druid leapt onto the passing beast, oblivious to the poisoned spines that pierced his feline skin, and bore the devil down into the slave pit. They landed with a crash, and when our heroes rushed to look, only Caelan was moving.

The duergar slavers took the opportunity to escape through a secret door into the labyrinth beyond, and our heroes let them go. Pieter quickly moved to help the wounded among the slaves and once it was ascertained that the villagers could travel, the adventurers ushered them quickly out of the Horned Hold.

Arriving back in the Seven-Pillared Hall, our heroes were shocked to find Valthrun waiting for them in the Hiltopple Inn. Pieter confronted the sage about a prophecy he had given to Terrlen, and Valthrun could not explain other than to admit that he sometimes



predicted things while drunk that turned out to be true. Pieter did not fully accept that answer, but took it no further. Valthrun agreed to escort the rescued villagers back to Winterhaven.

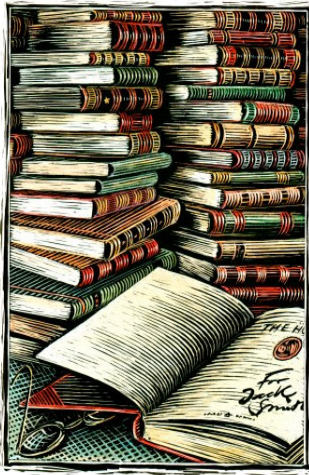
With Valthrun was an elven enforcer of Tempus named Aleya. Aleya seemed surprised to find herself in the Hall, and said that she had teleported there with Valthrun. She bore a message for Pieter from Sister Gwen's family.

Shortly afterward, a group of Grimmerzhul from the trading post attacked the party in the inn. Brugg and his enforcers intervened, imprisoning the duergar and taking the party to see Mage Orontor. Orontor seemed very aware of the party's activities, and explained that the Mages of Saruun were concerned about one of their own; Paldemar. Spellweaver had not been seen for some time, and they suspected he was dabbling in disreputable activities. Orontor asked the party to investigate and report back. They agreed.

Ignoring a note given to Caelan by a kobold (promising information on the organisation behind the Grimmerzhul and requesting an isolated meeting), the party procured a map from Gendar that showed the location of the Blackfang's lair, a place of foreboding known as the Well of Demons. This time they intended to recover the still-missing two captives.

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## Rules Review & Party Matters



A big **welcome aboard** to Hong and his elven avenger Aleya. It's good to see more Tempus worship in the party. No doubt soon I'll convert the rest of you...

Of course, we now have a **6-person party**. The first thing that occurs to me is that of those six, only one (Pieter) has any healing ability. As such, healing is going to be pretty stretched, and will likely be completely insufficient for big combats. I'd recommend that people start looking for powers, feats and items that allow them to heal themselves or others.

We had a good tussle with **Dazed** this session, courtesy of yet another theurge. Hong said it

best, "monster controllers suck". In summary, **Dazed** allows you only one action on your turn, and none out of your turn. So no OAs and no immediate actions - which saved the theurge from a *Battle Awareness* crit.

We also saw yet again just how annoying "**save ends**" conditions can be. It's something that we don't really have a good way of dealing with. Clerics are good at healing, but not at granting saves. That seems to be the Warlord's schtick. If you can get access to a power, feat or item that increases your ability to grant or make saves, it's probably a good idea to take them.

## XP Table

Type	Encounter	XP value (each)	Total
Combat	Slave Pits	208 xp	
Combat	Bending Rules	200 xp	
Quest	A crown returned	33 xp	
Quest	Winterhaven's Lost	200 xp	
General	Roleplaying	75 xp	716 xp
<b>Progressive total:</b>			<b>9,231 xp</b>



## Treasure Collected

Person	Coins	Items	Other
Pieter			200 gp <i>residuum</i> (Sister Gwen's armour)

## Quest Tracker

Quest	Clues/Notes	Status
Gendar's Errands	Return the Scepter to Gendar	Incomplete
A Dreadful Boar	Return Tusky to Ulthand Deepgem	Incomplete
Where's Paldemar?	Find Paldemar Spellweaver	Incomplete
Terrlen's Curse	Help Terrlen rid himself of lycanthropy	Incomplete

