

STONES AND SHADOW, TREES AND LIGHT

Session Twenty Eight:
13 Highsun 1479

Session 28

9 August 2009

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Points of note:

- *Soveliss' ritual revealed that the map was created by Paldemar, who has a tiefling servant, and that the minotaur statue in the Hall might be animated.*
- *Dek inflicted a Dizzying Blow critical hit on a gnoll for 38 points of damage.*
- *The defeated gnolls wore icons of the mad god Cyric.*

Laughter in the Darkness

Suspecting that the mysterious invitation was a trap, our heroes resolved to ignore the summons and continue on after the Blackfang gnolls. Arriving at the well of demons, they were ambushed by a tentacled horror that tunnelled up from the floor and two camouflaged chokers clinging to the ceiling. A ghoul loped out of the darkness to feed on those grabbed by the tentacles.

Even as Soveliss and Bengi teleported away from the chokers, the tentacled creature, which Soveliss called a phalagar, latched onto Caelan and savaged him with acid-coated teeth. As its limbs thrashed wildly, the druid, Dek and Pieter struck out at the Phalagar again and again. Lopped tentacles soon littered the floor of the chamber, and the dying creature collapsed back into the ground with a shriek.

The ghoul leapt on a struggling Bengi and paralysing saliva brought the golem to a halt. Nearby, Pieter channelled the fire of the gods to burn the choker attacking him. Divine power surged through Bengi, allowing it to escape its attacker's toxin.

Outnumbered, the chokers and ghoul did not last long. The last choker fled across the ceiling and into a crack in the wall. Caelan and Pieter tried to give chase, but could not catch it.

After searching the well in the room, our heroes studied the walls to determine which way to go. Pieter noticed that one of the

corridors was decorated with gory scenes of sacrifice and suggested that if Caelan's brother were in the Well, that would likely be his fate. The Heroes of Winterhaven decided to follow the friezes to their conclusion.

Heading down the tunnel, they soon came to a side corridor that terminated in a door. They could hear bestial mocking laughter beyond, and the pained grunting of a boar. Realising that they had found Tusky, the Heroes of Winterhaven kicked open the door. Beyond, they found four hyenas surrounding a pen, with three gnoll archers nearby. Inside the pen, Tusky grunted madly at his tormentors.

After Dek and Bengi rushed to engage the archers, the foam-mouthed hyenas soon surrounded and savaged Pieter, seemingly able to pierce even his most well-constructed defences. Only the Tempuran's healing magic stopped him from falling. Fortunately, the hyena's focus allowed Soveliss and Caelan to counter-attack unimpeded. Soveliss moved in and unleashed a thunderwave, catching Tusky in the blast. The boar slammed back against the pen with a crack and a squeal of pain.

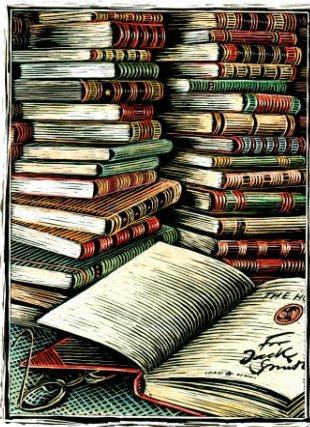
Dek and Bengi soon bested the gnolls and the last of the hyenas fell soon after.

Even as Pieter limped over to Tusky's cage to mend the boar's wounds with a word, Dek tried to soothe the beast by talking to it in dwarven. Tusky seemed to calm, but the massive beast was still far from docile.



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Rules Review & Party Matters



Not too many rules issues this session, and all them concerned Dek. Pesky dwarf!

Of note, there was some confusion about Dek's actions when he used an Action Point to attack with *Footwork Lure*. Importantly, that power allows the fighter to make a shift (which would otherwise be a separate move action) as part of the attack..

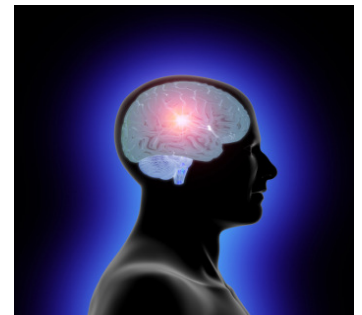
There was also a moment of uncertainty when Dek used *Pass Forward* to circle around a gnoll without drawing an opportunity attack.

We also had an issue with the **jumping** rules, largely because it's been so long since we last needed to use them. Ultimately, Pete made a ruling that left the doughty dwarf tottering on an unsteady wall of straw; not that that stopped him from proceeding to dismember the archers.

Just a quick reminder that **games might be sporadic** for the remainder of August and most of September. The DM and I (individually) have other activities to look forward to. Until next time!

XP Table

Type	Encounter	XP value (each)	Total
Combat	Chamber of the Well	300 xp	
Combat	Practice Hall	320 xp	620 xp
Progressive total:			9,851 xp



Treasure Collected

Person	Coins	Items	Other
Aleya	65 gp		
Bengi	64 gp		
Caelan	64 gp		
Dek	64 gp		
Pieter	64 gp		
Soveliss	64 gp	<i>Gauntlets of the Ram</i>	
Unallocated		3 pendants dedicated to Cyric	3 small barrels of wine 3 pieces of jade 3 pieces of amber

Quest Tracker

Quest	Clues/Notes	Status
Gendar's Errands	Return the Sceptre 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

