

STONES AND SHADOW, TREES AND LIGHT

Session Twenty Nine:
13 Highsun 1479

Session 29

23 August 2009

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Points of note:

- *Tusky begun following Dek around the Well.*
- *Soveliss steered clear of the beast until the gnoll leader appeared, at which time he was more than happy to take cover behind Tusky!*
- *Caelan lashed out at the gnoll leader and the tieflings in a storm of claws and fangs, leaving them bloody and reeling.*
- *Bengi found ritual scrolls outlining a method for entering a 'sanctum'.*

The Fury of Demons

Bengi clambered into the boar's pen, seemingly unafraid of the massive beast. Waves of magic radiated from the warlock. The boar snuffled and eyed Bengi distrustfully, but slowly backed away into the corner of the pen. Pieter took hold of a gnoll arrowhead lodged in the beast's flank and skilfully yanked it out.

Tusky squealed in surprise before realising that its pain had lessened. The massive creature snuffled contentedly and began to nuzzle Bengi's hand.

Dek looked up from cleaning up his axe and noticed that the boar had been pacified. He spoke to it in Dwarven, and Tusky immediately abandoned Bengi for the dwarven fighter's attention.

The party briefly discussed what to do with the creature and agreed that they could not spare the time to return it to the Hall. In the end, they decided to release it from its pen. To their surprise, Tusky began to faithfully follow Dek.

Unable to prevent the beast from following them, the Heroes of Winterhaven pushed on in search of Caelan's brother. Turning down a narrow corridor they burst into a room containing more hyenas and 2 gnolls wielding fist claws made of sharpened bone.

Two tieflings sat at a table, initially uninterested in the battle that erupted.

As combat roiled in the narrow chambers, a

door to the party's rear burst open and a massive gnoll charged Soveliss from the rear. Pieter moved to engage and delay the beast.

Whilst Dek held the southern opponents to a standstill, Caelan dashed through the combat slashing at any enemies that left themselves open. However, when the tieflings teleported into combat, the druid suffered grievous wounds.

As the flail-wielding gnoll died, Pieter dashed to investigate a strange 'pop' sound in a nearby room and found himself face-to-face with an eight-foot-tall ape covered in fiery orange fur. Undaunted, he moved to block the demon's path to the rest of the party.

The gnoll's leader's flail and the tieflings' poisoned blades soon dropped Caelan. Without saying a word, Bengi faded from view next to Pieter and was replaced with the druid's prone form. The Tempuran glanced around in shock, before channelling sacred healing into his companion.

Pieter and Aleya corralled the Barlgura demon and soon destroyed it; the beast's mighty fists unable to penetrate their shields of faith.

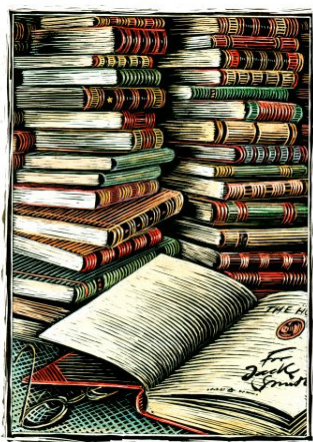
As it fell, Dek, Bengi and Soveliss finished the last of the hyenas and the party found themselves alone before a bone altar to Cyric, the mad god of murder.

Rifling through the papers there, Bengi uncovered references in abyssal to a secret sanctum and to the 'sacrifice' necessary to gain entrance. They now knew why Caelan's brother had been taken...



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Rules Review & Party Matters



There were no real rules queries this session, but a lot of discussion is currently taking place on the forums on how we can progress the plot faster by minimising less important **combat time**.

As part of that discussion, it seems agreed that we'll try to minimise our out-of-character turn planning and our "take-backs" of actions prompted by comments by other players. That should go some way towards **making turns go faster**.

It's also been suggested that players who are bored during combat because their personal

turn is over so quickly can ask Pete for **control of one or more monsters** so that they're active for longer portions of the session.

We might also **investigate** narrative-based mechanics "borrowed" from other systems or house rule skill challenge mechanics to substitute for less plot-relevant combats.

Oh the times, they are 'a changin...

Speaking of which, if you haven't already done so, please advise Pete of your level 7 **power choices**. Slackers.

State of Play

Treasure Collected

Person	HP	HS	AP	Coins	Items	Other
Aleya	43/57	6/8	1	102 gp, 5 sp		
Bengi	50/56	7/10	0	102 gp, 5 sp		
Caelan	35/49	2/8	2	102 gp, 5 sp	<i>Hide Armbands of Power</i>	
Dek	62/69	12/13	0	102 gp, 5 sp		
Pieter	59/59	3/8	1	102 gp, 5 sp		
Soveliss	49/49	4/7	1	102 gp, 5 sp		

From the Mouths of...

"Stay down, spawn"
- Pieter drives his weapon into the defeated Bargura, ensuring that the demon does not rise again.

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

