

# STONES AND SHADOW, TREES AND LIGHT

Session Thirty One:  
13 Highsun 1479

Session 31

4 October 2009

## Inside this issue:

|                         |   |
|-------------------------|---|
| Session recount         | 1 |
| Points of note          | 1 |
| Session recount (cont.) | 2 |
| State of Play           | 2 |
| Quest tracker           | 2 |

## Points of note:

- *Aleya and Caelan are both near-exhausted after completing the Well's trials.*
- *Each of the party drank from the pool, gaining resistance to fire.*
- *After the party invoked the ritual circles, the bell, dagger, and mask disappeared, presumably back to their resting places.*

## Blood and Screams

Anxious to make their way through the Well with haste, our heroes pushed open the nearest door and discovered a room filled deep with blood. A pair of booted legs lay half submerged on stairs leading down into the lake.

While the others took in the giant minotaur statues on either side of the room and the pieces of the Dagger standing on pedestals across the lake of blood, Bengi grasped the legs and pulled.

The limbs came out of the blood without either resistance or a torso attached. With them came a red-skinned demon that grabbed the golem and dragged it back into the acidic blood. At the same time, the minotaur statues began to lash out with their scourges, striking adventurer and demon alike.

Dek, Bengi and Aleya rushed forward, jumping, running and swimming across the room to reach the pieces of the Dagger. More carnage demons appeared as they moved, but they refused to be halted.

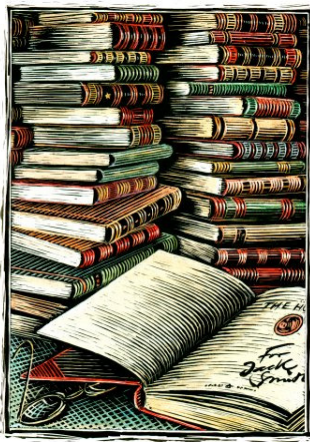
The other heroes remained outside the room, clear of the attacks of the demons and statues, lending what aid they could. Only when Aleya was cornered by two demons did Pieter move to engage. Dek and the two Tempurans together managed to fight off the two evistros long enough for all to escape. Our heroes now had the Dagger and the Mask in their possession.

After a quick rest to regather their strength, the Heroes of Winterhaven moved on to the last room. Inside they found pillars of writhing limbs and faces, chattering maddeningly. Soveliss' arcane senses detected the presence of the Bell at the back of the chamber and, before anyone could stop him, Dek charged into the room past the pillars. "Wait there!" he cried as he disappeared around a corner.

*(Continued on page 2)*



SESSION THIRTY ONE:  
13 HIGHSUN 1479



*(Continued from page 1)*

Even as Dek moved out of sight, the columns screeched and reached within themselves, pulling evistros into the room from some unknown space beyond.

Dek raced past these new enemies to the altar where the Bell rested. Pausing only long enough to recover the component and holy symbols of Moradin and Tempus, the dwarf narrowly managed to avoid being cornered by the evistros and a balgura demon that surged from the shadows. Then he was off again, sprinting for the door where his companions were fighting to keep the entrance clear. Dek

stepped out, and our heroes hastily slammed the door shut.

As they recovered their breath, Caelan felt a force go through him. He knew that something had happened to his brother.

The Heroes of Winterhaven now had all of the ritual components. They made their plans and drunk deep from a magical pool nearby, before splitting to activate each magic circle. As Bengi channelled Dek's life energy into the fourth, the entire Well shuddered and shook and a roar sounded beneath them. The dragon guardian had risen.

## State of Play

| Person   | HP    | HS   | AP | Coins | Items   | Other |
|----------|-------|------|----|-------|---|-------|
| Aleya    | 59/63 | 0/8  | 2  |       |   |       |
| Bengi    | 47/61 | 4/10 | 2  |       | <i>Boots of Eagerness</i>   |       |
| Caelan   | 22/54 | 0/8  | 4  |       |   |       |
| Dek      | 70/75 | 2/13 | 1  |       | <i>Dynamic waraxe +3 (upgrade)</i><br><i>Bracers of mighty striking</i> |       |
| Pieter   | 59/59 | 1/8  | 2  |       | <i>Symbol of the holy nimbus +2 (upgrade)</i>                           |       |
| Soveliss | 44/46 | 4/7  | 1  |       |   |       |

## Quote of the Session

"Run!"

- Pieter answers Aleya's question about what he wants her to do, having come to her aid against the carnage demons.

## 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 |

