

# STONES AND SHADOW, TREES AND LIGHT

Session Thirty Four:  
15 Highsun 1479

Session 34

15 November 2009

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## Points of note:

- *Our heroes discovered that Paldemar's acolytes, the Enigmas of Cyric, have the power to deprive their enemies of their most powerful attacks.*
- *Paldemar's chambers contained a motionless bronze warder held in some sort of arcane field.*
- *His notes confirmed that he had sold Stormbringer and Soveliss' prism to someone identified as Michael the Burnt.*

## Assault of Bronze

Pressing forward through another teleporter, the Heroes of Winterhaven soon encountered a bronze warder. Dek didn't hesitate. The dwarf charged forward even as the animated statue sounded an alarm. Nearby doors flew open and further enemies emerged.

Norkers and clerics of Cyric soon surrounded our heroes but they stayed the course, focusing on the Warder until Aleya managed to extract it from the melee and expose it to Caelan's primal fury.

With the golem down, the adventurers turned their prowess on the remaining enemies. Bengi moved like a raging shadow among the norkers, stripping them of their life and leaving only corpses behind.



Soveliss' magic hampered and wounded Paldemar's allies before he was engaged by a norker berserker. Pieter looked up at this new development and rushed to help, smashing the berserker back.

Aleya and Dek cornered one of the cyricite clerics in a side room. Between the avenger's blade and the dwarf's axe, the cleric never stood a chance.

In the aftermath of the confrontation, the Heroes of Winterhaven investigated Paldemar's workshop and personal chambers. They discovered the mage's notes and diary, which indicated that Spellweaver had discovered a way to store energy in (and recover it from) the pillars in the tower's temple. Bengi passed the information to its companions.

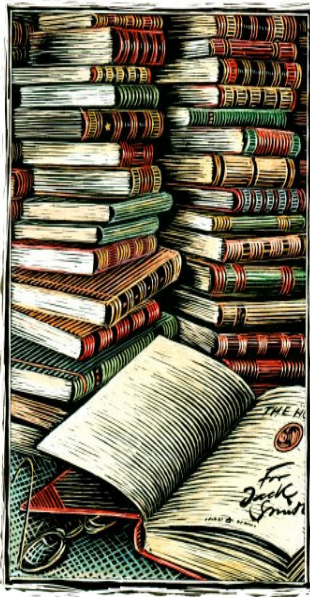
The notes also revealed that Paldemar knew of our heroes' approach and had fled the tower to seek the advice of Michael the Burnt, the red wizard of who Thain Cardanis had spoken. Paldemar's trip had seemingly been powered by teleportation magic from the temple pillars.

Our heroes satisfied themselves that Paldemar's arcane machine to control the Bronze Warders was not yet working, then moved to the next teleporter.

Flashing through it, they found themselves in a small antechamber. The adventurers clustered together into a battle line, then Dek threw the doors open. Beyond, they saw a massive temple lined with six crystal pillars glowing with green energy. Rank upon rank of norkers knelt in worship before two clerics as a pair of bronze warders stood guard over the congregation.

One of the clerics glanced up at the intrusion just as Dek broke into a charge.

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## In their Eyes: Paldemar's journal

### 9 Highsun 1479

Scarmaker has researched his ritual and has asked me to supply him with sacrifices. I have let him have supplies and have arranged for the Grimmerzhul to sell on two of their slaves. I have been a good customer to the duergar, especially since the swords I purchased for Kalarel's plans. I wonder how he fairs. Michael has lost contact and he worries so. He will no longer be seen in the Halls but then I do not return there. I wonder who they are to each other. Michael seems busy trading with the giants but still I see his worry.

### 12 Highsun 1479

I panic. My lord must not find out. If Michael finds out also I do not know of who I fear most. Kalarel is dead. He is slain by those who have come to the halls. They have killed the Grimmerzhul. They may know of the slaves

and the plan at the Well. I must send my apprentices to destroy them.

### 13 Highsun 1479

My plan fails. They have gone, but where? I fear the worst. I should have sent men after them, not expected them to come to me. I was foolish. I shall visit MtB. I shall tell him the rumours and ask his guidance; perhaps ask his assistance. He is busy with those huge creatures but I will try to gain audience. I shall set the apprentices to finish the work and return as soon as I can. I shall use the power in the temple.

### 14 Highsun 1479

Today I shall drain some of the power stored in the crystal pillars and travel to MtB. I shall return within a few days.

## State of Play

Person	HP	HS	AP	Coins	Items	Other
Aleya	70/70	7/9	1	433 gp		
Bengi	62/67	8/11	1	433 gp		
Caelan	59/59	8/8	1	434 gp		
Dek	82/82	5/14	0	434 gp		
Pieter	64/64	7/8	1	433 gp		
Soveliss	58/58	6/7	1	433 gp	Salve of Power	
Unallocated						Ritual Book of Arcane Lock, Brew Potion and Leomund's Secret Chest.

## Quote of the Session

*"Cyric came to me again. We are to continue the work with MtB and his Shar clerics. I am to start the plan and the halls will be driven mad and become mine to control. First I must find a place to become the focus."*

- Paldemar's journal reveals the Mage's true self.

## Quest Tracker

Quest	Clues/Notes	Status
Gendar's Errands	Return the scepter to Gendar	Incomplete
Where's Paldemar	Defeat Paldemar Spellweaver	Incomplete
Terrlen's Curse	Help Terrlen rid himself of Lycanthropy	Incomplete

