

STONES AND SHADOW, TREES AND LIGHT

Session Thirty Six:
15-16 Highsun 1479

Session 36

17 January 2010

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Points of note:

- *Soveliss compared the handwriting on notes gathered through our heroes' adventures and surmised that Kalarel had been Michael the Burnt's son!*
- *Bengi seemed to be taken under the wing of the golem Tallahassee.*
- *In the tent city beyond Caleb's tavern, the PCs uncovered the butchered body of a deva. Pieter was visibly incensed. Soveliss, not so much...*

In the Slums of Umbraforge

Soveliss and Bengi proposed waiting for Paldemar to return and then ambushing the Mage of Saruun when he re-entered the cave, but Pieter urged the others to push on into the tent-town as soon as possible.

In the end, the decision was taken from our heroes. Too weary to push on, they found a secure-looking clearing and settled down to rest. Within minutes, however, two short creatures – pale and with bulbous noses – emerged from the undergrowth.

Fortunately, the two dark creepers assumed the Heroes of Winterhaven to be mercenaries newly arrived at the shanty town below. The dark creepers ushered the adventures towards the town, and they had little option but to comply. Attacking the creepers would draw too much attention, and the guise of mercenaries seemed to offer our heroes a passable front for their presence in the area.

Wandering through the town, the adventurers kept their ears and eyes open and managed to gather a scattering of useful information. The shanty town was known as Umbraforge and was ruled over by Michael the Burnt. From it he traded in weaponry, magic, and troops. From the size of his tower, it was clearly a profitable business. Umbraforge overflowed

with humanoids, many of whom radiated a palpable aura of menace and enmity. Umbraforge was not a nice place.

Caelan toured the marketplace listening for information. He overheard people talking about giants and elementals preparing for war, and mercenaries boasting about staging raids against supply routes near Luskan and Icewind Dale. Clearly something was afoot in the realms, and the fact that it was being staged from the Shadowfell was doubly troubling.

Meanwhile, Bengi discovered a portion of town dominated by golems like itself. They called themselves warforged and mentioned coming from a place named Eberron through the City of Doors. At first the strangers welcomed Bengi, but soon decided it was defective when it mentioned the voices in its head.

Eager to track down Paldemar, our heroes went to visit Brakk, the ogre in charge of recruiting mercenaries for Michael's campaigns. Brakk pitted them against a group of trolls and ogres in a fight for his approval, and the Heroes of Winterhaven triumphed easily. As the dust settled, they were ushered over to a personal audience with Brakk.





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Rules Review & Party Matters



We didn't have any real rules discussions this session, largely because we spent most of it wandering incognito through unfamiliar and dangerous territory.

About the closest thing we had to a rules query was when I noted that, according to the rules, no matter how much fire or acid damage you did once it was down it was impossible to **kill a troll** unless the blow that dropped it to 0 hp did one of those types of damage.

Fortunately, Pete had foreseen that issue and sagely ignored it. The big green guy was soon face-down on the field of battle.

Unfortunately, that happy note is cancelled out by an ever sadder one.

Hong has decided to leave the campaign in search of a face-to-face game. We wish him well and the best of luck in finding a better gaming group than us lot of sourpusses. I know I'll miss hearing "not the face!"

The only bright side is that now Pieter doesn't have to worry about Aleya stabbing him in the back with a fullblade...

Bye Hong, and thanks for the good times.

State of Play

Person	HP	HS	AP	Coins	Items	Other
Bengi	54/67	10/11	0	2 pp		
Caelan	52/59	8/8	1	2 pp		
Dek	76/82	13/14	1	2 pp		
Pieter	43/64	8/8	0	2 pp		
Soveliss	38/58	7/7	0	2 pp		

Quote of the Session

"I help convince things that oppose us that they made a mistake."

- Dek answers Brakk's question, "What are your skills?"

Quest Tracker

Quest	Clues/Notes	Status
Gendar's Errands	Return the sceptre to Gendar	Abandoned
Where's Paldemar	Defeat Paldemar Spellweaver	Incomplete
Terrlen's Curse	Help Terrlen rid himself of Lycanthropy	Incomplete
A Long Way from Home	Find a way out of the Shadowfell	Incomplete

