

STONES AND SHADOW, TREES AND LIGHT

Session Thirty Eight:
18 Highsun 1479

Session 38

7 February 2010

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Points of note:

- *Pieter's Curse of Misfortune prevented the anaxim hounds getting any further hits with their lightning spikes.*
- *Dek critted Malachi for 52 hp damage, not once but twice!*
- *Aeron healed Pieter towards the end of the combat, saving the cleric from potential injury.*

Two Mages Down, One to go

Bursting into the tower from the secret tunnel, the Heroes of Winterhaven stumbled upon a group of shadar-kai. The shadowfell natives didn't hesitate to attack.

Dek and Pieter moved forward to engage, even as their opponents vanished from view. In the rear, a shadar-kai witch gestured at Dek and the fighter cursed as a shroud of darkness covered his eyes. He lashed out around him with his waraxe, knowing that our heroes' enemies must be near.

Pieter again moved forward to assist Dek, only for two of the shadar-kai to teleport past him and assault Soveliss. Leaving the doubtful fighter to fend for himself, the tempuran turned to hold the eladrin. Unfortunately, he soon found himself wrapped in coils of pure shadow.

Bengi surged forward to clear the warriors from Soveliss, only to find himself blinded by the witch. In the distance, Paldemar darted across the open doorway and rode an elevator of force into the floor above screaming, "they're here! The ones that killed Kalarel!"

Realising that there surprise was quickly dwindling, the Heroes of Winterhaven redoubled their efforts. Above them, a woman was heard to say "No Paldemar, you may not call Michael to open the portal.

The news of our son's death has brought back many memories and much anger over the loss of his first wife and son all those years ago. My husband needs time.

We shall deal with these insurgents, these murderers."

Dek and Pieter both shrugged off their afflictions and the renewed might of the adventurers was too much for the shadar-kai to resist. Soon, they lay in a crumpled heap and our heroes looked up into the elevator shaft. There was nothing for it, so first Dek then Soveliss rode it into the ceiling. The others soon followed.

Above, they discovered a strange garden, one wall covered with a shimmering portal. Paldemar and a woman (who could only be Michael's wife Malachi) stood ready, each guarded by an enormous red hound. Dek charged Paldemar, only for the mage to shroud his mind, appearing invisible to the dwarf.

Bengi, Soveliss and Caelan focused on Paldemar while Dek and Pieter turned their attentions to Malachi.

Paldemar raked our heroes with bolts of lightning and force, even as the hounds sprayed the room with terrible lightning spikes.

Pieter laid a divine curse on the creatures and they found themselves unable to hit our heroes.

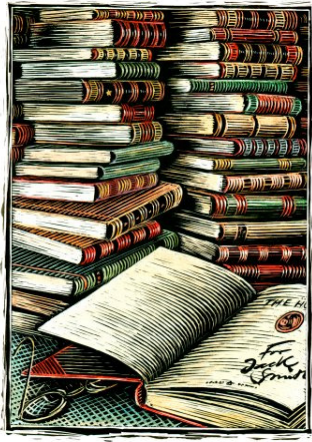
Malachi fell to Dek's axe even as Bengi, Caelan and Soveliss brought Paldemar to heel. Although Paldemar's hound managed to corner Soveliss in a side chamber, it was not enough to save the creature's master, and Dek's axe ended the rogue mages life.

Just outside, the volcano rumbled ominously. Michael waited above with Stormbringer and the prism, but it seemed time was running out.



SESSION THIRTY EIGHT:
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Rules Review



A very intriguing session this time around, with a few rules niggles.

Firstly we misread the *gloomblade's* power and thought it was invisible until the end of its next turn, rather than the current one. That certainly added to its longevity.

Then we had to look up **restrained** for the first time ever, but fortunately Pieter got out of it quickly enough that it didn't matter.

The combat with Malachi and Paldemar was a bit of a demonstration of PC awesome. Dek **broke the biggest hit record**, and then did it

again a few rounds later. Pieter proved that level 1 dailies can be awesome if enemies are kind enough to keep failing their saving throws, and then spoilt the effect by proving that leaders who get caught in the middle of a room full of multi-target attacks aren't going to last long.

Fortunately, **Caelan's brother** was on the case and all was well that ends well.

Now to recover those oh-so-groovy items and figure out how to **escape that volcano**. Because I'm pretty sure that rumbling isn't just for show...

State of Play

Person	HP	HS	AP	Coins	Items	Other
Bengi	52/72	8/11	1			
Caelan	52/64	7/8	1			
Dek	80/88	11/14	1			
Pieter	61/69	3/8	1		<i>Cloak of the Chirurgeon</i>	
Soveliss	59/62	4/7	1			Magic components
Unallocated						1123 DR vintage Evermead, Paldemar's portal key, Ritual book containing Analyze portal and Seal portal

Quote of the Session

"When Dek goes up [the elevator], Sov recommends we go down the pub for an ale"

- Soveliss' player shows faith in Dek's abilities. Yeah, that's what it was...

Quest Tracker

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

