

STONES AND SHADOW, TREES AND LIGHT

Session Forty:
18–23 Highsun 1479

Session 40

14 March 2010

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Points of note:

- Pieter reported the Giant threat to Waterdeep's Temple of Tempus.
- The desecrated sarcophagus in the tomb was unopened. It was inscribed "Shevya Rochu, a friend to all, 1368–1413" but had been daubed with the message "HA! Now we BOTH know that SHEV still lives!".
- Pieter suspects that "Shev" refers to Shevarash, the exarch of revenge.
- Caellan identified the ink used as coming from Moray in the Moonshae Isles, an island infested with lycanthropes that worship Malar.

Furriers & Woolmen

The Heroes of Winterhaven found a local inn and took up lodging while they decided what to do next. They spent the night studying their new acquisitions, and then the party dispersed into the bustling city on various errands.

Pieter visited an old acquaintance of his in the Mountainside district and then the tempuran, Bengi, Dek and Soveliss went to visit the city watch. They reported what that had uncovered in the Shadowfell to a series of watchmen of increasing rank before a sergeant took a written report. He told them he would pass the information to his superiors, who would contact the adventurers should anything else be needed.

Having taken what action they could in the short term, our heroes spent a few days of well-earned solitude in the inn. Pieter and Soveliss spent much of that time instructing each other in ritual magic, and the cleric couldn't help but notice that something had changed in the eladrin since he recovered his prism.

On the morning of the fifth day, a stranger entered the inn and asked for the adventurers by name. He handed them a scroll; a request for aid from the Solemn Order of Recognized Furriers & Woolmen. Despite misgivings over how the guild knew of them and why they were being recruited like common mercenaries, the Heroes of Winterhaven answered the summons and met with the guildmistress Daundratha Hornhand.

Much to their surprise, she revealed that the they had been

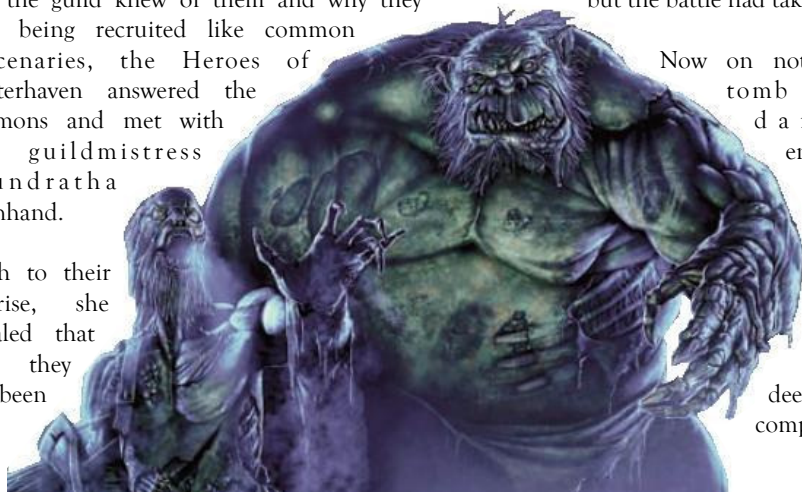
recommended to her by an acquaintance named Valthrun. Pieter struggled to contain his shock.

She explained that her husband, the previous guildmaster, had recently died and was due to be buried soon. Unfortunately, the guild tomb had been discovered to be infested with undead, and she needed it cleared before the funeral could commence.

Our heroes agreed to help and set off for the tomb, which turned out to be accessed via portal to the astral sea! Once inside, they quickly encountered a group of frost-ringed zombies and a monstrous zombie hulk. Dek rushed forward to block a chokepoint in the corridor, only to find himself hemmed in by the zombies, whose freezing aura chilled him to the bone. Gritting his teeth, the dwarf told his companions to stay out of the frost and they complied, slinging spell and prayer at the undead even as they pummelled Dek.

Under their relentless attacks, even Dek's formidable defences could not hold out forever, and he lost consciousness just as the Heroes of Winterhaven destroyed the last of the zombies. In the gloomy silence of the tomb, Pieter's prayers healed Dek's wounds, but the battle had taken a clear toll.

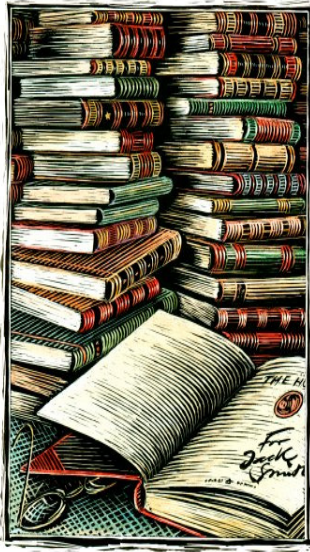
Now on notice that the tomb contained dangerous enemies, our Heroes paused to study a desecrated sarcophagus before pushing deeper into the complex.





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Rules Review & Party Matters



We've had a pretty significant shift in **party roles** since last session. I'm interested to see how Soveliss' new Wizard/Artificer build turns out and how the party operates now that we've gone from one leader (Pieter) to 2 leaders (Pieter, with Dek's and Soveliss' multiclassing counting for half each).

We had a couple of rules discussions this session. The first concerned whether you could **push an enemy** through another enemy's space. Pete ultimately ruled that you couldn't.

We also had a discussion about **stacking effects**, prompted by the absurd number of Ongoing Cold 5 effects the Chillborn placed on Dek. We played that you needed to save against them separately (although the damage didn't multiply), but the ruling in future will

be (as per PHB3?) that identical effects do not stack and you ignore all but the first.

Sadly, Rich has decided that he will **bow out** of the campaign for a while. I'm sure that everyone joins me in wishing him the best and extending an open invitation to return (either full-time or as a guest star) whenever he wishes. Thanks for your contribution Rich – without Caelan and his headstrong brother, we never would have seen the Well of Demons.

We haven't yet decided whether to find a new 5th PC. We might try **playing with 4** for a while to see how it goes.



Caelan says goodbye

State of Play

Person	HP	HS	AP	Coins	Items	Other
Bengi	72/72	10/11	0			
Caelan	64/64	7/8	1			
Dek	88/88	8/14	0			
Pieter	69/69	8/8	1			
Soveliss	65/65	7/7	1			

Quote of the Session

“They give you a small hot drink that's dark brown and tastes extremely bitter.”

- Pieter hobnobs with Ariadne Cooper among the cafes of Waterdeep's Mountainside district.

Quest Tracker

Quest	Clues/Notes	Status
Terrlen's Curse	Help Terrlen rid himself of lycanthropy	Incomplete
Furriers and Woolmen	Clear the guild tomb of undead	Incomplete

