

STONES AND SHADOW, TREES AND LIGHT

Session Forty One:
23 Highsun 1479



Session 41
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Points of note:

- *Bengi contracted level 12 mummy rot. Pieter contracted level 10 mummy rot.*
- *Pieter confirmed that the occupants of the four sarcophagi had been raised as the chillborn encountered earlier.*
- *Dek, Bengi and Pieter managed to repair the damage to the fresco while waiting for Soveliss to conduct his ritual.*

Maddening Whispers

Moving further into the tomb, our heroes discovered a chamber containing four sarcophagi, their lids ajar. An impressive fresco of a bull elk filled the roof, scarred by a massive gouge. Dek pointed out that the stone removed by the gouge had been glued back onto the roof in another location, spoiling the fresco.

As the Heroes of Winterhaven moved cautiously into the chamber, Dek moved towards one of the sarcophagi and then stopped, clutching his head in confusion. Simultaneously, wool-wrapped figures moved out of the darkness and attacked.

Pieter moved up to support Dek even as the dwarf charged the mummy lord that had moved into the light, leaving the tempuran flanked by mummies that pummelled him with grave-born power. A dark figure emerged through the side of a sarcophagus and touched Dek with an insubstantial finger. The fighter turned and lashed out at Pieter, striking the cleric a grievous wound.

Bengi and Soveliss rushed to assist, sending fire and sound into the undead. Their intervention saved Pieter, buying him enough time to heal his own wounds.

With the immediate danger overcome, our heroes moved to turn the tide, only to find their heads filled with the wraith's mad whispers. Bengi and Soveliss retreated to the outer edges of the chamber and managed to avoid the worst of the effects while Pieter and Dek continued the fight against the mummies.

Finally, after almost a minute of frenzied combat,

the last of the lesser mummies fell and the wraith soon followed, leaving the mummy lord alone to face our heroes' wrath. Even as he struggled, the undead spoke ("I curse you all. I curse you all to a slow death. In time you will become me") but it could not prevail and it finally fell to a burst of Bengi's flames.

In the aftermath of the combat, the adventurers studied the mummies and tried to regain their strength. Bengi and Pieter soon began to cough, and the cleric confirmed the worst: that they had contracted mummy rot.

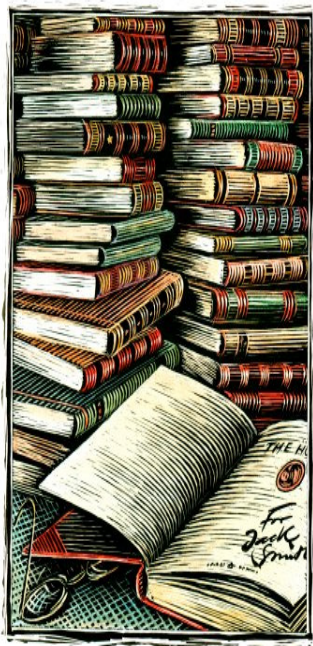
Unsure of whether they could press on, Soveliss persuaded the others to allow him to attempt to magically "read" the mummy's wrappings.

As the eladrin sat down to conduct his ritual, the others took up positions around the chamber. Bengi stood guard near the far doorway, and the golem's precaution was eventually proven justified.

An arrow flashed out of the darkness and bounced off the golem's ornate chestplate. The tomb's other denizens had discovered the adventurers' presence, and they were coming.



Rules Review & Party Matters



Well, who'd have thought that one **Mad Wraith** could be such a pain in the neck. Its aura was easily the single most annoying part of that combat, and we really should have focus-fired the damn thing to rid ourselves of it ASAP. As juicy as the mummy guardians looked, they really weren't bothering us that much.

We made much better use of our **Knowledge checks** this encounter, which gave us an edge against the mummies (who'd have thought we could deal so much fire and radiant damage!?) but unfortunately in the hustle and bustle, we forgot to make one against the wraith. Knowing that radiant damage turns off that bloody aura would have been very useful.

We had some discussion after the encounter about how best to **outfit the party** to more efficiently deal with this sort of gimmicky encounter where one type of damage (radiant)

dramatically changes the encounter's difficulty. It was suggested that Pieter picking up the Bless Water ritual and making some holy water might be one answer.

Of course, we may never have another gimmicky encounter that specifically requires radiant damage, but what if there's one that requires fire, or cold? **Versatility** is worth thinking about.

We'll also get to finally see how the **disease rules** work. I hope that with Pieter's +14 modifier in Heal, no one's in any real danger of dying from mummy rot, but it's still going to make the rest of the combats in the tomb very interesting.

With both Pieter and Bengi suffering the disease, neither can really afford to take a real beating. Perhaps Soveliss can act as the **second defender** next encounter?

State of Play

Person	HP	HS	AP	Coins	Items	Other
Bengi	63/72	9/11	1			
Dek	88/88	5/14	1			
Pieter	69/69	4/8	1			
Soveliss	65/65	6/7	1			

Quote of the Session

"I will make you one of mine, stone thing. You will fight as my brute."

- The mummy lord talks trash to Dek..

Quest Tracker

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

