

STONES AND SHADOW, TREES AND LIGHT

Session Forty Two:
24 Highsun 1479

Session 42

11 April 2010

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Points of note:

- In the tomb chamber, the heroes discovered the decapitated body of guild member Vogu Sarwin, his head replaced with that of a ewe. A note pinned to his chest read, "Unlike some guilds I know, I don't steal from the less fortunate".
- The party determined that a necromancer had come from elsewhere and brought some of the undead with him. Others had been raised in the tomb.

Cleansing the Tomb

Bengi shouted a word to its companions, and the Heroes of Winterhaven rose from the resting spots. They moved in force against the two skeletal archers that were moving towards them up the corridor. Bengi blasted one to pieces with a burst of fire and Dek's axe soon reduced the other to inanimate bones.

Now certain that more enemies lay ahead, and unable to retreat because of the pressing deadline for the guild funeral, our heroes pushed deeper into the tomb. There they discovered a small room empty but for 4 pillars.

Two more skeletal archers emerged and attacked. They were soon joined by two four-armed skeletal dervishes that seemed to appear out of nowhere, lashing out at Dek.

As Pieter moved to engage, he glanced at the northern wall. Something about it was just not right. "It's an illusion!" he cried. Seconds later, he was proven right when two rays of fire emerged from the wall to strike Soveliss. At the same time, one of the destroyed archers rose from the ground to attack again.

Dek hesitated at the prospect of trying to pass through the wall, and that hesitation proved costly when two balls of fire flashed through it, catching all but Pieter in their blast. The irate dwarf forced himself to pass through the illusionary wall. There he discovered two flying

skulls wreathed in flames and a three-headed skeleton. Dek moved to engage the skull lord.

Pieter soon followed, blessing the area beyond the wall with radiant energy that burned the undead where they stood and prevented the archers there from rising again. The tempuran lashed out at the flameskulls while Dek pursued the skull lord.

Soveliss soon followed his companions through the wall. Only Bengi had difficulty, the golem's practical thinking obviously struggling to deal with the concept of a fake wall.

The scimitar-skeletons fell first, then the flameskulls. First one skull then another on the skull lord was destroyed, and then the monstrosity was laid to rest by a blast from Soveliss.

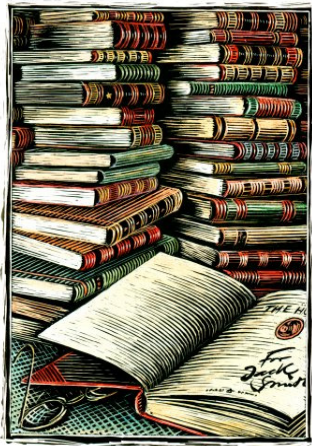
Our heroes did what they could to restore the tomb and dispose of the undead, then returned to present their findings to D a u n d r a t h a . The guildmaster was thrilled with their success, but less so with their tidings.

She offered the group the job of tracking down the necromancer responsible. Pieter replied that he would be willing to help, so long as word did not arrive that they were needed elsewhere. They all had the giants in the north at the back of their minds.

Pieter and Bengi were cured of their mummy rot by a cleric of Kelemvor, and then the party returned to the Dagger's Rest for a well-earned break.



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24 HIGHSUN 1479



Eye on the Realms: Waterdeep

The Jewel of the North is a crossroads city hungry for coin and tolerant of outsiders. Long ago, the Lords of Waterdeep turned away from thoughts of empire and built a commercial powerhouse that dominated trade in western Faerun.

The city is famed for the legendary dungeon known as Undermountain that lies beneath its streets, holding all manner of monsters and treasure.

The inhabitants of Waterdeep are generally cosmopolitan, tolerant and open-minded. Drawn from all manner of cultures and race,

Waterdhavians are unified in their hope of bettering their lot in life. They love to gossip and spread rumours, with information rivalling coin as the chief currency of the city.

Waterdhavians are generally distrustful of Amnians and “northern barbarians” and fear only hordes of orcs and trolls. The citizens buy, sell and make all kinds of goods and services.

Waterdeep is known for its guilds and noble familiar, but both groups have seen their share of setbacks in recent years.

From FRPG, pp 128 & 129

State of Play

Person	HP	HS	AP	Coins	Items	Other
Bengi	72/72	11/11		250 gp		
Caelan	64/64	8/8				
Dek	88/88	14/14		250 gp		
Pieter	69/69	8/8		250 gp		
Soveliss	62/62	7/7		250 gp		

Unallocated

Ritual book containing
*Preservation, Mordenkainen's
Joining, Dark Light, Arcane
Mark, and Amanuensis*

Quote of the Session

“Necroticy Firey”

- Gee, those flameskulls sound dangerous

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 and discover their origin	Complete
Dark Vengeance	Track down the necromancer working against the Furriers' guild	Incomplete

