

STONES AND SHADOW, TREES AND LIGHT

Session Forty Three:
24 Highsun to 2 Fading 1479



Session 43
2 Fading 1479

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Points of note:

- *The wailing ghost seemed to specifically seek Ariadne out.*
- *The spectre of one of the murdered guildmen coughed up strange petals when he spoke.*
- *All of the guildmen appear to have been somehow connected to the theft of the Lantan Collection from Waterdeep two decades earlier. Either the necromancer was a victim of the scheme, or the perpetrator trying to cover his tracks.*

Revenge of the Necromancer

In the days after cleansing the Furriers' and Woolmens' tomb, the Heroes of Winterhaven took the opportunity to enjoy the trappings of civilisation. They loitered at the Dagger's Rest while not out seeing the sights of the city.

Late the next day, a well-dressed and flamboyant woman visited the inn. She was clearly well-acquainted with Pieter, who introduced her as Ariadne, advisor to Master Brendan of the Master Mariners' guild. Ariadne confirmed that the masters of Waterdeep's guilds were acting on the reports that Pieter had given her about the giant activity in the north, but that further investigations were under way. She invited the adventurers to attend a masked ball almost a tenday hence.

They spent the intervening time in their own affairs. Valthrun appeared without warning, delivering to Bengi a smith who could work the strange metal that the golem has recovered from Michael the Burnt's tower. Together, the two of them worked the sample into a bastard sword that glowed with power.

Pieter confronted Valthrun about his elusive ways, but the old sage avoided the cleric's questions, and Pieter stormed out of the inn, only to return late the next day after Valthrun had departed just as mysteriously as he had arrived.

One day, while the Heroes of Winterhaven toured a local market, a group of men bearing the Eye of Justice confronted and then attacked Bengi and Soveliss, calling them "plaguemarked". Our heroes fought back, aided by a dragonborn named Nala who took offence to the attackers' disregard for innocent bystanders. The Eye of

Justice members were soon forced to flee; their inquisitor leader leaping onto a rooftop to escape.

The night of the ball soon arrived, and the party arrived at the event feeling out of place and uncomfortable. Dek ensconced himself at the bar, while Bengi escaped guileless enquiries by hovering near the ceiling in a levitation area created for the partygoers' amusement. Ariadne orbited around a man Pieter later discovered was Master Brendan, clearly smitten with him.

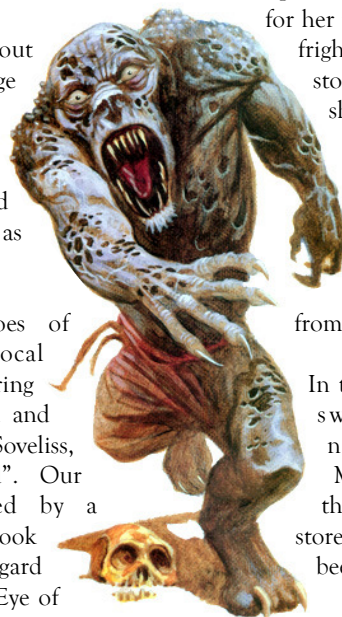
As the party reached full volume, Pieter and Soveliss noticed strange patterns in the coral decorations on the walls. As one they recognised Sevarash's holy symbol, but before they could react a horde of ghouls materialised from the coral and fell upon the guests. The roasted dire boar on the main table animated while a wailing ghost rose from the floor.

Pieter found himself attacked by three ghouls, whose paralyzing claws preventing him from rushing to Ariadne's aid. He called frantically for her to come to him, but the cluster of frightened partygoers in which she stood was hemmed in by ghouls and she could not escape.

Heeding Pieter's urgings, his companions moved to protect Ariadne, but in vain. The wailing ghost flitted past Nala and Dek and ripped the wizardess' throat from her body.

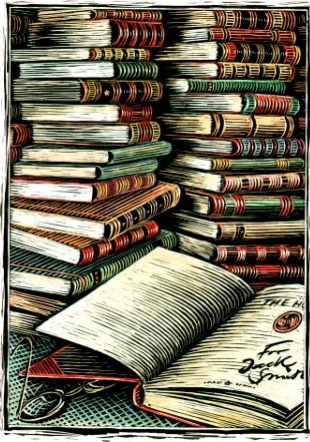
In the aftermath of the battle, Pieter swore vengeance on the necromancer responsible, and Master Brendan showed the party three strange statues found in a store room, replacing awards that had been meant for guild members.

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Investigating the statues led our heroes to a decaying boat in the harbour, where they conversed with the fractious ghosts of the three recently-murdered guild members.

They discovered that all three had at some point in their pasts betrayed others to their deaths.

The ghosts' memories in turn led the adventurers to the city watch, where they convinced a guardsman to hand over the aging report into the sinking of a vessel in the

harbour. Bengi was able to restore the scroll's faded markings, which revealed the name of a witness; a dragonborn named Virko who was known to frequent the Knotted Rope.

It was by now getting late, but Pieter was determined that the necromancer would not get away again.

The Heroes of Winterhaven pressed on through the deepening Waterdhavian night. Arriving at the Knotted Rope tavern, they moved into its crowded interior and began to search for Virko.

State of Play

Person	HP	HS	AP	Coins	Items	Other
Bengi	72/72	8/11	0	110 gp		
Dek	88/88	13/14	0	110 gp		
Nala	61/62	4/6	0	110 gp		
Pieter	65/69	6/8	0	110 gp		
Soveliss	60/62	6/7	0	110 gp		
Unallocated					Swimtide harness	

Quote of the Session

"We should never have taken so long to track down that necromancer. Now he dies"

- Pieter's rage builds as he finishes administering last rites to Ariadne.

Quest Tracker

Quest	Clues/Notes	Status
Terrlen's Curse	Help Terrlen rid himself of Lycanthropy	Incomplete
Dark Vengeance	Track down the necromancer working against the guilds	Incomplete

