

STONES AND SHADOW, TREES AND LIGHT

Session Forty Five:
4–8 Fading 1479

Session 45

23 May 2010

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Points of note:

- The group quizzed Renaer on what the Masked Lords would do if their investigations revealed that one of their own was responsible for the chaos in the city. He responded that they would “clean their house”.
- The party is yet to decide what to do with the Lantan Collection (or indeed whether or where to hide it for the time being).

In Downshadow lies Death

Pieter’s desperate search came to a frustrating end. A merchant who had known the Morn family recalled Azu Morn, the son whom captain Morn’s journal had mentioned, but had not been in contact with the family since Morn died. Neither he nor anyone else Pieter met could provide Azu Morn’s location. Pieter returned to the Dagger’s Rest defeated.

The following days passed with maddening slowness. No one seemed able to track down Morn, and the ward protecting Waterdeep against divinations prevented attempts to locate him with magic.

On the morning of the third day, the necromancer showed his hand. A message arrived threatening an attack against the Fine Carvers guild, and our heroes’ patrons sent them to investigate. On arrival, they discovered it was nothing more than a ruse. In his haste, Dek cut down one of four actors hired by Morn as a “surprise” for the party.

Morn’s undead instead assaulted one of Waterdeep’s markets, and after realising their mistake the Heroes of Winterhaven rushed to intervene. While Pieter aided the wounded, Dek and Bengi took the battle to the invaders. Nala cajoled the frightened militia guards and Soveliss used his magic to disrupt the arcane forces powering the assault.

Eventually the undead were defeated, and a well-dressed man appeared from the crowd. Renaer Neverember, son of the Open Lord of Waterdeep, thanked the adventurers for their assistance and retired with them to the Singing Sword tavern. There

they discussed the necromancer and Pieter revealed Azu Morn’s name. The group agreed to deal with the necromancer if Renaer’s contacts could track him down. In return they asked for a meeting with Renaer’s father. Pieter promised it would be worth the Open Lord’s while.

Fortunately, Renaer proved as resourceful as his reputation promised, and word soon reached our heroes that Morn was hiding in near Downshadow, the slum city deep beneath Waterdeep. Our heroes set off in pursuit.

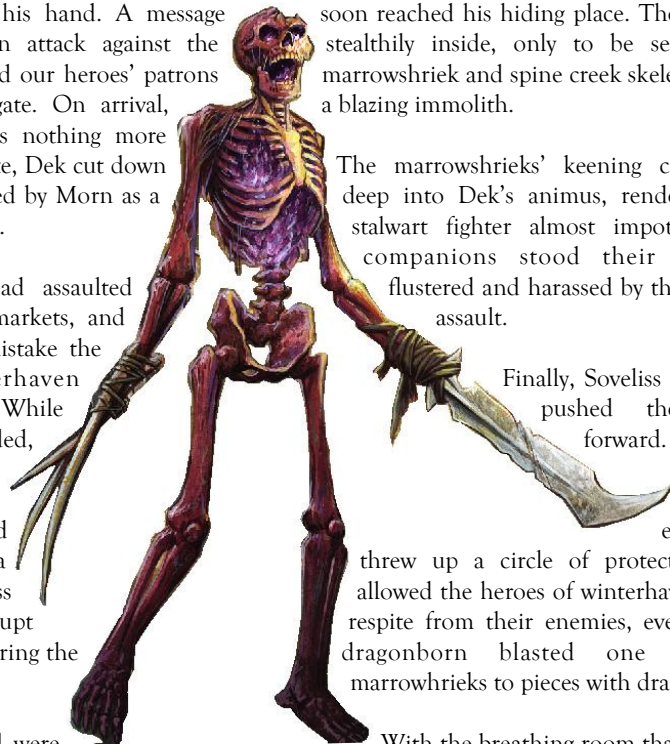
Tracking the necromancer’s purchases of arcane reagents, the Heroes of Winterhaven soon reached his hiding place. They moved stealthily inside, only to be set up on marrowshriek and spine creek skeletons and a blazing immolith.

The marrowshrieks’ keening calls bore deep into Dek’s animus, rendering the stalwart fighter almost impotent. His companions stood their ground, flustered and harassed by the skeletal assault.

Finally, Soveliss and Nala pushed their way forward.

The eladrin threw up a circle of protection that allowed the heroes of winterhaven some respite from their enemies, even as the dragonborn blasted one of the marrowhrieks to pieces with dragonfrost.

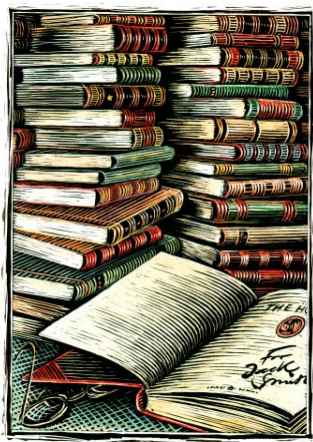
With the breathing room that the two arcanists had created, the Heroes of Winterhaven redoubled their efforts, soon seeing off the skeletons and then the immolith. But the battle had sorely tested them, and Morn was still yet to reveal himself.





SESSION FORTY FIVE:
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Rules Review & Party Matters



The only rules query that we had this session concerned the immolith's **variable resistance**. Pete ultimately determined that the immolith could nominate its resistances as each attack landed, allocating the resistance to the damage type of that attack. In that manner, the immolith shrugged off some of Nala's cold damage and some of Pieter's thunder damage.

Fortunately, you can't allocate variable resistance to an **existing vulnerability** so it wasn't able to make itself resistant to Bengi's radiant sword.

As Pete has mentioned on the forums, the

party has now hit **10th level**. Dek hasn't quite hit 100 hit points but he's pretty darn close.

I think Pete has said that he has character details from everyone except AndyOz, but if you haven't finalised your decisions, better get them in soon.

We also discovered how nasty **grab attacks** might be in paragon tier (that immolith was scorching!), so it behooves us to give some thought to how we can protect against them or minimise their impact.

State of Play

Person	HP	HS	AP	Coins	Items	Other
Bengi	77/77	8/11	1			
Dek	93/94	7/14	1			
Nala	67/67	5/6	1			
Pieter	70/74	4/8	2			
Soveliss	69/69	5/7	1			
Unallocated						Lantan Collection

Quote of the Session

"Fools you are and fooled you were. You are too late to interfere with my real strike of terror. Morning shopping will never be the same in Waterdeep until justice has been served."

- Every great mad necromancer should have a chance to cackle evilly

Quest Tracker

Quest	Clues/Notes	Status
Terrlen's Curse	Help Terrlen rid himself of Lycanthropy	Incomplete
Dark Vengeance	Track down and defeat Azu Morn	Incomplete

