

STONES AND SHADOW, TREES AND LIGHT

Session Forty Six:
8 Fading 1479

Session 46

27 June 2010

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Points of note:

- *Nala must surely have been affected by Morn's mad air. She rolled 5 fumbles during the combat!*
- *Pieter's Consecrated Ground kept him and Dek in the fight for 4 rounds after they first fell unconscious, but the cleric's offence was much less potent – he only hit with two attacks all combat.*
- *As he succumbed, Morn muttered, "My plan will avenge me."*

Live by the Sword...

The Heroes of Winterhaven knew that Morn was close, so they pushed through a set of enormous doors and continued their search. On the other side, they discovered a room split in two by a 15-foot wide chasm spanned only by a narrow wooden bridge.

Beyond the chasm, a row of horde ghouls slavered in anticipation. Behind the ghouls, two hulking boneclaws stood guard beneath a row of balconies. Morn stood above them, chuckling quietly, with a disciple standing nearby on another platform. The ghouls immediately moved forward to block the bridge.

Dek barrelled forward, only to skid to a scabbling halt as the trapped bridge fell away beneath his feet. The dwarf narrowly avoided falling into the chasm, and his excellent night vision picked out sharpened stakes coated in ooze below.

Morn and his disciple launched an arcane assault against our heroes. Nala grasped Dek with her magic and the two swept across the chasm, dropping the fighter in the middle of the ghouls. Pieter followed as soon as he could, leaping across the remains of the bridge.

Bengi and Soveliss followed more slowly, manoeuvring to the sides of the room to pick their targets, before teleporting to engage.

Dek and Pieter soon found themselves hemmed in by the boneclaws. The dwarf was in his element but the creatures' extraordinary reflexes and reach made it too dangerous for Pieter to attempt to disengage. Even as bony talons raked out at the adventurers, Morn and the disciple rained necrotic energy on them. Soon, both Pieter and Dek were down, kept in the fight only by an area of Tempus' holy energy. Try as they might, their enemies could not finish them off.

Fortunately, Dek and Pieter's strife allowed the other Heroes of Winterhaven time to move into position.

While Soveliss helped Pieter and Dek defeat one of the boneclaws, Nala struck at Morn with dragonfrost, nearly catapulting the necromancer from his balcony. Then Bengi teleported up to the mage. Morn in turn teleported away, but the golem's enchanted boots allowed it to speed after him. The necromancer jumped down from his balcony, and Bengi pursued.

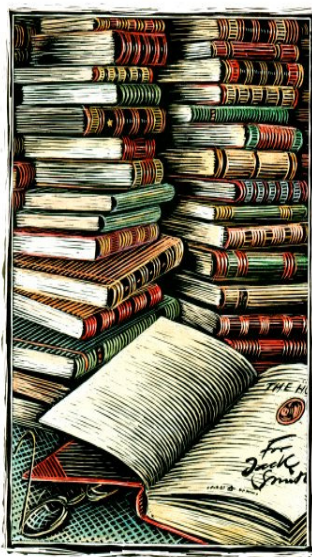
Assailed by Nala and Soveliss's magic, Morn was unprepared for Bengi's final assault. A howl of arcane energy issued from the golem, and the wave of thunder picked up the mage and tossed him into the chasm. Before Morn could escape, Nala stepped up and ended him in a blast of frost.

Ariadne had been avenged.



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Rules Review



We actually had some new rules queries turn up this session, both prompted by Dek's and Pieter's little "naps" during the encounter.

The first concerned whether **stances** end when a player character falls unconscious. The PHB states only that a stance ends at the end of an encounter or when you adopt a different stance.

On a strict reading of Rain of Steel, it's arguable that Dek should have been dealing automatic damage **even while unconscious**, but I doubt even the most munchkin of us would ever suggest that the power should operate in that manner.

We also had a discussion about "**start of turn**" effects, specifically about in which order they

are applied. During the session, we agreed on a short-term basis that the creature suffering the effects chooses which order to apply them in.

Pete hasn't made a final ruling on either issue though.

We also had some discussions revolving around 4e's non-euclidean geometry, specifically **pushes/pulls and charging**.

Although both rulesets are expressed to function based on numbers of squares, that can result in some pretty weird "pushes" and "charges" and Pete's clear preference is for pushes/pulls and charges to travel in a relatively direct line between attacker and target.

State of Play

Person	HP	HS	AP	Coins	Items	Other
Bengi	73/73	7/11	0			
Dek	3/94	3/14	0			
Nala	62/67	4/6	0			
Pieter	1/74	2/8	1			
Soveliss	60/69	3/7	0			
Unallocated						Lantan Collection

Quote of the Session

"Sov can loot the dagger after the combat..."

- After Morn pulled his weapon to make an opportunity attack, finally Soveliss will have something to execute captured brigands with...

Quest Tracker

Quest	Clues/Notes	Status
Terrlen's Curse	Help Terrlen rid himself of Lycanthropy	Incomplete
Dark Vengeance	What did Morn mean about his "plan"?	Incomplete

