

# STONES AND SHADOW, TREES AND LIGHT

Session Forty Seven

Session 47

4 July 2010

## Inside this issue:

Session recount	1
Points of note	1
Rules review	2
State of Play	2
Quest tracker	2

## Points of note:

- *Troy somehow managed to convert his lucky green d20 into a Maptool macro, rolling more crits than any player has a right to.*
- *Tiana's prismatic burst blinded two salamanders just as they were sighting their arrows on Ox.*
- *Garth moved after the salamanders, willingly stepping into the wall of flame. The fire ward on his armour failed to ameliorate the heat, and the half-orc's skin began to crack and blister.*

## Into the Maelstrom

As winter winds howled around Neverwinter, the city's commander of the guards and his arcane adviser met with the members of the Frozen Steel adventuring company:

An'Sar'Ius; a peerless elven archer and wilderness guide; Urganth; a half-orcish veteran whose rough scale armour was as scarred as his grey-green skin; Ox, a hulking goliath barbarian who made up for missing wits with an overabundance of brawn; Tiana, an eladrin wizard whose clothing defied the seasons but whose eyes sparkled with barely concealed power; and Varos, an aging human shaman wielding a runic spear that crackled with lightning.

Commander Gilean informed the Frozen Steel adventurers that a portal had opened up in the nearby mountains, and that scrying efforts had revealed that it connected to an area of the elemental chaos dominated by fire. The group agreed to investigate and close the portal.

After purchasing equipment and supplies, the Frozen Steel company set off into the winter-cloaked Frosthorn mountains. The adventurers chose to climb the range's sheltered western face rather than trek up the flatter - but more exposed - glacial valleys, trusting to their stronger members to carry the weight of the less experienced climbers.

Ox and Garth surged ahead, with Varos not far behind, and the company soon found themselves on a ledge high above the Frosthorn

valley. Varos guided his companions past a precariously balanced snow-drift and they continued to ascend, eventually reaching a plateau on which a spinning portal of fire hovered, surrounded by prisms of dark volcanic rock.

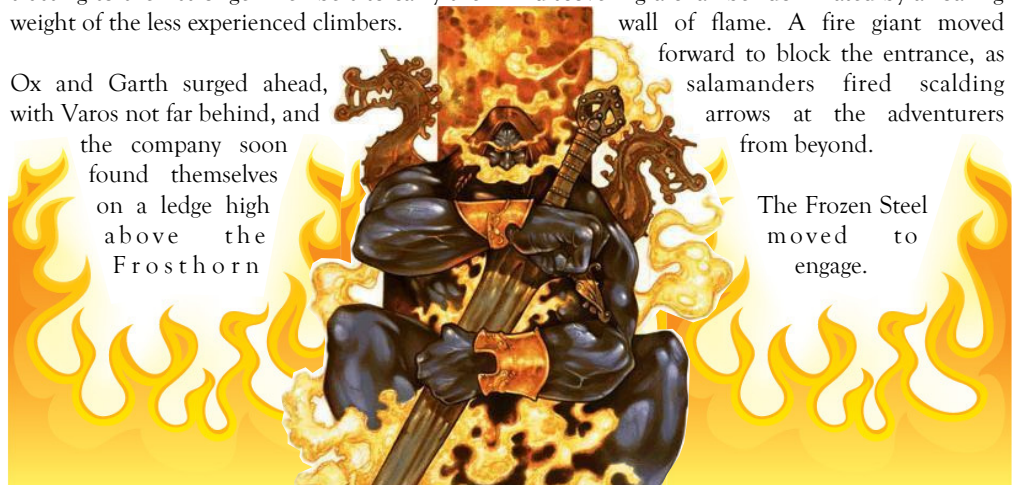
Tiana warned her companions that the stones were traps, and Varos's keen eyes picked out the safest way to bypass them. The Frozen Steel company gathered before the portal, and with barely a pause, jumped through.

Emerging in an underground chamber of dark stone, the adventurers were immediately set upon by an animated statue and a skeletal creature with the body of a snake and the skull of a man. The naga's rhythmic swaying tugged at the adventurer's minds, leaving the statue free to move among them with its greatsword.

Dancing out of range of the naga, An'Sar'Ius fired arrow after arrow into the statue until it ground to a halt. Ox closed in on the naga, smashing into it again and again with his halberd. Soon both enemies lay broken on the floor of the chamber.

Not finding any clue as to how to close the portal, the Frozen Steel company pushed on, discovering a chamber dominated by a roaring wall of flame. A fire giant moved forward to block the entrance, as salamanders fired scalding arrows at the adventurers from beyond.

The Frozen Steel moved to engage.



## SESSION FORTY SEVEN

### Rules Review



Wow, **paragon characters** have a lot of options.

Between Troy's interrupt that imposes a -7 attack penalty and Ox's power that grant 16 resist all, it's difficult to make plans at all as a DM.

Notwithstanding all the new options and the 45 minutes we spent dealing with **computer issues** connected to me taking over as DM, we managed to get through a fairly sizable session by ordinary standards (1.5 combats and a skill challenge)

To try to keep things moving, I'm going to pressure you to make **quick decisions** next session. If your turn is dragging out, then I'll "pause" you and step to the next creature in the initiative order. You can jump back in immediately after.

I'm also going to **adjust the MM1 monsters** inhabiting the Eye of Flame as suggested by Greg Bilsland on his blog *Eye of the Beholder*.

With the monsters hitting a little harder, the combats *might* not be so one-sided. But I'm not holding my breath!

### State of Play

Person	HP	HS	AP	Coins	Items	Other
An'Sar'Ius	93/101	6/8	0			
Garth	109/130	11/12	0			
Ox	119/137	14/14	0			<i>It's a one-shot, remember?</i>
Tiana	48/85	6/8	1			
Varos	105/105	11/11	1			

### Quote of the Session

"Twiglet"

- Ox's (hopefully) affectionate name for Tiana. We won't really know whether the affection is returned until Tiana drops her first friendly fire on the goliath

### Quest Tracker

Quest	Clues/Notes	Status
Ring of Fire	Investigate and Close the portal	Incomplete

