

## Keep on the Shadowfell/Thunderspire Labyrinth: 7-18-09 Game Session Notes

### Game Date: Session 13 (7/18/09)

**N1:** Resounding Victory: Kalarel and his minions parish with nary a death save by the group. Hot rolling and spot-on tactics highlight a flawless victory. Winterhaven and its people are saved...or are they?

**N2:** Action Points: All the action points were used in the very last battle with Kalarel so none will be returned until after the *next* encounter is completed.

**N3:** Powers and Rest: It is assumed the group partied long into the night (breaking several town and basic morality laws in the process). They "rested" in Winterhaven before being hastily summoned by Lord Padraig. Thus, all hit points, healing surges and daily powers will be restored to their max.

**N4:** Experience Points: Overall total for session thirteen was 2,825 XP (975 Cathedral of Shadow, 1,350 for The Shadow Rift and 500 for Marla's Ominous Signs quest). Thus, the XP per character was 470. With 3,324 after session 12, the new total is 3,794. Level four was 3,750.

**N5:** Money Bags: Session 13 was generous with 1,426 gp (thanks to a lot of Winterhaven reward money and the seizing Kalarel's personal stash).

Magic Items: A Bag of Holding was snagged from the corpse kitchen area of the Ghoul Warren. A +2 magic dagger was also nabbed from the body of Kalarel and promptly placed in Magnum's hands.

Per Character Shadowfell Final Treasure Stash Total: 339 gp | 2,035 total

- Dragon figurine necklace: 80 gp
- Ancient mirror: 550 gp
- Five Amethyst Gems: 250 gp (or 50 gp each)
- Shield of Protection: 680 gp
- Four corked bottles of wine: 20 gp
- Gold medallion: 250 gp
- Platinum bracelet: 200 gp
- Pearl handle hairbrush: 5 gp

Per Character Treasure: 811 | 137 sp | 2 cp (character sheets show post-shopping numbers)

**N6:** Rod of Ruin: It's very important that we know which character is holding/keeping the Rod of Ruin on their body. Assign a character prior to game start.

**N7:** General Store: The party was able to re-stock in between game sessions. Deals were made and hard goods acquired at the Market Square and Smithy and Bairwin's Grand Shoppe.

Note: Some of the more notable equipment acquisitions included: Group to share any highlights.

**N8:** Level Up: The group achieved level 4 with a slew of experience points (3,750). Level 5 is 5,500 xp.

Note: Let's go around the table and have each person share their level highlights (more HP, AC, etc).

**N9:** Time of Day: It's Day 12, 10:00 AM and the group has been assembled to meet with Lord Padraig immediately. (Note: a day and time keeper should be assigned at this time).