

# The Star Cairns

## Session 11 14-9-99 Sparky

Next Session 21-9-99 At Brian's

Hanging around the lower landing area, Alvin finally starts to fully appreciate their situation. For a while at least he just sulks. Meanwhile the others want to open the doors. Noting the scorch marks, Andrea thinks fire is the key, particularly magical fire. Astra is not convinced and tries touching a torch to the doors. Although nothing happens Alvin is jerked out of his meditation by a twitch in the magical flux as Astra touches the torch to the door. "Magical fire," he muses, about two minutes too late. "Now where will we find some of that?" Impatient as ever, Andrea and Heme just want someone to "magic the bloody things open!" A lot of head scratching breaks out over where to acquire some magical fire until Columbus points out the two magical fires floating above their heads. Andrea has a go at grabbing the magical fire and takes a few points of burning damage, as might be expected. Zeppo comes up with the bright idea of using Astra's famous Unseen Servant spell to drag the magical flames to the doors. Not only saving Andrea further embarrassment but also healing her wounds as well. Astra settles down and concentrates and with great effort of will manages to move one of the fires to the mid-point of the Southwest door. The door opens. "Spike that!" orders Alvin and Hemegretham eagerly wedges the door open. Astra, rather worn out by her efforts sits down for a rest and Alvin stays with her. The others take a look down a long corridor, ending in a wooden door. Columbus slings a torch down the corridor and sees the same but brighter. Columbus then tries his Detect Snares and Pits spell, but the reading is negative. They walk up to the door, which Columbus suggests they kick in. A surprisingly restrained Zeppo suggests trying the handle might be an idea.

They open the door, revealing a room containing a plate armoured figure standing in front of a large chest, a green magical flame burning above the figure's head when it suddenly turns and approaches saying something in a language that nobody understands. As the figure arrives at the door it quickly attacks Heme and Andrea in the front row. Surprised in the first round our heroes take some damage, but as Zeppo casts his Aid spell on Hemegretham, they begin their counter attack. Both sides take significant damage, until the armoured figure drops its sword. Andrea rushes in and kicks the sword away as Hemegretham lands a mighty blow. Zeppo rushes up into the gap and it is his deadly strike with his faithful Flail that drops the enemy. Searching the body reveals a hideous assemblage of human parts thrown haphazardly together – A Flesh Golem!

Zeppo CLW's Heme as Columbus searches the nasty thing, finding nothing but its armour, which he promptly starts strapping on. After a bit of a cautious approach to the chest our friends open it up revealing a large amount of gold ingots. The excited team summon Astra in to value this huge wealth but are somewhat dismayed when she scratches the bars with a knife exposing them as lead plated with gold. Somewhat disappointedly they return to the hall where Astra resumes work on the other doors. Two doors later and Astra takes a lie down as the rest of the party enter the room to the Southeast. It is absolutely clean – there is no refuse of any sort on the floor. A small hole is in one corner, and there is a larger square hole on the floor beneath it. A single dark blue magical flame burns in the centre of the rooms near the ceiling. The group enter and begin to explore the area noting that water gushes from the hole in the wall when anyone approaches it. Andrea, poking around to the North of the room is surprised to feel something clammy drop on her and is alarmed to feel it immediately burn through her clothes and armour. She lashes out with her sword and hits the thing, which simply divides in two. The second starts to crawl along the floor to the rest as the first gouges a large hole in Andrea's shoulder. Alvin smacks the crawling black acidic mess and it divides again, apparently unaffected. As several of the party hurl oil at them Zeppo is hit by a surprisingly fast pseudopod that lashes out from one of the things. As the ones that can, leg it out of the room they are dismayed to see Andrea collapse as the foul creature begins to consume her before their very eyes. A stern faced Columbus hurls a bottle of Greek fire into the room, which ignites in a huge blaze. Ever the Action Man, Hemegretham plunges into the blaze and returns carrying Andrea. Using Columbus' gloves and leather armour as a small insulating layer (DM note 1) he tears the beast from what is left of the stricken Ranger and hurls it mightily into the inferno. Meanwhile Alvin does what he can but is dismayed to see Andrea slipping away from them. In a concerted effort by the Priests, they appeal to their deities and apply all of their considerable healing efforts. In a miraculous moment, Andrea rallies and although grievously wounded will eventually recover somewhat from her horrific wounds.

A bout of mass healing breaks out as the Goodberrys are consumed and Zeppo CLW's himself and Hemegretham. The ever practical Columbus notes that they didn't check the room for secret doors and peers eagerly into the slowly subsiding flames.

Alvin casts a couple of CLW's on Zeppo as Heme unspikes the Northeast door, allowing it to swing closed. Following his own agenda Columbus drags the Golem corpse to the rapidly cooling room. Searching for secret doors, Astra discovers two of them. There are a few oily black smudges on the ground.

The party settle down to lick their wounds and a watch is organised as Zeppo casts his last CLW on himself. They pass the night peacefully and spells are recovered as Andrea's condition improves to merely critical. Another 12 hour rest period is arranged and thanks to care of the attendant Priests Andrea finally regains consciousness. Zeppo casts a total of 3 CLW's on her and Columbus and Alvin cast one each. Andrea is back but at a cost. The right side of her face and her right arm and shoulder are covered with a network of tiny scars. Most of her hair has been burnt away and she is somewhat impoverished in the clothes and armour department however she seems quite ready for a fight. (DM note 2). Suddenly they notice that the passageway to the Northwest seems to have disappeared overnight, mysteriously replaced by a brick wall. Alvin approaches and is narrowly missed by a jelly-like pseudopod that strikes out at him. A rain of oil is hurled at the "wall", topped off by Columbus' Greek fire. As the thing bursts into flame they are somewhat dismayed to see it advance rather quickly toward them. In the tradition of Heroes the world over they leg it up the stairs. The skeletal Guardians allow them past and they peer over bony shoulders into the stairwell but nothing happens. There is a brief discussion culminating in Alvin's idea to "Just go down and kill it."

As the Skeletons part for them they creep down the stairs and are impressed to see an only slightly scorched wall at the foot of stairs barring their path. Andrea lets fly with arrow after arrow, some of which even hit the thing until they decide to rush it and flatten it with the melee weapons. Heme and Andrea wade in dodging flailing pseudopods until finally the thing starts to retreat. Zeppo wades in as well and as Hemegretham lands a final mighty blow the thing is reduced to little more than a slowly dissolving pool of jelly disgorging the partially digested remains of a Flesh Golem – Yuck!

Egged on by Alvin the group now turn their attention to the Northeast room which Astra obligingly opens with her Unseen Servant/Magical Fire trick. This small room is dominated by a spiral staircase leading downward. A single faintly glowing orange light hovers above the stairs. They advance on the staircase but the moment that somebody steps on the top stair the light swoops unbelievably quickly to strike Hemegretham on the shoulder. The big man feels a slight electrical shock and they continue to hurry down. The next round Andrea is stung by the light which dodges all attempts to strike back at it. Alvin is convinced that it is confined to the top of the stairs and that they must make to the next level to be safe. They continue down but Andrea is now struck seriously and the party have not managed to hit their assailant even once. As they make the bottom of the stairs the by now brightly glowing light swoops upon Columbus dealing enough electrical damage to cause his heart to stop. He collapses lifeless into Hemegretham's arms. Repeating their earlier "Leg it up the stairs" strategy the party speed back up the stairs taking copious damage. Andrea is hit again as Alvin CLW's Columbus however Columbus is hit again as they make it to the top of the stairs. They fly through the secret door as Astra is hit (DM note 3) and are mightily relieved to see the, now much brighter, light return to its original position above the stair. Zeppo uses his Herbalism and Alvin administers Cardiac massage bringing the stricken Columbus back to unconsciousness. "It reminds me of A Will-o-the-Wisp," says Alvin. "But why didn't it pursue us beyond the door?" Andrea with a sudden insight into the magical arts suggests that it may be bound there as a guardian. They party consider this as they eye the light warily.

<b>Reason for XP</b>	<b>Andrea</b>	<b>Astra</b>	<b>Alvin</b>	<b>Hemegretham</b>	<b>Zeppo</b>	<b>Columbus</b>
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Opponents	1250		400	1250	950	600
Spells			100		140	30
Proficiencies			80	100	90	70
Ideas	70		70	10	60	110
Problem Solving						
Role Play	40		40	50	30	20
Treasure						
Finishing						
Fun Factor	50		50	50	50	50
Penalties						

<b>Total (This session)</b>	<b>1410</b>		<b>740</b>	<b>1460</b>	<b>1320</b>	<b>880</b>
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<b>Grand Total</b>	<b>1800</b>	<b>540</b>	<b>1050</b>	<b>1890</b>	<b>1790</b>	<b>1190</b>
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### **DM's Notes:-**

1. The Gloves and Leather Armour were of course destroyed.
2. Andrea has been through rather a lot there. Half eaten and more than half dead, she will bear those scars until she can reach a much higher level of healing than she has available from the party. This will lose her 1 point of CON and 1 point of CHA until she is healed. Mercifully she can recall nothing of her ordeal.
3. Astra is down to 6hp.