

The Star Cairns

Session 14 5-10-99 The Red and the Blue

Next Session Monday 11-10-99 At Alex's

A stunned Andrea staggers back into the room after her ordeal with the Wraith. She leans against the wall fighting down waves of nausea. The wraith however isn't going to be fighting anything ever again. After a lot of discussion Astra gets bored and heads upstairs for some sleep. The others eventually all decide to get some rest. Heme takes the first watch since everyone else has just crashed out. At midnight he kicks the nearest body which happens to be Astra. "Next time wake a Fighter," she complains but the big guy is already snoring.

First thing next morning and Andrea is quickly out of the cairn setting snares for Rabbits. She hurries back enduring bracing gales and horizontal rain before rejoining the others. On their way to the lower level Astra notes that there are now five Skeletons on guard again and that her apologetic note to Ylleck has disappeared. Outside in the Wraith room, Alvin casts Find Traps into the room and gets a negative. Entering he detects a secret door in the South wall and Astra detects the same in the West wall. Both feature a faint scorch mark in the centre. "Hmm, no magical fire here," they think. Astra plays in the sand for a while and eventually sweeps up while Alvin examines both doors pointing his Find Traps spell through them. He detects a Magical Trap behind each door. He considers casting Detect Magic but remembers that the Cairn's secret doors are over 1ft thick and would therefore shield any magical emanations.

They return to the Fire Elemental room and Astra uses Unseen Servant to open the secret door. As she rests, the big guns take a look inside spying an oppressively hot room with a forge against each wall. Within each forge is a pool of lava. Suddenly a blob of Lava flies across the room striking Hemegretham! Fortunately he doesn't catch fire but the party are amazed to see the lava pools assume humanoid forms and advance toward them. They leap out of the room closing the secret door as a rain of magma splashes around them from the four lava creatures. Columbus, fighting fire with, errr, water, blocks the drain in the Black Pudding room with the ceremonial shield and uses the lead bars to weigh down the water mechanism. Water starts to pour into the room, quickly spreading to the main hallway. He notices that the water seems to be flowing down, eg. Into the wraith room staircase so he rushes upstairs and collects an armful of bricks with which to form an impromptu dam. While he's doing this, the rest are ready for the counter attack. Zeppo casts Aid on Andrea as Astra opens the door and Heme and the Ranger advance. They are immediately hit by some blobs of Lava and also find themselves victims of the tremendous heat that these creatures radiate. Finished playing with his bricks, Columbus arrives in time to cast Protection from Evil on Andrea as Zeppo casts Resist Fire on Hemegretham. Andrea smacks one of the Lava creatures to pieces as under the effects of Columbus' spell the others begin to retreat from her. Columbus closes to CLW the fighters but nobody told him about the heat and he takes serious damage along with Andrea and Hemegretham. Despite this he finishes his CLW on Heme as a rapidly recovering Astra fires a Magic Missile at the nearest "Blobby". Zeppo casts Resist Fire on Andrea as she dashes forward and grabs a handful of dead Lava man from the remains of her victim. The cloak immediately catches fire as she rolls back out of the threshold. Heme, engaged in unspiking the door takes another hit but the creatures are too frightened of Andrea to advance again. The door swings shut as Alvin and Zeppo cast CLW on Heme, Columbus CLW's himself and Andrea shouts for something to hold the Lava in. Columbus chucks his helmet over and Andrea charges off, splashing through the flooded room. The others follow as Columbus shuts off the water and drains the room. Back down in the Wraith room the Lava is held against the secret doors and both of them open! The doors are jammed open and as Columbus examines his rather messed up helmet whilst CLW'ing himself, the others peer into the two new rooms. To the South is a pentagonal room, dominated by a low stone table. On it are a suit of chain mail, a breastplate and a pair of silver bracelets. A blue glow emanates from the table, enveloping the items. Examining the other room reveals another stone table. Resting on it are a ring, a cloak pin made in the shape of a skull and a small book. The items are wrapped in a red glow coming from the table. Alvin notes that none of these items appear to be the next part of the weapon that they are seeking. Astra suggests resting but a fascinated Alvin hushes her as he begins to cast Detect Magic. His spell confirms his suspicion that the magical aura from the tables is different to that radiated by the mysterious metal rod and that the magic from the tables is strong. While this careful deliberation proceeds, Zeppo is horrified to see Columbus swinging his grappling hook and eyeing up the nearest room. He alerts Andrea and they quickly restrain him from yet another "foolhardy" action. Thinking out loud, Astra wonders whether there might be a clue as to the location of the missing Star Cairn. Alvin,

interested in the book, suggests that Astra might want to examine the “girlie things” by which we imagine he means the jewellery. They loiter around for a while teasing Columbus about the strength of his plate armour as Zeppo CLW’s Heme and Andrea wanders off to check her snares. Heading back upstairs they meet her returning with a large rabbit. Zeppo passes a pale amber drink around and everyone feels better for a while. They settle down for a good night’s sleep, this time with a proper watch and awake refreshed early the next morning. They decide to tackle the red room first and a long discussion takes place as a cunning plan is constructed.

Alvin casts Find Traps and is able to determine that the traps are set off by contact. He enters the red room, confident by now that the trap is concentrated on the table. As he enters the room a voice states something in an authoritative tone. They don’t understand the language but the word “Suel” is noticeable. Alvin takes a look in the other room and another voice is heard reciting a different message of which the only intelligible word is “Bakluni.”

They put their plan into effect beginning with Astra casting Unseen Servant. Alvin and Zeppo follow up casting Aid and Sanctuary on the by now slightly nervous Astra. They finish off with Protection from Evil and Resist Fire and Astra is aware of the sound of rapidly retreating feet as she realises that she is now alone in the room facing – what?

Gingerly she reaches out with the Unseen Servant, concentrating to bring it to the table with the lightest of touches. Unfortunately even the lightest of touches sets off the trap and a bolt of fire speeds from the table toward the spell caster. Fortunately Astra is covered in magical defences and had the sense to leave all of her fancy magical items upstairs. Alvin and Zeppo burst into the room and Alvin is dismayed to see that the book is on fire. Zeppo quickly casts a Dust Devil and steers it to the table to attempt to blow the flames out but instead he triggers the trap and a bolt of flame arches across the room striking the unprotected cleric for grievous damage. Columbus trots up and CLW’s Astra as Zeppo pats his smouldering clothes before casting CLW on himself. Alvin wonders why Zeppo did that but alignments are alignments and Zeppo was just being his usual self. Eager to join in the “Lets loose a lot of hit points” game, Andrea steps up with her bow and suggests that she try to shoot the items off the table. The others have seen the Ranger’s missile weapon abilities before and after casting a couple of spells (Columbus Endure Heat and Zeppo Aid) on her, all retreat to a safe distance and hide behind Hemegretham. Andrea lets fly with her bow and as the arrow contacts the table (she was aiming for it as well) a bolt of fire crashes into her. As the clerics “put her out” the party notice that the red glow has disappeared! Astra rushes in as CLW’s are cast on Andrea by Columbus, Zeppo and Columbus again. Astra examines the ring as Alvin ruefully pokes around the ashes of the book. He absent-mindedly picks up and pockets the skull pin.

The party turn their attention to the next room, - convinced that it must be warded by the opposite of Fire, Blue! Er, Cold! Andrea, ever eager for a suicide mission receives an Aid spell from Zeppo and an Endure Cold spell from Alvin. As she lets fly with an arrow a bolt of lightning zaps into her. As her heart stops Andrea crashes to the floor twitching. In the nick of time Columbus, Zeppo and Alvin rush in and combining their Healing proficiencies restart her cardiovascular system. They decide to rest up and regain spells. Eight hours later Zeppo starts his day with a nice Self-CLW as Alvin casts CLW twice on Andrea. Columbus gets in on the act casting CLW twice more onto the reckless Ranger. Zeppo CLW’s Andrea as well before casting another two CLW’s on himself. Meanwhile Columbus has an idea! What about those mannequins? If someone were to get inside one of those they might be insulated from the electricity. An enthusiastic Columbus drags a mannequin into the room and starts to unravel the wire. Hours later, after much rest and spell re-charges Andrea stands before the door to the blue room dressed in a tailor’s dummy daring anyone to laugh. Columbus casts Protection from Evil and Zeppo follows up with Aid. For some reason Alvin seems to think the skull pin will help as well, so he pins it on Andrea’s sackcloth. This time they decide to try something different and Andrea is given a pebble to throw. As the others retreat to a safe distance she underarms the pebble at the table resulting the usual bolt of lightning slamming into her. Zeppo rushes in to heal but is prevented from doing so by the cage surrounding his patient. In a display of synchronised Curing, the Clerics CLW our heroic Ranger back to full health. (Columbus 2 CLW, Zeppo 2 CLW, Alvin 1 CLW). Struggling out of the mannequin she is ready for yet another try at the blue room. Alvin casts Aid on her as she throws another pebble at the table. Yet another bolt of lightning slams into her as Zeppo quickly Heals and CLW’s and Columbus CLW’s. As the blue glow fades Heme expresses his polite interest in the chain mail. Astra appraises the bracelets and breastplate but is not overly impressed. Alvin takes some time to explain why he thought the skull pin might do Andrea some good. It is indeed magical and has some sort of protection function.

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Columbus
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Opponents	70	70	70	70	70	70
Spells		40	110		250	170
Proficiencies	20	30	10		30	
Ideas	30	70	70	10	10	50
Problem Solving						
Role Play	70	40	100	40	40	60
Treasure						
Finishing						
Fun Factor	50	50	60	50	50	60
Penalties						

Total (This session)	240	300	420	170	450	410
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Grand Total	4880	2590	2150	3480	3980	2550
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DM's Notes:-