

The Star Cairns

Session 24 6-6-00 Is anybody there?

Next Session Tuesday 13-6-00 At Brian's place.

Arriving back at camp the heroes notice that despite the best medical care and attention their prisoner is going rapidly downhill. Perhaps it's all that time trussed up without food or water. The rather chilly Joe is equipped with a shirt from Heme and Thellen cuts up one of the tarps to make a crude tabard for the warrior. Returning from the hunt Andrea appears with 10 rabbits! Thellen is quick to set the pot as they discuss matters. Heme wants to know why Joe didn't fight to the death. Joe replies that he can't remember since he has amnesia, however he thinks he is from Greyhawk and when Astra lends him a longsword he handles the weapon expertly. She wants to test out his abilities but Zeppo insists that his patient be allowed to rest. Astra examines the Derro crossbow but gets nowhere as Joe suggests that they behead their prisoner. Perhaps to distract him Andrea fills Joe in on some of the details of their mission. Introducing himself, Heme, the prince of tact does it again, "I'm called Hemegretham, you can call me sir." Joe stomps off to kick the prisoner. A lot of plans are made and the group settle down to an uneventful night.

Next morning Andrea tries to persuade the hirelings to accompany them. Perhaps it her tales of death or glory at any price that puts them off but they look at the ground and shuffle their feet a lot. Guiding the uncharismatic Ranger away from them Astra tries to calm them stressing how important they are to the party. Perhaps the creepy way she delivers the speech puts them off but any fool can see that they are not going anywhere now. The party head off towards the cairn dragging their Derro prisoner behind them. Zeppo covertly casts Detect Charm on Joe and the Derro revealing that Joe is just his usual self however the Charm reading on the Derro goes off the scale! Joe decides that he needs some armour and puts on the suit of cursed plate mail AC 4 and using some discarded rabbit skins ties on a pair of makeshift shoes. Alvin casts Armour on himself and Zeppo casts Aid on Andrea, Heme and Joe. They push the Derro ahead of them but it falls over and refuses to move. Bang goes the plan again so they just kick him down to the second level where later they will become so wrapped up in themselves that the little monster is able to loosen its bonds and slip away!

Zeppo and Astra hurl Greek fire at the barricade and it burns splendidly. As they watch it burn, the Elves and Half-Elves detect a secret door to the Northeast. The fire eventually dies down and finding no sign of life they investigate finding a room full of half eaten Derro and other bodies – yuck! Also there is a wide ramp leading down. Returning to the main room they notice another of the mysterious floating runes as Astra detects a secret door in the Northwest wall. A few things are tried until Astra touches Silvertongue to the northeast door, which swings open with a draft of musty air. A Continual Light source shines brightly revealing a large room with two wide corridors leading from it. There are two stone couches and two stone pillars in the room. At this moment Andrea closes the door locking Astra inside – whoops! Fortunately the door system works from the inside as well, responding immediately to the touch of a magical weapon perhaps. The northwest door is opened and Astra sneaks in finding a room full of piles of metal, including copper, silver and gold! She also sees a room with three cold forges but a slightly fiery floor and three imp-like creatures playing some sort of game. Occasionally small flames flare up on their skins. They are absorbed in their game and don't notice as Astra slips away. Andrea is sure that they are bound extra-planar creatures. As Heme and Joe build their relationship from bad to very bad and Astra jokes about "Pre-Melee Tension" Zeppo reminds them of where they are and what they are doing. They calm down and proceed to burning the half eaten, rotting bodies – double yuck! Closing the secret doors for now, Astra cloaks up and descends to the next level.

In the room at bottom she finds a huge (12 ft tall) metal figure sprawled on the floor. There seems to be some sort of metal pack on its back. She notes damage to the walls of the room before gingerly creeping past the thing to investigate a spiked open door in the south wall. She sees another room with a rough hole in the far corner. Broken bits of rubble have been cleared away from the edge of the hole, resulting in a cavity eight feet wide at its greatest diameter. Examining the metal man she finds a door in its back. Slipping inside she sees a sort of saddle and bars where one's hands and feet can rest. Astra, as an Elf has trouble reaching these. She also notices above her head a piece of angled glass. When she examines it she sees the view from the giant's eyes! She rejoins the others and they all troop down to view the behemoth. As they discuss closing the pegged door Astra detects another secret door to the southeast. Heme and Andrea decide they don't like the pegged door and heaving with all their might cause it to crash to the ground and split in two with a noise that must have been heard for miles. Examining the door mechanism they see signs of disintegration around the hinges.

Some of the more reckless members of the party want to explore the black hole but Zeppo wisely persuades them to search around before going any deeper. Cloaking up, Astra opens the door revealing a bare magically lit room except for a wooden box in the centre and a dull metallic egg in the far corner. Astra walks up to the box and triggers a trap! A thousand razor sharp slivers slice down from tiny slits in the ceiling lacerating her terribly. Alvin and Zeppo rush in and the combination of timely healing from Zeppo and CLW from Alvin save her life. However her fabulous cloak of Elvenkind is completely shredded - Ruined beyond repair. The unconscious Astra is laid down in the giant room as Andrea retrieves the objects.

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Joe	Raven
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Opponents							
Spells					60		
Proficiencies	40	50		10			
Ideas	30	10			10	20	
Problem Solving							
Role Play	10			50	30	10	
Treasure							
Finishing							
Fun Factor	10	20		30	20	10	
Bonuses							
Penalties							

Total (This session)	90	80		90	120	40	
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Grand Total	3595	5305	2770	1780	3300	40	2590
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DM's Notes:-

1. Sorry about the slightly terse write-up. Having just completed four (16 hour) days as FEATS stage crew left me with no time for a life, until this morning that is. Please note that all of your character's actions have been accounted for even if they haven't been rendered into a dramatised state.