

# The Star Cairns

Session 25 13-6-00 Mephit, Mephit and Mephit.

Next Session Tuesday 20-6-00 At Brian's place.

As Zeppo carefully tends to Astra the others discuss their plans. Andrea wants to release the bound creatures in the forge room however Alvin is strongly against this maintaining that these creatures are evil denizens of the Abyss and as such not to be trusted. As the debate rages a bored Raven returns to the secret door but unfortunately he doesn't know how to open it. The last person he saw do this was Astra, and wasn't there some business with a sword? Returning he "borrows" Astra's magical sword and touching it to the secret door opens it. Pausing in mid-argument Andrea takes the opportunity to "borrow" Bladestar from her fallen comrade as Zeppo places the Gem of Regeneration into Astra's belt pouch. Upstairs Raven is estimating the value of the various piles of metal. He takes a silver bar and returns to the camp where he attempts to persuade the hirelings to accompany him below. Again this fails abysmally with the hirelings now convinced that the party intend to use them as cannon fodder. Leaving the bar with them Raven returns below.

Leaving Joe and Zeppo chatting happily and guarding Astra the rest of them proceed to the second secret door, which Raven opens. They find two rooms with large rune-covered tables. On one lies a large carpet while the other room is home to a war chariot and a large shield-like object. Attempting to enter the room to the north Andrea hears what she assumes to be a Magic Mouth spell repeating a foreign but familiar phrase. Assuming that the corridor operates the same as the other Cairns she dumps all of her magical items and enters the north room, this time there is no voice. She rolls the carpet up and carries it out of the room. Responding to a bright idea from Alvin she re-enters the corridor carrying only the carpet. The voice is heard – the carpet must be magical! Raven gets the chariot and tries the same thing but the chariot seems not to be magical. They work out that big shield fits on the front of the chariot and also notice an odd cup shaped depression on the front bar. They haul the chariot up to the surface and try fitting the shield. It fits but nothing else happens. Both Raven and Hemegretham notice that the egg shaped object from the cairn would fit very neatly in the cup shaped depression. Hmmm. They take the chariot below and Zeppo and Andrea head topside to check in with hirelings. However they find Reba tied and gagged and two horses are missing. As they untie her Reba explains that there has been much discontent with the party however she had argued that a contract is a contract and they should honour it. For her pains she was slugged from behind and tied up as the other two made off with the horses, the silver bar and any other possessions the party had lent them, including a +1 longsword. With a 2-3 hour head start they decide not to attempt to catch them up, especially since Thellen has mountaineering survival skills. Returning below Reba announces her decision to leave the group at the end of her month's contract. Setting watch they settle down to an uneventful night.

Alvin works out that they have a free Detect Magic in the form of the corridors as Zeppo CLW's Astra back to consciousness. "Who stole my Cloak and Dagger," she exclaims. Zeppo brings her down gently about the cloak and Andrea returns Bladestar to the furious Rogue. Oddly enough she doesn't seem to even recall having had a sword before. Perhaps to take her mind off the cloak Alvin asks her to cast Comprehend Languages and Read Magic on the wooden box. Astra is then able to make out the three lines inscribed into the wood and carefully whispers the magic words, Keltar; Sheltar and Norendo. "Keltar?" says Andrea in a far from quiet tone and immediately the box starts to unfold itself causing them to jump back in alarm as it grows to form a 10ft long boat! (DM note 1). Alvin warns the loose-tongued Ranger about the dangers of magical words and has a go at "Norendo." The boat immediately folds back down to its original box configuration. They decide to take the box topside to try the other word. Carefully placing the box on the ground they retreat to a safe distance as Alvin says, "Sheltar." The box unfolds past the boat stage and within a moment miraculously expands to the size of a 24 ft long ship! Considering that the rather unlikely sight of a fully rigged sailing vessel parked in a mountainous valley might attract attention, Alvin quickly says "Norendo", causing the ship to fold down to a box again – Coooo!

The Alvin and Andrea summoned creatures argument breaks out again as Alvin asks Andrea if she knows how to free a summoned and bound extra-planar creature. When she admits she doesn't he tells her, "It's easy, my young naïve friend - you just kill it!" Heme wants to get stuck in but doesn't want to go first despite having fire resistant armour. Alvin casts Protection from Evil on both himself and Andrea and they watch as she walks down the corridor toward the creatures, which have ceased their game and are now looking hopefully toward the approaching Ranger. She parleys with them and discovers that they are Mephits that have been summoned and bound to "make fire burn forge." They have been here hundreds of years and just want to be released. Can the nice Ranger pleeeeeease help???

Andrea returns to the others and argues for releasing them. Alvin believes that they would just find the nearest farm and attack it. Zeppo tries to mediate, suggesting that they could close the secret door, however he doesn't actually do it. While Andrea tries to convince Heme to go along with her Alvin furtively casts Resist Fire on himself. Stepping into the corridor he successfully surprises the Mephits and gets off his Magic Missile at the nearest creature wounding it. The creatures go berserk and Alvin is able to fire another Magic Missile off until a barrage of fire breath weapons surge up the corridor striking him. Good job I took the Protection from Fire he thinks as Andrea and Heme drag him out of the corridor. Zeppo warns everyone to look away as he completes his Pyrotechnics spell on the nearest Mephit causing a dazzling shower of sparks. The Mephits return fire however and Zeppo is burned quite badly by the breath weapons. Stepping quickly out of the corridor he casts a CLW and repairs some of the damage. Andrea pushes her way into the corridor shouting "Stop!" but receives a hail of Magic Missile fire in return that wounds her badly. "See what they're like", shrieks Alvin as the shaken Ranger totters from the corridor. Andrea glowers back at him as Zeppo shouts at them to "Shut up!" as he casts Aid on Hemegretham. It seems that the big guy has finally had enough talking.

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Joe	Raven
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Opponents							
Spells			60		50		
Proficiencies					10		
Ideas	10		50	10	10		40
Problem Solving			80				
Role Play	60			30	40		20
Treasure							
Finishing							
Fun Factor	40		40	10	10		30
Bonuses							
Penalties							

<b>Total (This session)</b>	<b>110</b>		<b>230</b>	<b>50</b>	<b>120</b>		<b>90</b>
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<b>Grand Total</b>	<b>3705</b>	<b>5305</b>	<b>3000</b>	<b>1830</b>	<b>3420</b>	<b>40</b>	<b>2680</b>
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### DM's Notes:-

1. **The Folding Boat** - A small wooden box 1 ft long, ½ ft wide, ½ ft deep that radiates magic. The following words are written on the bottom of the box in ancient Suloise:-

"Sheltar" The box expands to form a boat of 10 ft length, 4 ft wide and 2 ft depth. The boat has one pair of oars, an anchor, a mast and lateen sail. The boat can carry 3 or 4 people comfortably.

"Keltar" The box expands to form a small decked ship 24 ft long, 8 ft wide and 6 ft deep. The ship is equipped with single rowing seats, 5 sets of oars, a steering oar, anchor, deck cabin, mast and square sail. The ship can carry 15 people with ease.

"Norendo" The item folds itself back down to box size.

A folding boat must be placed on the ground or on water before the command word is spoken. It will not expand if it has insufficient free space and will always expand in the most sensible direction as the DM sees it.