

The Star Cairns

Session 36 31-10-00 Greyhawk City

Next Session Monday 20-11-00 At Brian's place.

As the fast-moving Rhennee vessel moves out of sight the party discuss their options. Avon thinks the barge will want to dock quickly and argues for getting to Greyhawk City in time to see it arrive. Joe is not convinced and seems to be very worried about taking the weapon into the city. As far as he's concerned The Gnarley forest would be safer. As the time ticks away Avon rides off to the City. Zeppo hands over the Soul of the Doomheart to Joe and accompanied by Alvin rides after the disappearing Elf. Riding hard they make the main gate in about 10 minutes where Alvin enters in order to report to his temple. Avon and Zeppo ride around the city walls eventually making their way to The Cargo Gate where they see a mass of ships and barges. Currently there are five Rhennee craft engaged in docking. Observing this carefully they notice that two of the vessels are large enough to fit the description and one of these is furling an unusually large amount of sail. Aha! Hiding behind a warehouse they watch the barge pull alongside and begin unloading. However the moment the gangplank hits the wharf a crewman hurriedly leaves the boat and strides purposefully toward The Cargo gate. Zeppo, on horseback, follows him leaving Avon to watch the barge. Once past the formidable gate guard detachment the Rhennee turns into the River Quarter and heads purposefully for The River Rat pub where he disappears within. Zeppo waits outside fully aware of the dangers of leaving a fine warhorse unattended in this City of thieves and scoundrels. Eventually he decides to return to Avon and meets him at the Cargo Gate where they exchange news. The Rhennee vessel is busy unloading but no passengers have disembarked. Together they ride to The River Rat and while Zeppo minds the horses Avon pops in for a quick drink and a look around. The bar is much as expected, a sleazy dive largely patronised by Rhennee. As furtively as possible Avon looks around but doesn't spot their man. As it is getting dark they return through the City and head carefully along the River Road to rendezvous with the others.

As the Soul is handed back to Zeppo, Hemegretham asks hopefully if they have any Ale? Ignoring him Avon describes what they have seen. He reckons the crewman must have had a message to deliver but anyway they lost him so what the hell. The inevitable discussion breaks out over the merits of bringing the weapon into the city. In the end Zeppo, perhaps feeling the chill night air, heads off toward the city and the warm hospitality of The Adventurer's Guild as with various degrees of enthusiasm the others follow him. On the way they chat about their options. Joe wants to assemble the weapon and destroy the Doomgrinder. Avon thinks lodging a piece with the two temples and the Greyhawk bank might be quite a good idea as the chance of anyone cracking all three locations must be infinitesimal. Following this line Joe reasons that if they are not going to destroy evil with the thing they should put it beyond evil's reach - two temples and a bank sounds reasonable. An increasingly impatient Hemegretham suggests hiding in a brewery. They arrive in Greyhawk, watched carefully by the main gate guards as they make their way up the Processional to the Foreign Quarter. Zeppo leaves them, heading for the temple of Trithereon as the rest of them arrive at the temple of Rao in search of Alvin. The temple is closed up however there is light visible within so Avon knocks on the door. An acolyte answers and Avon enquires after Alvin, giving his own name however the fellow is strangely uncooperative and evasive. Eventually Avon catches on, this guy has never heard of Avon, so he gives the names of Zeppo and Hemegretham. A rather relieved Acolyte then informs them that Alvin has gone on to The Adventurer's Guild expecting to meet them there. They head for the Guild as Zeppo is talking to Talos, an Acolyte of his temple. Zeppo patiently explains that he has something rather important to store here and that they should lock it up somewhere. The rather impressed young man can't think what to do with the thing that Zeppo hands over so hides it under his bed. Zeppo rolls his eyes at the thought but figures that any thief after the Soul would pay dearly for even thinking of pinching something from the god of righteous revenge.

Back at the Adventurer's Guild the others meet up with Alvin who claims to have told his Temple everything. As they sup their ale and eat their fill they are informed by Tallow, the steward, of recent events in the city, including the closure of the borders of Celene. They realise why there are now so few Elves in the city. As Zeppo arrives Tallow informs them about a possible commission with Celdon Fallow, a well-known local gentleman who has successfully hired and paid Adventurers previously. Recalling him as an interested party from their early investigations into the Star Cairns, they decide to meet him at the Guild for lunch the next day.

Next day over breakfast Alvin reveals that his Temple would be prepared to look after the item for a reasonable charge. They seem to consider that they are doing the party a favour by keeping it safe. This view is somewhat predictably not popular with the group. Heme however is rather worried about the other pieces of the weapon stored at the Temple of Trithereon. Even "muscles" himself has serious doubts about leaving a potentially powerful weapon in the hands of "The Priests of Revenge!" The conversation moves on to Astra's remains. With his typical black humour Joe suggests feeding them to a dog! At least the others hope it is humour and Joe does seem to be giggling, albeit in a rather sinister fashion. Alvin comes clean with the party telling them he has informed his Temple that the item is a powerful artefact of Evil.... or Good. After a brief period of general argument it dawns on Avon and Alvin that nobody appears to be much impressed by Andrea's remarkably selective charm. Avon immediately checks his possessions, finding nothing missing however other members of the party find the following items have absented themselves. Heme is missing 5gp, Zeppo 6gp, Alvin 5gp and Andrea is short of one her special gems! For some reason Andrea stabs herself in the hand and shows the wound gradually disappearing over 10 minutes. So it appears the thief got the one she needed the most! Various dark oaths are made concerning the internal organs of their Rhennee Captain, despite there being no evidence that he was even involved, let alone the ringleader.

Having doubts about the security of the Bank of Greyhawk (It is common knowledge that it is regularly pilfered by the Thieves' Guild), Joe and Andrea take the Spear of the Doomheart to The Jewellers and Gemcutter's Guild, which Andrea knows, from personal experience, to be particularly safe. Due to a previous service rendered Andrea is granted the favour of a safe place to lock up the Spear. They depart feeling somewhat relieved.

Meanwhile down at the riverside, Heme and Joe, two hulking fighters in full armour and bristling with weaponry stride purposefully into the Rhennee docking area. They find about sixty Rhennee vessels all tied together in such a manner as to make most of them inaccessible without crossing over the barges closer to the Wharf. They survey the situation as Joe tries desperately to remember their Captain's name or even the name of the Boat, (The Dragon perhaps?) A few Rhennee appear on deck and in the rigging observing their unusual visitors. Heme, chin out in defiance states loudly that he intends to search the first boat, number one and then proceed methodically to number 60. A ripple of suppressed laughter passes through the rigging as more Rhennee crewmen appear. In addition a group of ragtag Rhennee children appear as if out of nowhere and begin to poke fun at the two mighty warriors, pointing, laughing and spitting. Joe, attempting to be diplomatic shouts out the name of the captain that brought them from Hardby. Gales of laughter break out at his inept pronunciation. As Hemegretham bristles even more and Joe, remembering the jeers of the Rhennee in Hardby, unhitches his Longbow, a large detachment of Gate Guards turn up, several with crossbows trained upon our two diplomats. Dismayed, they claim they can explain everything and are told that they can explain down at the watch house. They are marched off toward the gate to the tune of much catcalling and laughter from the boats. As they turn the gate into the river quarter, out of sight of the docks, the watch Sergeant signals to his men to lower their weapons and disperse. The Sergeant, fortunately recognising the two as Greyhawk Adventuring "locals" explains the difficult "ethnic" problems in the Rhennee docks. They are sternly warned off and advised not to try to make any trouble there again unless they want to see the inside of the City Gaol. (Not a nice place at all). They wander off into the city returning a little later to the gate. Slipping round the entrance they pass through, this time away from the Rhennee camp toward the commercial docks, obeying (they hope), the spirit if not the letter of the law. At the Harbourmaster's office they encounter a sullen bearded fellow they take to be the official in charge. When questioned about the Wyvern (well done Joe), he says he knows nothing. Progressively bribed to a total of 14gp he becomes more co-operative and reveals that the Wyvern left port this morning enroute for the great lake of Nyr-Dyv to the North. They head back to the Adventurer's Guild with their information just as Zeppo is meeting with his senior Priest, the enigmatic Marek. After a frosty beginning Marek warms to the younger Priest's tales of his adventures as Avon stands guard. Finally, he decides to keep the Soul of the Doomheart safe. Zeppo donates 150gp to his temple as Avon winces. Another pair of relieved (and poorer thinks Avon) adventurers depart for the Guild and their meeting with Celdon Fallow.

Back at the Guild, apart from Joe who is in Weapons training, they assemble in the back room. Fallow is much as before, a well-to-do earnest looking man who represents "interests" in Greyhawk. He congratulates you on your more famous exploits before explaining that he is particularly interested in The Doomgrinder windmill. He has despatched two Adventuring parties there of late, neither of which have returned. He offers 150gp per head to investigate the site and 150gp per head when they return with news. If they discover any threat or problem to Greyhawk and deal with it, he will award 1000gp per head to the party. They discuss this for a while and the party gradually get him up to 350gp. Fallow also explains that he would require a grace period of 5 days during which any information discovered by the party would be his exclusively. Thereafter they may tell whomever they like. He departs, bowing politely, leaving them to consider his offer. Joe arrives back from training, suitably begrimed and exhausted and states firmly that he intends to spend the remaining 2 days of his training in Greyhawk. Avon also wants to stay to take 2 1/2 days of some sort of training that he's not particularly forthcoming with.

Location of Magical Items

Spear of the Doomheart	Jewellers & Gemcutter's Guild
Soul of the Doomheart	Temple of Trithereon
Hand of the Doomheart	Hemegretham's Backpack

This week's Trivia question – Which part of the item is safest?

Hit Point Situation

Avon 17(17), Zeppo 26(26), Alvin 20(20), Heme 43(43), Andrea 41(41), Joe 15(15), Raven 25(25)

Reason for XP	Andrea	Avon	Alvin	Hemegretham	Zeppo	Joe	Raven
Opponents							
Spells							
Proficiencies							
Ideas		50		30	40	20	
Problem Solving							
Role Play		60		80	60	90	
Treasure							
Finishing							
Fun Factor		50		80	60	80	
Bonuses							
Penalties							
Total (This session)		160		190	160	190	
Grand Total	8695	9300	7010	6740	7600	4840	5010

1. Career total, not Adventure total.