

# The Star Cairns

## Session 4 20-4-99 Life's little ups and downs

Next Session 27-4-99 is Steve's Evil testimonial match

The party discuss various methods of sorting the bandits out, eventually settling on a plan involving the stealth removal of both the Bandit leader, Miyori and his woman Selna. Astra rationalises this cold-blooded murder as a necessary cruelty in order to restore the charmed bandits to their freedom while Ash's more pragmatic alignment comes to the conclusion that, "People die". Ash casts a CLW on Andrea and secrets the continually lit hook in her backpack that she hasn't got. Good try Dave, where is it actually? Astra and Ash then settle down for a kip on Donyer's bed.

Meanwhile Andrea and Hemegretham are lurking by themselves near the stairwell. Hemegretham thinks it is a bit too bright for everyone to sleep and so yanks out the peg from the North East door. It closes smoothly leaving no trace of a door in the now featureless wall. Time passes and a bit later a couple of guards come down the stairs. Heme and Andrea do their "we're just some guards" act and without thinking it through, let the two pass unmolested into the south corridor (where a guard is tied up on the floor). It takes only a minute to free him and suddenly Hemegretham and Andrea are faced with the three bandits, all shouting eagerly to raise the alarm. Rather unsurprisingly a melee ensues in which Andrea plays with her rubber sword, Hemegretham drops his new sword twice and they earn the current campaign record for the largest meal made of dispatching a low-level opponent. Finally the three guards are all killed, however this has caused a great deal of noise and the sound of shouting and running feet is heard from above. "Everything's ok, we were just mucking about," yells Andrea but this time they're not so easily fooled. A strong confident voice booms down the stairwell. "Very funny intruders. Surrender immediately and I will show mercy - you will be treated well as a member of my group and share in all the benefits. Remain, and you will be sealed in until you gain the wisdom necessary to join the great Miyori. You have five minutes to decide."

Any further attempts at communication by the party is ignored and indeed after five minutes nothing happens. The invisible Astra decides to go up for a look. There are a large group of bandits huddled around the top of the stairway, blocking it. She also sees a tall blonde man accompanied by a smaller dark woman, who she takes to be Miyori and Selra. Moving Silently she touches Bladestar to the foot of the toughest looking bandit and charms him. "Go fetch my horse, quickly!" She hisses, but the charmed bandit appears only to be very confused. She notes the calm efficiency with which they remove him from the front line and take him away. She rejoins the others followed by a cloud of flour that the bandits have poured onto the stairs. Evidently they've figured out the invisible trick.

Several attempts are made to parley, all of which are greeted with a stony silence from above. While this is going on Raven explores more of the level and goes down the stairs finding an empty room with no apparent exits. After a cursory glance around he gets bored and returns to the others who are now examining a corridor to the west. When they attempt to move down the corridor a message is heard, which Raven recognises as a Magic Mouth spell, in a language that none of them have ever heard before. Throwing the body of a guard down the corridor has no effect. (Good job Alvin's not around). Raven notices that the door has disappeared and gets rather annoyed with Hemegretham for closing it. The spellcasters conduct an investigation of the wall and find that the door is sealed with some form of abjuration magic. Raven touches The Sentinel to the door and it opens. Hemegretham somewhat sheepishly spikes it open.

Ash has a chat with Donyer, perhaps suspecting the effectiveness of Astra's Charm but sees no reason to doubt that he will help them. In fact she really rather gets on with the fellow. Unfortunately for Ash, he doesn't seem to notice this, apparently only able to gush pathetically about Astra's many virtues. In the meantime, Raven, Andrea and Astra are exploring the smelly room with all the broken flasks and bits. The noxious fumes engulf them but they are all able to overcome the nausea that threatens to overpower them. They decide to give this room a miss for now. Finding a stone grate set below a pipe they attempt to pull it off but both Hemegretham and Andrea are unable to shift it. Further on are a few rooms that appear to be forges and Ash concludes that this is where the magical weapons are produced. Raven uses his Spellcraft ability and detects a type of background radiation of magical energy that is particularly obvious in this area. Andrea decides to have another go at the smelly room but this time fails her save and vomits copiously. She will be a bit out of sorts for the next hour or so.

<b>Reason for XP</b>	<b>Andrea</b>	<b>Astra</b>	<b>Alvin/Ash</b>	<b>Hemegretham</b>	<b>Zeppo</b>	<b>Raven</b>
Opponents				45		
Spells		10	10			
Proficiencies		50				40
Ideas	30	40	30	10		30
Problem Solving						
Role Play	20	30	30	30		20
Treasure						
Finishing						
Fun Factor	20	20	20	20		20
Penalties						
<b>Total (This session)</b>	<b>70</b>	<b>150</b>	<b>90</b>	<b>105</b>		<b>110</b>
<b>Grand Total</b>	<b>360</b>	<b>675</b>	<b>130</b>	<b>725</b>		<b>390</b>

**DM's Notes:-**