

# The Star Cairns

Session 6 18-5-99 Loot

Next Session 25-5-99

As Gerald and Sullivan help round up the Prisoners and Ash keeps a close eye on Hemegretham, the party settle down to divide up the magical weaponry.

Short Sword +2, Long Sword +1 & Bracers of defence	Andrea
Long Sword +1	Raven
Scimitar +1, Magical Rod	Ash
Bastard Sword +1	Hemegretham

Raven wanders off in search of his equipment and discovers his pack and possessions and decides to explore the leader's chambers. Ash calls out to Raven to bring some bedding for Hemegretham and he pops his head around the corridor and says he will bring some furs. A few moments later he emerges from the corridor and strides purposefully to the the main exit saying something about going upstairs to check things out. Astra follows him in some confusion until he suddenly sprints up the stairs and legs it. At this point Raven again emerges from the corridor! (Having noticed that the bound "dead" man is missing). A quick thinking Andrea yells "What's my name" at him. Raven just about remembers to shout "Andrea", narrowly escaping instant death. Shapechanger and Doppelganger are some of the words bandied about and some of the party set off in hot pursuit of our man who is now heading at a flat out run toward the horses. He is followed by Astra, Andrea and somewhat confusingly Raven. All manage to mount and tear off after Raven (who has about 900m lead) in a Westerly direction.

## **"Just do whatever you want"**

Meanwhile back at the cairn Ash has a pleasant chat with the captives who seem somewhat disturbed after their sudden de-Charms. The kindly Druid puts them at their ease and indeed their liberty. All elect to depart except for the Henway brothers. They inform Ash that a suitable reward for their return will be offered but are rather surprised by her total lack of interest. They decide to approach the more materialistic members of the group later. Donyer is reluctant to leave the charming Ash but the prospect of the others returning and yet more questions persuades him to make a break for it. Gathering his possessions he leaves the cairn in a North-Westerly direction. Due to his famously sturdy constitution Hemegretham quickly recovers to 2 hp which is enough for Ash to cast CLW restoring him to a useful state. He dutifully patrols the top of the Cairn while Ash sets up a deckchair and settles down to enjoy the sunshine.

## **"Astra... Duck!"**

Meanwhile the others are gradually making up some ground on "Raven". Enough actually to encourage Raven to take a pot-shot with his bow. (Confused? I was). At a full gallop on horseback his chances of hitting anything at all are somewhat reduced and he misses his target although Astra notices an arrow whistle past her. "Smart idea" thinks Andrea and also takes a pot shot as Raven fires another couple of randomly aimed shots at "Raven". These pass close enough to Astra to make her swerve out of the line of fire and they decide to pack in the Robin Hood stuff for now. Anyway they can make out the coastal cliffs ahead of them toward which Raven is urging his horse. They pull up as they see him drive the animal straight over the edge! Quickly dismounting they are in time to see "Raven" and the horse splash into a rough sea that crashes into a line of rocks and a narrow beach.

They see a humanoid figure tossed about in the waves for a few seconds until it disappears beneath the water leaving a dark cloak behind. The horse pulls itself from the rocks and attains the safety of the beach with only minor damage. A thorough search of the area is made and Andrea even dives below the water, recovering the cloak and a leather breastplate. Astra stealthily checks out the few caves at the bottom of the cliff but there is no trace of their man. Raven calms the horse (Star, Ash's mount. It has a name. Hint hint) and leads her up a track located by Andrea.

### **"Take the Money - Open the box"**

They arrive back at the cairn by mid-afternoon where Astra is furious at Ash's Laissez-faire attitude toward the prisoners. She is particularly annoyed by the loss of Donyer's spell book and apparently is not too happy about losing a number of compliant servants as well. All water off a duck's back to the laid back Druid. Astra grumpily heads down to learn 2 \* Unseen Servant and Alter Self and along with Raven and Andrea explores some of the rooms that they haven't visited yet. They search the leader's apartments and find three chests which Astra checks for traps as the others mock her rather modest ability in this particular Thiefling skill. However even 5% has to come up sooner or later and Astra successfully detects a needle trap on the 3<sup>rd</sup> chest. The others have no traps at all. Astra casts Unseen Servant and opens all three chests, harmlessly triggering the needle trap. They find some rather fine sets of clothes, A bolt of fine white silk, A collection of rare spices and a beautiful silver flute. Astra appraises these items as follows:-

Male clothes	200gp
Female clothes	200gp
Bolt of silk	500gp
Spices	400gp
Flute	Possibly as much as 1000gp

Searching their own stolen belongings they find that Andrea and Hemegretham's packs are missing although the big man's longbow and arrows are still there. Unfortunately Ash's pack is also missing which means that she is without her Holy Symbol, a Silver Sickle. Raven takes the research notes regarding the magical weapons made by the older woman. Astra has a short chat with young Gerald Henway. She ensures that if the Henways return safely to Greyhawk (they insist they can if they are escorted as far as Hardby) any reward should be deposited at the Guild of Gemcutters and Jewellers in the name of Rowena de Ville. The party hear a little about the eccentric Henways of Greyhawk, particularly the father's zoological garden situated in the High Quarter.

Back on level 2 Astra, leaving Bladestar and her Sword, Silvertongue, cloak and spellbook behind ventures cautiously into the corridor with the warning against magical items. She manages to pass the corridor without incident and finds a room very similar to Donyer's. Raven theorises that Donyer's room may Curse weapons while this one could Enchant them. They turn in for the night after setting a watch. Andrea on the midnight watch hears some hideous growling and screaming from the North but this dies down after a while. Otherwise the night passes uneventfully.

The next day sees the traditional party squabble break out. This time over what spells everyone should memorise. In the end everyone chooses their own.

Astra - Unseen Servant, Detect Magic, Alter Self. Ash - 2 \* CLW, Entangle, Fairie Fire. Raven - Read Magic, Unseen Servant, Magic Missile.

Ash casts CLW on Hemegretham for 6hp as a lightbulb goes off above Astra's head. "We haven't searched the Priest's room yet!" Ash who did remember can't see why they didn't search last night helpfully concluding that they just weren't interested. Anyway a search of the Priest's room is undertaken revealing a simple cot and a wooden frame supporting a patchwork of mismatched pieces of cloth. In front of the frame is a small Lyre and a torch which they retrieve. (DM note 3). Meanwhile up top on Guard duty, Hemegretham is very very bored.

Searching the barracks below the party discover a collection of short gold bars wrapped in a leather cloth and Astra finds a secret compartment containing a small box which she gives to Raven to open. (0% chance Detect & Remove Traps). He opens it (No Trap - phew!) revealing a rather nice ring in which is set a large gem. As they rummage around and Raven admires a wall mural of a huge city with gleaming spires set against a backdrop of massive mountains, Hemegretham has had enough guard duty.

### **Bored Bored Bored!**

Removing an arrow from his quiver he tosses it in the air. It falls to ground pointing toward the South-East. Retrieving the arrow Hemegretham marches off in that direction, "Looking for Danger!" Danger arrives in the form of a wandering encounter with two angry wild boars. They manage to gouge a few hp out the big man but the Bastard sword flashes through the air and soon the Boars are retired from life. A delighted Hemegretham hauls them off toward the cairn, mouth watering at the prospect of Roast Boar for dinner. Astra casts Detect Magic on their finds and reads a magical aura from the ring.

<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				50		
Spells		20	20			
Proficiencies	80	60				30
Ideas	60	60				40
Problem Solving						
Role Play	20	40	70	60		20
Treasure	500	500	500	500		500
Finishing	1000	1000	1000	1000		1000
Fun Factor	30	50	50	50		30
Penalties						
<b>Total (This session)</b>	<b>1690</b>	<b>1730</b>	<b>1640</b>	<b>1660</b>		<b>1620</b>
<b>Grand Total</b>	<b>2330</b>	<b>2665</b>	<b>2030</b>	<b>2505</b>		<b>2010</b>

### **DM's Notes:-**

1. Congratulations! You are at a point where you can be considered to have completed a partial victory over the 1<sup>st</sup> Star Cairn. Quite a reversal of fortune from the earlier sessions. You will need to arrive at a place of civilisation to collect your xp and explore the possibilities for any potential training and research. Having visited Hardby you would consider it adequate for your needs. Maybe you can meet up with Alvin and Zeppo - who knows?
2. Hemegretham has the Cloak of Protection and Astra has the Continual Light Hook.  
Cloak of Protection - Improves your Armour Class by 1 and also improves all of your Saving Throws by 1. "Nice."
3. I'll need to know who's carrying these and how.  
Those of you with prime attributes above 16 remember to increase your xp award by 10%.