

The Star Cairns

Session 8 24-8-99 News from Greyhawk

Next Session 31-8-99

Relaxing in the bar of the New Inn at Hardby the team is accosted by an acquaintance of Zeppo and Alvin's. It is Columbus, who informs the party that he has been tasked, along with several others, to deliver a message to the periphery of the Domain of Greyhawk's territory. Having fulfilled his task he headed for the nearest bar to slake his thirst and spying our friends decided to bring them up to date with the situation in Greyhawk.

Evidently the luz/Free world peace treaty was about to be signed in the Grand Auditorium when there was a huge explosion and a magical battle of awesome proportions broke out. This raged through the streets involving members of the mysterious Circle of Eight with various Greyhawk militia and magical support. When the smoke cleared it was discovered that two members of the Circle of Eight, Otiluke and Tenser; both advocates for Good within the largely Neutral circle; were irrecoverably dead! Another member of the circle, Rary was revealed as the murderer and it appears that he was aided by Lord Robilar, the leader of an Elite group of soldiers. The City of Greyhawk declares that these two criminals and any that associate with them are most urgently wanted in Greyhawk to stand trial for Murder and Treason. A substantial reward will be presented to any group that can return these two dead or alive! Despite all this the treaty has been signed and the Empire of luz and the free kingdoms are now officially at peace – the current borders stand. (DM note 1).

Astra muses over this information, remembering the party of well-armed men that was said to have ridden through Hardby just before they arrived there. That they were also accompanied by a hooded figure in robes now seems rather more significant than before. Ignoring all of this and ever-true to character Hemegretham orders an entire cask of Ale just for himself and proceeds to regale Columbus with tales of his mighty deeds, including the famous sword throwing game. As Columbus listens politely, the others discuss their plans. Astra wants to scour the Star Cairns for the three-part weapon that luz finds so interesting. She then plans to sell it to the City of Greyhawk. Alvin is rather disturbed by the suggestion that the party pursue Rary and Robilar. He explains that the conflict might possibly be a little one-sided since we will be dealing one of the finest minds in Greyhawk, not to mention one of the most powerful warriors. Interrupting Heme's "Punching an Ogre's lights out" story, Astra invites Columbus to join the group. He accepts, rather opportunistically agreeing to claim his half share. The party can have the other half. Astra briefly explains Adventure economics to the Cleric, who agrees that an individual half share would be acceptable. Andrea's plan to bury the magical rod from the first Star Cairn gets a cool reception.

During the afternoon they tour Hardby selling off various items of loot for a total of 1650gp. They contact the local representative of the Wizard's Guild, Delig. He identifies the Ring of Seeing and values it at 500gp and offers them 400gp for it. Astra asks him if he has seen Donyer. He says he remembers him some months ago in the company of a tall blonde-haired man but he hasn't seen him recently. Alvin enquires about the runes and the ancient language encountered in the Cairn and is informed that they are Suloise runes, the language of the Suel peoples.

Astra hangs about the dock area looking for any thieflly activity but notices nothing special.

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Columbus
Opponents						
Spells						
Proficiencies						
Ideas		20	10		10	
Problem Solving						
Role Play	20	20	20	20	20	20
Treasure						
Finishing						
Fun Factor	30	30	20	40	20	10
Penalties						
Total (This session)	50	50	50	60	50	30
Grand Total	50	60	50	60	50	30

DM's Notes:-

1. Unfortunately this means that the Border Watch Module is now out of time scope for this campaign and can't be used by the Army group. I do look forward at some time in the future to DM'ing this excellent adventure when we have a group of level 1-3 Adventurers near a war zone.