

# Bladestar

## Session 4 16-3-99 Flush out the Rats!

Next Session 23-3-99 Levels and tidy up first.

18:00 At the Adventurers' Guild. Our friends discuss the situation while awaiting Alvin and James Peveril. Several interesting ideas are bandied about. After the Haunt leaves him, James will be instructed to move towards anyone shouting his name. Hopefully this will overcome the confusion after possession and enable him to move away from any danger. There is a discussion about whether to cast silence on James so he can't pass the message on but the majority of the party want to hear the message themselves. There is some speculation on the possible content of the message. Astra rather wittily suggests that it may be, "The are four good adventurers following me!"

Eventually James turns up and the party head for the Thieves' quarter. Untempted by the delights of the Bow and Dagger they head for The Brass Dragon, one of the more pleasant Inns in this part of town. They check their major weaponry at the door and spend an agreeable hour or two served by the charming Camilla, an efficient Samantha Fox lookalike and soundalike. Andrea, holes in pockets as usual, foots the bill of 2gp.

### **What's that smell?**

They head for a nearby manhole cover and at midnight the Haunt possesses Peveril, who lifts the cover and rapidly disappears into the shaft pursued by the party. They follow him through some rather nasty smelly tunnels until James/Daraan pauses at a point in the corridor and almost sniffing the air to find his way aligns himself at a point on the sewer wall. He quickly does something to the wall and a secret door slides open. He disappears within, swiftly followed by Astra and the others as the door slides shut behind them. He heads down a staircase which finishes at a wooden door where he knocks three times short, three times long and three times short again. He then immediately opens the door and passes through closing the door behind him. Unknown to him, Astra with the benefit of the cloak of Elvenkind enters with him. Astra just has enough time to take in a dingy room with some chests against one wall, a large table against another and two doors, populated by several rather tough looking men rising from their chairs with weapons half drawn. James/Daraan walks toward one particular character and Astra just has enough time to notice how stunningly handsome this fellow is as there follows another coded knock on the door as Alvin and the others step into the room. The ringing sound of weapons being drawn is replaced by the sound of James/Daraan making a muttering, gibberish sound as he approaches Handsome, who must therefore be Wyvernthorn! A Mexican stand off develops with neither side willing to make the first move as James/Daraan begins to deliver his message. As his words die away the black cloud rises from him and with a dreadful sigh disappears into the very earth itself. A demonic scowl appears on Wyvernthorn's face as he screams, "Kill them all!" as James Peveril slumps to the ground.

### **Kill them all!**

Astra tries to manoeuvre into a suitable backstab position as Andrea bravely rushes straight at Wyvernthorn and his two henchmen. Alvin starts to cast a Sleep spell centered on the point between the two groups of bad guys. He is banking on the Elven ability to resist Sleep and Charm to protect his own side. Raven has also started to cast a spell, in this case he uses Spook directed at Wyvernthorn. Battle is joined and steel clashes as Wyventhorn and his henchmen uncharacteristically clumsily miss Andrea. Andrea however isn't so tardy and deals one of the henchmen a telling blow. Astra notices that despite his rather ham-fisted effort, Wyvernthorn was able to attack Andrea twice. With a surge of magical energy the spells complete and two of the villains drop to the floor. Raven's Spook hits Wyvernthorn and for no apparent reason this expert Assassin is suddenly terrified of a relatively low level and rather weedy (although very

hard to hit) Elf. The sound of steel on steel rings out again as Andrea and the remaining henchman trade blows injuring both of them quite badly. Wyvernthorn, confronted by the advancing Raven sprints for the nearest door as he attempts to escape the object of his darkest nightmares. He races past the invisible Astra who quickly steps through the door with him. Alvin manages to cast Hold on another of the henchmen, enabling Andrea and Raven to race after the fleeing man. There is a shout from Alvin as he is attacked with a backstab by one of the gang who must have been hiding in the shadows. Fortunately he misses and Andrea rushes back to join in battle as Raven steps through the door. Andrea and the remaining bad guy trade blows and Andrea gets very much the better of him running him through with ease. A horrified Alvin promptly binds the fallen villain's wounds and casts CLW and Charm Person on him. Alvin and his new friend tie up the fallen villains and tend to Peveril.

In the meantime behind the door, Raven's Spook is successfully resisted by Bey and he lashes out at Astra, injuring her as Raven pushes past and goes toe-to-toe with him. As a flurry of blows rain down, more on Wyvernthorn than Raven thanks to the Sentinel, Astra manages to Charm him as Andrea, fresh from her recent victory bursts through the door and joins the melee. Blood lust rises as the two warriors lay into Wyvernthorn gradually wearing him down. Astra desperately tries to stop the fight relying on her Charm to pacify the now blood-soaked Assassin but Wyvernthorn, sensing his impending doom bites down on a hollow tooth releasing a lethal poison. In a scene reminiscent of Reservoir Dogs, he slides down the wall leaving a bloody path behind him as he gasps out his last words to Astra. "It could have been so good, we could have robbed them all, you and I....."

He slumps lifeless to the ground and his dark soul passes from the world of Oerth. A search of his body produces a few coins, his longsword, a pair of Bracers of Defence AC4 and a gold ring of Featherfall. Shortly after Alvin CLW's the injured Astra.

### **What did he say?**

Since they had been engaged in quite a melee the party are not really sure of the content of Daraan's message. Mulling this over Raven realises that with the help of their prisoners, who also heard the message, they might be able to piece together what Daraan actually said. With the fearsome Raven encouraging them and Alvin's friend trying his hardest they manage to assemble what the spy said.

### **Was it worth all it?**

Regrouping in the main room the party explore the rest of the hideout, discovering two rooms one of which was obviously Wyvernthorn's and one which was the henchmen's quarters. With the aid of Alvin's new friend and Raven's Unseen Servant spell they search the rooms and produce quite a haul of loot. While engaged in this happy activity, Andrea notices a voice in her head that is trying to get her attention. It is indeed Bladestar the magical dagger attempting to communicate with its bearer. After a brief dialogue both Andrea and Bladestar decide that they would have worked well together, however Andrea feels she must take the opportunity to better her armour and takes the bracers, handing over the dagger to Astra. Bladestar is quite content to be wielded by Astra and the powerful weapon snuggles happily into her small delicate hand.

Prisoners in hand, the party round up the loot and head back to the surface where they turn in the bad guys and report the story. For his own purposes and without the party's knowledge it transpires that Alvin had released his charmed prisoner en-route. After a while hanging around a dingy Government office they are visited by a Greyhawk official named Fallow who explains that the whole thing must remain secret due to the embarrassment that would be suffered by the ruling Oligarchy due to an active cell of Iuz spies in Greyhawk. The party agree to keep quiet and Fallow informs them that they may keep all their loot and that the City owes them one. He can't tell them what the one is but just that they may one day be very grateful for it.

A weary but happy group assemble at the Guild for the share out:-

Andrea - Bracers of defence AC4

Astra - Bladestar, Magical +2 intelligent dagger see DM note 2

Alvin - Ring of Featherfall

Raven - Magical +1 Shortsword

Plus:-

5 short swords	3 500gp gems	2 sets Thieves' tools
10 daggers	five 100gp pearls	5 large sheets of tar paper
2 light crossbows with quarrels	3 fine suits of clothes	1 jar of weaponblack
3000gp	housebreakers harness	3 bags marbles

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Raven
Opponents	445					385
Spells		100	300			100
Proficiencies						
Ideas	60	40	40			50
Problem Solving						
Role Play	60	80	50			30
Treasure						
Finishing	2500	2500	2500	2000		2500
Fun Factor	40	80	30			40
Penalties						
<b>Total (This session)</b>	<b>3105</b>	<b>2800</b>	<b>2920</b>	<b>2000</b>	<b>70</b>	<b>3105</b>
<b>Grand Total</b>	<b>3755</b>	<b>3490</b>	<b>3370</b>	<b>2320</b>		<b>3275</b>

### DM's Notes:-

1. The House rules are now in a different document and will be attached to the write up whenever there is an update.

Bladestar - A magical dagger of exceptional quality and craftsmanship. It is also an intelligent weapon of Chaotic Neutral alignment. The dagger is elegant, forged of a strange black metal, and the hilt is wound with a dark red cord in a pattern that reveals the dark metal beneath. Embedded in its pommel is a sapphire of deepest blue, encircled by an array of tiny diamonds. Bladestar is an intelligent dagger +2. It communicates with its wielder by telepathy. It can automatically detect invisible creatures and objects in a 10ft radius. It can also Charm Person 3 times a day on contact, as well as bestow a strength spell on the wielder 1 time per day. When used in a backstab attack, on a roll of 19 or 20, the blade inflicts the maximum damage possible. (ie. No dice roll for damage necessary). Lastly Bladestar is a dagger of slaying Lawful creatures. This ability can only be used one time per month. Any Lawful creature struck by the weapon must make a save vs death magic or perish instantly.