

# The Last Star Cairn

Session 1      26-08-02 Greyhawk City.

Next Session Tuesday 02-09-02

At Brian's place.

## Back from the dead

It's the day after Astra's miraculous resurrection and Andrea takes the lead welcoming her comrade back to the group with her usual charm and tact. Questions such as "So, what's it like when you're dead then?" and "Can you walk through walls?" are bandied around. As a still shaken Astra tries to describe her wonderment at the magnitude of the Elven god's presence Andrea groans loudly, "Oh no, she's got religion". Disgusted, Astra gets up and leaves dressed only in a simple gown before returning when she remembers that her belongings are stored here at the Adventurers guild and not at the Thieves guild where she was heading, unarmed and dressed in a nightgown. Indeed Tallow is even now dragging the chest containing her belongings into the room. Finishing his breakfast Alvin declares that he has work to do and sets off for the great library as Astra retires to change into more familiar kit.

Returning, Astra asks about her spellbook and the magical dagger, Bladestar. The others think that Alvin has the spellbook but there is an uncomfortable pause until Joe throws a dagger on the floor. "There it is, that's Bladestar," he suggests. Astra may have been dead and literally been born yesterday but she's not yet totally gaga. Attempting to change the subject, Andrea explains that the ring of charisma was stolen but is interrupted by Astra asking pointedly, "when someone dies do they lose all their stuff?" Andrea explains that she thinks she should keep the dagger as a payment for bringing Astra back from the dead. After all, it was Andrea who requested the resurrection in consideration of the party's actions in saving The Domain of Greyhawk from the Doomgrinder menace, it is only right that she should have a significant reward for her selfless action. Astra storms out in disgust and heads for the wizards guild where she meets her tutor Anton (unaware of Astra's death and resurrection) and enquires about acquiring the invisibility spell. Anton reckons it will cost somewhere between 600-800gp. Astra chats with Anton for a while mentioning the Doomgrinder - a subject which he didn't appear to be aware of until Astra drew his attention to it. Astra proudly states that her party saved Greyhawk by destroying it (Celdon Fallow had expressly asked the party to keep this quiet but what the hell, Astra was dead - Anyway, the wizards guild now knows of their involvement). He is rather interested and takes quite a few notes. Onto the thieves guild and more training is arranged for 600gp.

Back at the adventurers guild Joe and Andrea are having an argument (surprise) that is finished by Andrea bopping the unfortunate Joe on the nose. Amazingly, he draws a handkerchief instead of a weapon. Alvin heads to the library where he is noticed by the sage and head librarian, Iquander, who remembers him from his last researches. He is made very welcome and brought everything he needs. (evidence of the gratitude of the ruling oligarchy?) Joining Alvin, Astra asks about her spell book and he tells her it's back in storage at the Adventurers guild. "Is it already time to go?"

Back at the Adventurers guild Andrea is bristling as she is teased remorselessly by Hemegretham. As she threatens all and sundry with various terrible fates she notices that her Gnarley Forest Ranger symbol is unusually cold and heavy. She begins to organise an emergency expedition to the forest, "it must be in danger" until she realises that it is probably just an alignment warning built into the device that helps keep the Gnarley Forest Rangers on track. However Heme is distinctly enthusiastic, lusting after action and Andrea doesn't want to disappoint him. Meanwhile Alvin attends a service at the temple of Rao and hears a stirring sermon against the evils of necromancy and his mind turns to Ylleck the scholarly Necromancer, safely ensconced in her Star Cairn. With nothing immediately violent on the agenda, Andrea, Heme and Joe leave early next morning for the Gnarley forest on Andrea's... "mission".

Astra and Alvin discuss tactics and a rather more realistic Alvin (perhaps his wisdom is increasing) is in agreement that the the studious Necromancer and her troops of undead are still more than a match for the party. They decide instead to go after the Star Cairn they haven't yet visited, Cairn 4 in their reckoning. After a week Astra manages to learn the Invisibility spell by the narrowest of narrow margins and as the others return from the Gnarley Astra concludes her Thiefling training for another 500gp.

Deciding to go via Hardby to begin their expedition they book a Rhenee barge (Captain Relex of the Rhen Clipper) for the 5 day journey at 300gp for the whole group, food and drink included.

During the trip Astra raises the subject of Bladestar several times a day and Alvin has a marvellous time taking any philosophical point of view that happens to agree with his humour at the time. However it is apparent that Andrea very much wants to keep the wondrous magical blade.

At various points Andrea and even Joe attempt to demonstrate rapport with the marvellous weapon. Both are able to wield the weapon with no ill effects, which after a short delay effectively communicates information concerning all of its powers to the wielder, so both Joe and Andrea are able to notice Astra's lie when she claims that the dagger doesn't cast life threatening spells. Heme however is unimpressed, thinking out loud, "what's the point in a spell if it isn't life threatening".

Finally seeing the necessity to put this matter to rest and with everyone having had their fun, the dagger is placed on the table between them and a solemn vote is cast for ownership of Bladestar. Heme and Alvin vote for Astra and after a moment a half-smiling Andrea also adds her vote for Astra. Pleasantly surprised Astra quickly gathers up the dagger from the table and straps it to her belt before they change their minds.

### **Day 5 Hardby**

Arriving in Hardy after an uneventful voyage they put up at The New Inn where Kalen the landord tries his weekly price of 5gp per head for the Adventurers suite. Since they only want to stay one night they try to talk him down which he doesn't go for until they have chatted for some time when he suggests a price of 3gp each of his own accord. He informs them that their reputation is on the rise in the Abor Alz area and he is even working on a new strong ale which he intends to call "Hemegretham - The Mighty Lager" which rather touches the heart of the big warrior.

The next morning Zeppo donates 50 gp to the Trithereon priests for looking after the party's magical items and Alvin and Astra try their Detect Magics on the the mysterious rug unfortunately only discovering that the rug is indeed magical. They depart and later the same day arrive in Fishton where the re-building work has been a serious success. Using his carpentry training Heme notices that the building work has been very well carried out. Astra repeats her brilliant juggling and conjuring act for the villagers and after a fine meal of freshly barbequed fish and local wine and ale they discuss their plans to set out for the fourth (unvisited) Star Cairn.

<b>Reason for XP</b>	<b>Andrea</b>	<b>Astra</b>	<b>Alvin</b>	<b>Hemegretham</b>	<b>Zeppo</b>	<b>Joe</b>
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Opponents						
Spells		10	10			
Proficiencies		10		10		
Ideas	20	40	30	10		20
Problem Solving						
Role Play	90	40	70	40		30
Treasure						
Finishing						
Fun Factor	60	20	70	40		40
Bonuses						
Penalties						

<b>Total (This session)</b>	<b>170</b>	<b>120</b>	<b>180</b>	<b>100</b>		<b>90</b>
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<b>Total (This adventure)</b>	<b>170</b>	<b>120</b>	<b>180</b>	<b>100</b>		<b>90</b>
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<b>Grand Total</b>	<b>36171</b>	<b>11602/11602</b>	<b>8860/8860</b>	<b>32101</b>	<b>See note</b>	<b>15730</b>
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### **DM's Notes:-**

Zeppo's last known XP was 20810 for the Star Cairns campaign. Since he started at the end of Clarshh's Sepulchre he will have a bit more to add to this.