

The Last Star Cairn

Session 5 07-10-02 "Golems Schmolems"

Next Session Tuesday 14-10-02

At Brian's place.

Late afternoon on the surface...

Finds our heroes patting out their still smouldering clothes and assessing their many wounds from the Stoneskinned Zombies. A quick inventory of spells and wounds persuades them that retreat is the best strategy for now and within an hour they are back at the cave. Andrea and Astra take the horses for an hour of exercise as a light refreshing rain begins to fall. Much banter occurs before our tired and battered friends turn in to spend an uneventful night.

The Next day

It's raining steadily as Alvin casts CLW twice on Andrea before setting out for the cairn. Despite Andrea's wayward memory the party manage to find the rooms where the chests and the reluctant scroll case lie, Astra opening the ex-smoky secret door enroute. Zeppo boldly strides into the room with the two chests and for a change the skeletons don't rise and attack him as he bends down and touches both chests. Zeppo and Heme drag the chests to the entrance of the scroll room. They try a number of things with the scroll case, all of which persuade them that it retreats from living things or active spells, whether invisible or not.

Back to the plan and Zeppo casts a Dispel Magic, which fails hopelessly against the enchantments contained in the area. Alvin tries the same and suddenly the scroll case falls out of the air! Alvin casts Find Traps finding no traps present for the chests, the scroll case and the book in Astra's backpack. Joe opens the chests and finds one of them empty, however in the second there is an impressive leather tome with metal clasps. Perhaps this is the cause of the two skeletons in the room, one killed by a sword thrust, the other by magic, maybe both were striving to possess this item?

Run Away!

They return to the scroll case and it continues to perform its evasive manoeuvres. Joe has a go with the lasso but doesn't get anywhere so he stops before he starts to look too silly. They head down to next level to investigate the rooms with the recorded Magic Mouth messages. The messages seem only to be heard if magical items are taken into the corridors. Casting Comprehend Languages Astra enters a corridor and hears a now familiar warning not to bear magical items into the room, as it will disrupt the enchanting process. While she is thus engaged Andrea takes the opportunity to swipe Bladestar before she returns. Meanwhile, perhaps they are bored or just plain stupid but Heme and Andrea enter the northwest corridor fully laden with magical items and weaponry. As they pass the halfway point they see manifesting ahead of each of them the object of their respective most terrible fears and nightmares as despite their proven courage and battle skills they are compelled to flee in utter terror! As they stampede past, Alvin, using Spellcraft, notes the probable use of a Spook spell to cause this unlikely scene. Fortunately for Andrea she shakes off the spell's effects within a moment however Heme is rather more unfortunate as he bursts from the cairn into the pouring rain and legs it away using his Running proficiency to maximum effect. It is several minutes before the big warrior recovers enough to slow down and realise what's going on. He returns rather sheepishly to a patiently waiting party, all attempting to cover their grins as Joe greets. "Heme the chicken".

During Heme's brief absence Astra notices that Bladestar is missing and of course guesses who has it. There is a brief ugly scene but eventually a smirking Andrea is persuaded to hand it back.

Stoned

Zeppo holds forth to the fighters comparing their brains to the intelligence of various notably dumb and idiotic animals. "Just don't take magic in there", he growls menacingly. Meanwhile Joe, without any magical weaponry, enters the northwest corridor. He just has time to take in the usual pentagonal room and two stone statues, one large and one man-sized before the large statue stands up and attacks him! Joe is clobbered good and proper but draws his dagger and prepares to fight, unfortunately he misses and as the others shout "run away!!!" he realises his predicament and legs it out of the corridor with the golem in hot pursuit. At the same moment Astra throws Joe's magical sword down the corridor however he doesn't pause to pick it up as it slides past him into the magical enchantment room. Zeppo casts Prayer as Alvin fires up his trusty Spiritual Hammer and the Fighters draw various weapons forming into a semi-circle blocking the end of the corridor. As Zeppo's Spiritual Hammer flares into being, the golem strides into battle striking Andrea as Heme realises that his weapon certainly hit the construct but didn't even knock a chip off! While he considers this, the golem hits him a glancing blow. Astra, invisibly returning from the corridor hisses, "Heme, use Bladestar!" The big warrior is momentarily surprised to see a dagger appear in mid-air but quickly catches on. Chips of stone fly all over the place as a flurry of well-coordinated blows from superior magical weapons and magical spells rain down on their grimly expressionless opponent until with a great crash it falls, inanimate at their feet, Bladestar protruding from its chest.

Snake! Snake!

Alvin casts CLW on the badly battered Joe as Zeppo follows it with two more. Exploring the now golem-less room they find another statue lying on a stone stable. It is astonishingly life-like and several of the party speculate that it might be the result of a Flesh to Stone spell. They leave this one for a while and head back to the northeast locked door. Astra's Knock spell is successful and the door opens revealing a room full of shelves covered with smashed glasswork. As Andrea pitions the door Zeppo takes a look around when suddenly there is a bright metallic flash and the cleric collapses. Andrea, Joe and Alvin rush in as the source of the attack, a metal serpent with shining eyes, attempts to strike them with the same deadly poison that got Zeppo. Alvin manages to drag Zeppo outside as suddenly the door breaks free of the piton and swings shut! Inside the two fighters lash out at the incredibly fast and deadly construct, Joe scoring a glancing blow however he doesn't jump back in time and is bitten by the deadly snake, fortunately resisting the effects of the poison. Meanwhile Zeppo is fading fast and Alvin quickly casts Slow Poison on him as Astra uses her second Knock spell to open the door again. They remove the possibility of being trapped by ripping the door off its hinges as Heme ploughs into the room closely followed by Alvin who is casting a Detect Magic spell. With three experienced Fighters hacking at it with magical weapons the delicate snake is quickly destroyed and Alvin is free to scan the room, finding a magical blip in a corner. Regardless of his own safety he quickly investigates finding two unbroken potion bottles one with a picture of a green snake and one with a red snake. Returning to Zeppo, who by now is almost lost, he risks a gamble and pours the contents of the green potion into the stricken Priest's mouth. A minute passes when suddenly Zeppo's eyes flicker open. He is ashen grey and sorely wounded but he will live.

A strategic retreat is called for but on the way up the party have another go at the scroll case, this time trying out Alvin's Web spell. The case does stick but it still seems to be impossible to get close to the thing. With Joe carefully carrying Zeppo, they return carefully to the cave. Zeppo quickly falls asleep as they make their plans for the next assault on the cairn. Alvin casts CLW on Joe before turning in and an uneventful night passes.

R&R

Andrea takes the horses out for exercise as Heme gives Zeppo his gem of regeneration. Astra and Alvin cast Armour spells on themselves while Alvin casts three CLW's on Andrea and Joe. Zeppo casts three CLW's on himself and one on Andrea and Joe. He realises that his health has suffered during the ordeal with the poison and realises that he is not quite as tough as he was before. (Permanent loss of 1 point of Con). Alvin casts Detect Poison on the red potion and the reading goes off the scale! He leaves it at the back of the cave as they decide to rest up for another day. Another uneventful night passes.

“It’s like fighting a penknife”

A bright September morning finds our heroes, including a fully recovered Zeppo, investigating the cairn’s second level. This time they stand before the wizard locked door at the end of the long western corridor. Astra’s Knock spell opens the door and the Fighters duly rip it off its hinges revealing the usual pentagonal room filled with piles of bronze metal stock in stacks up to ten feet high. As they step into the room a bizarre sight emerges from behind one of the piles. A twelve foot tall metallic humanoid construct that is obviously a golem but with sharp blades instead of forearms. Its body is also covered with short sharp blades. The Fighters charge to attack and Joe manages to strike with his sword as Heme takes a blow from the thing’s slicing blades. Zeppo casts Prayer as Alvin’s, by now familiar, Spiritual Hammer appears. Astra fires a Magic Missile spell striking the golem for visible damage as she also becomes visible as a result of her attack. Heme strikes the golem but his Bastard Sword +1 doesn’t harm it! As Andrea is struck by a blade and Zeppo casts Bless, Astra hands Bladestar over to Heme. Zeppo casts an Aid spell on Joe as Joe, Heme and Alvin hit the blade golem for serious damage. Heme’s short weapon does damage however the blades that cover the thing’s body slice into his hand. It is however all over for the golem, which crashes to floor in a cloud of dust. Zeppo heals Heme’s wounded hand as they survey their surroundings...

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Joe
Opponents	1980	1000	1400	1920	1500	1980
Spells		80	160		130	
Proficiencies	40	10		10	10	20
Ideas/Plot/Clues	20	70	100	20	20	30
Problem Solving						
Role Play	100	90	80	90	80	90
Treasure						
Finishing						
Fun Factor	120	100	50	90	90	120
Bonuses						
Penalties						
Total (This session)	2260	1350	1790	2130	1830	2240

Grand Total	42581	13767/13767	11980/11980	38331	44026	20300
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DM Notes:-

- Lots of good role-playing and fun, a lot of which is not specifically mentioned in the write-up. It is however all considered.