

# The Last Star Cairn

Session 6      14-10-02 Level 3

Next Session Tuesday 14-10-02

At Brian's place.

## **Smokin'**

As the dust settles on the defeated blade golem our heroes turn their attention to the next door, from which they can hear muffled conversation-like noises. Since they are all a bit worse for wear, a CLW-fest breaks out with Alvin casting on Heme and Andrea while Zeppo casts two on himself. They open the door discovering a group of Smoke Mephits that seem to have been bound to the room. The mephits are extremely fed up and ask very politely to be released which can be achieved merely by holding the door open, which they helpfully suggest. This the party do, enabling a swift escape by the grateful creatures. It is only a few minutes later that Alvin wonders whether Smoke Mephits are evil, hmmm.

## **Ow that hurt!**

Entering the next room they just notice the bright red writing on the floor as the huge iron golem and its rider, a madly sniggering fire mephit, attack. The mephit is struck by both Alvin's Magic Missile and Joe's arrow fire, effectively disrupting the spell it was casting. Heme and Andrea plough bravely in against the fearsome golem and although Andrea carves it up a treat Heme's mighty blow causes no damage! Astra Alters Self to a Gargoyle and launches into the air as Alvin casts Prayer and Joe hits the mephit with another bowshot disrupting another spell! The golem hits back striking Heme hard as Astra darts over its head perhaps hoping for a backstab attack. As Alvin's Magic Missile lands home disrupting yet another mephit spell the wretched creature explodes, banished back to its own infernal plane, unfortunately this neither stops nor slows the golem, which proceeds to smash Heme to the ground. As Alvin rushes in to attend the fallen warrior Joe drops his bow, draws his sword and charges. Zeppo joins Alvin as the golem smashes into Andrea, wounding her badly and knocking her magical sword from her hand. Alvin and Zeppo cure Heme to walking (badly) wounded as Joe is hit for serious damage. "Run away "is the cry and this they proceed to do noting that the golem is pursuing them beyond the room!

## **Astra the limp**

On top of the cairn a light rain is falling and our battered friends stagger into their places for the "golem falls in the pit and dies" routine but there is no sign of the thing. After a short break Astra the gargoyle flies down into the first chamber where she sees the golem walking towards her. Thinking herself safe she gains height, unfortunately not high enough to avoid the poison gas cloud emitted by the construct. Fading fast she just manages to fly out of the cairn before collapsing, regaining her form as she subsides. Alvin attends and discovers that she has been poisoned. He casts Slow Poison to gain time and using his healing proficiencies discovers that the poison is a non-lethal paralysis. They decide to retreat and with Joe carrying the limp form of Astra, they return to their cosy cave.

Much fun is had concocting amusing cures for Astra all basically revolving around purgatives. Alvin comes up with a particularly smart spell combination to help him cure Astra tomorrow. With that, they turn in, Zeppo casting a CLW on Joe and Alvin casting the same on Andrea.

A brisk autumn day dawns and Alvin puts his combination spell and purgative plan into effect. It worked, it was messy and everyone laughed except Astra. (Spells noted, also for Zeppo). Another CLW-fest breaks out as Zeppo cures Joe three times and Andrea twice. Alvin also cures Andrea four times and Heme once. Discretion being the better part of valour they decide to rest up for another day before tackling the golem again.

### **Next Day - Undead!**

Zeppo casts CLW on Andrea as Astra casts Invisibility upon herself. Using her stealth Astra is able to descend into the cairn to retrieve Andrea's dropped sword. Even though she encounters the iron golem it doesn't detect her however entering a nearby room she sees a host of undead figures rise and move toward her. She beats a hasty retreat to the surface where she informs the others. "Undead!" snarls Alvin as he dashes below to take on all of Hades, single-handed if necessary. Eventually the others decide to follow but Alvin "The Martyr" is already in the room summoning the power of Rao, which turns many of the loathsome creatures. There are however still rather a lot of them left and Alvin takes a hammering until Joe storms in turning the tide of battle. Meanwhile the rest of the party, following somewhat further behind, encounter the iron golem. Heme uses Bladestar to increase his strength to exactly what it was before (good try) as Andrea is hurled across the room by the huge metal figure. Astra's Magic Missile slams home as Zeppo casts a Prayer spell. Alvin decides he's had enough help and sends Joe back to the others as he mops up the last few zombies with a deviously placed Web spell. Joe arrives just in time to see Andrea fly across the room again as Heme charges into close combat wielding the magical dagger Bladestar. He makes a reasonable dagger attack on the thing but is smashed across the room by the rather heavier firepower of a huge iron fist. Suddenly it's, "No more Mr nice guy" as Joe, Heme and Andrea all charge and hit hard smashing the huge iron figure to the ground. Meanwhile Alvin casually tosses a torch into the middle of his web spell and warms his hands upon the conflagration of unholy tinder therein. Zeppo steps over the fallen golem and casts an Aid and a CLW on Andrea.

### **Salamander**

Moving onto the next room they see a similar set of forges and four large shapes covered by heavy sheeting, all standing upon a sawdust covered floor. Joe strides in and removes the covers revealing four large anvils. As the last cloth drops to the ground a bizarre sight materialises in the centre of the room. A tall half serpent, half man-like thing covered in flashing flame appears and immediately attacks Joe with a wicked looking metal spear. Not entirely sure of himself Joe backs off a little but the creature bounds forward and in a flash wraps its scaly tail around him pinning his arms as the sawdust ignites. Asbestos specialist Heme charges into the room causing the creature to drop its spear and release Joe as his mighty blow lands home. Alvin and Zeppo cast Prayers as Joe dodges a blow from the thing however he takes some serious burn damage from the raging flames. Just about keeping hold of his rapidly warming sword Joe slashes back at the monster as Andrea joins the fray. Heme's next move is a massive bone-wrenching blow, synchronised nicely with Alvin's Magic Missile however the creature is still up, on fire, and fighting. Heedless of the raging heat Zeppo bravely rushes into the room chanting just as Joe is very badly burned by burst of flame causing him to collapse to the ground, where he gets burnt even more. Alvin's next Magic Missile lands as Heme, really getting his eye in now, rends the thing asunder banishing it to its home plane. Joe is dragged from the still burning room and the heavily burned fighters queue up for Priestly attention, unfortunately Alvin fails to arrest Joe's serious decline however Zeppo's skills are particularly in tune with Trithereon today and as he "try, try, tries" he saves Joe's life. He will have to remain still for 24 hours with constant care but he should be curable after that.

Time to patch up the smouldering team as Alvin casts CLW's three times on Andrea and twice on himself. Zeppo casts CLW twice on Andrea and once on himself. Fireproof Heme is mostly ok and anyway the Gem of Regeneration has begun its wonderful work as several of his wounds disappear within a few minutes. When he feels mostly recovered he places the gem in Joe's belt pouch.

### The third level

Twenty-four hours later Joe is back in the land of the living and the recipient of one CLW from Alvin and two from Zeppo. Amazingly his kit is mostly ok although he will be wanting to replace that heavily charred rucksack and clothing. Astra casts a Comprehend Languages spell and reads the red message, which says, "Long live the Suel people." in Sueloise. Alvin copies the message onto a papyrus scroll. Joe takes a look for the metal spear but it seems to have disappeared with the creature. Heme decides to have a go at the chimney games but only succeeds in getting covered in soot and grime. They decide to try to get down to the third level and return to the room with the metal bars obstructing the way to the stairs.

Alvin casts Find Traps and discovers that the bars are not trapped so Andrea, Heme, Zeppo and Joe turn their attention to bending the bars open. They manage to budge the bars a little but not nearly enough to allow passage. Astra attempts to disbelieve the barrier but it appears real to her. Zeppo finally gets around to casting Dispel Magic and miraculously the entire barrier disappears! Andrea checks for tracks, finding nothing so they head cautiously downward as Astra casts Invisibility.

At the bottom they find themselves in the usual five-sided room with a large door-sized stone slab in each wall. Heme tries to examine the northwest door, which suddenly jumps from the wall and crashes onto him. The big warrior climbs to his feet eyeing such a low trick with obvious contempt. The sprung trap reveals a 10ft corridor with a dead end. Andrea tries the northwest door, which is also trapped but fortunately she manages to jump out of the way. The same sort of alcove is revealed. Undeterred Andrea touches the southwest door, which swings open revealing yet another pentagonal room. The room contains a peculiar sight. In the centre is a perch upon which sits the most amazing metallic Falcon. As Andrea watches, it behaves with amazingly authentic movements. Well at least it hasn't attacked me yet she thinks. Also on a pedestal slightly to one side they see a crystal orb resting on a velvet cushion. Andrea approaches the bird, which regards her quizzically until using her Animal Handling skills she reaches for the falcon in the appropriate fashion and it hops lightly onto her outstretched arm, just like a trained bird. In addition Andrea feels the comfortable presence of the creature in her mind, apparently awaiting instructions. Meanwhile Astra investigates the orb and is impressed to see an image of the room as if seen from Falcon's perspective. She notes that she doesn't appear in the image, so it can't see invisible creatures.

Zeppo decides to open a door and he tries the southern one, which swings open revealing a room with a metal dog happily chewing a metal bone. After a moment the dog notices him and in typical guard dog fashion jumps forward and begins to bark and snarl. Fortunately for Zeppo it stays within the room. Moving on he tries to open the southeast door but unfortunately for the priest this one is trapped and he is pasted to the wall by the large block of stone for some reasonably serious damage.

All stone doors investigated they return to the remarkable metal dog. Zeppo steps into the room and is immediately bitten quite seriously. Considering his other wounds he quickly steps out again leaving the dog apparently confined inside. Astra casts an Unseen Servant and grabs the metal "bone" lifting it high over the dog's head, confusing the poor thing no end. As the bone floats off into the next room the metal dog responds in an amazingly canine manner. It is just like watching a real dog. Astra then steps into the room and yes it appears that the dog can see invisible things as it promptly takes a chunk out of her. She quickly steps out to receive a CLW courtesy of Zeppo. Ranger Andrea decides to take the situation in hand and steps into the room and gets bitten. She tries to put a rope collar on the dog and gets bitten again. She tries again and is again bitten before finally getting the thing on the dog, and getting bitten again. She steps out of the room bleeding messily, handing Heme the end of the rope and suggests pulling the thing from the room. Presumably so she can get bitten some more. The dog lies down and appears to sleep as they try to decide what to do.

<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	2200	1000	2030	2500	1900	2820
Spells		70	330		260	
Proficiencies	30	50	20	10	10	10
Ideas/Plot/Clues	20	40	390	40	20	40
Problem Solving						
Role Play	100	80	120	50	50	60
Treasure						
Finishing						
Fun Factor	120	80	80	90	70	70
Bonuses						
Penalties						

<b>Total (This session)</b>	<b>2470</b>	<b>1320</b>	<b>2970</b>	<b>2690</b>	<b>2310</b>	<b>3000</b>
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<b>Grand Total</b>	<b>42791</b>	<b>13752/13752</b>	<b>12570/12570</b>	<b>38890</b>	<b>44506</b>	<b>21060</b>
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**DM Notes:-**

Alvin's particularly good combat XP is due to also taking out (almost single-handedly, Joe got some of them) a room full of nasty Zombies. A few hundred of the total ends up on ideas since it was a cunning plan.