

# The Star Cairns

Session 17    25-10-99    It's been a Hard(by) Day's Night

Next Session Monday 7-12-99    At Brian's new place – Dave has the con.

Washed, brushed up and (mostly) cured the party congregate in their rooms, The Adventurer's suite of the New Inn; Hardby. Astra declares that she has the equivalent of 1100gp in gems, which rather surprises Columbus, who has 48 of the Suel gold pieces. While they discuss how to manage their finances Astra plays around with the magical rod trying to get it function in some way. Unfortunately even after a lot of pointing and willing the rod does nothing. Perhaps frustrated by this Astra hits a chair with it causing damage to the chair but not a mark on the rod. Andrea suggests selling it but it's quite obvious that the magic using people want to hang onto it. She shrugs and resumes arguing with Columbus about the 48gp. Alvin gets rather upset that, as he sees it, Columbus is not willing to share the 48gp in the party treasure. Columbus gets rather excited here and reminds the party of all their helpful actions to him, such as ruining his nice armour. An exasperated Alvin casts Hold Person on Columbus, takes a deep breath, counts up to 10 and says, "So what do we do about him?" Astra, charming as always, suggests Charming him but the others dismiss this. They know that a charmed comrade is never as good as one with free will and when he breaks the charm, well you wouldn't want him standing behind you... Alvin's objection is based on shared treasure. Heme and Andrea both think Columbus is a bit weird but since both of them have been cured by the eccentric Cleric several times, they are understandably reluctant to let him go. After a few minutes of this Alvin collapses the Hold spell and an irritated Columbus growls, "Don't ever do that again!" He insists that it was a misunderstanding and that he is prepared to share in the common treasure pool. Heme and Andrea discussing this loudly are politely requested to "shut up!" by Zeppo. In the end things settle down and Zeppo distributes the loot from the sale of the silver flute. Astra goes out to buy a couple of fancy frocks and parts with 30gp. Andrea equips herself with the usual Ranger garb and a couple of much more modest dresses for the sum of 24gp. Astra meets up with Zeppo and they go for a few drinks at the nicer end of town. After her terrifying level-draining encounter in the depths of the Star Cairn Andrea has no hesitation in taking the Wraith as her racial enemy.

The next morning an exuberant Zeppo calls upon Trithereon and is granted access to 3<sup>rd</sup> level spells! Andrea goes for a 10-mile jog, takes a bath and joins Zeppo at the Inn. They proceed to the good aligned Temple. For 100gp and a suitable amount of humble reverence the magical brooch is identified as a Scarab of Protection. Its uses are explained to Andrea (DM notes), who now sees a bright future full of destroyed Wraiths! Hemegretham approaches the local militia and gets on just so fantastically well with the guys that he manages to wangle a free week of first class weapons training. Wow!

Alvin goes to the local branch of the Mages Guild and starts to research the Star Cairns, the Suel Empire and any other pertinent pieces of information. Meanwhile Columbus and Astra are browsing in the market quarter. Later Astra approaches the Wizard's Guild with a view to learning Comprehend Languages. She is told to return tomorrow when the training will start. There is an amusing scene at the Antiques shop involving Astra hurling Manticore spines around, while at the temple Zeppo requests a full healing to be given to Andrea. He doesn't quite manage to persuade them of the merits of her case and they are told to return tomorrow.

The next day sees Andrea in a magnanimous mood as she holds the Scarab aloft and asks, "Who needs this then?" Heme thinks she should keep it and nobody seems inclined to argue. "Things are looking bad for Wraiths," thinks Andrea as with a wicked grin, she pins the brooch to her tunic. Zeppo clandestinely casts a spell on Columbus and is observed by Alvin, who uses Spellcraft and Religion to establish that it was a higher level spell than he has access to and something to do with curses. They pay their dues at the New Inn, 10gp per week per person. Columbus settles down to an intense period of study of the Suel Language and by the end of the week he will have some idea of how to read and write Suel. Zeppo decides to take up the sling and purchasing one begins to practice daily. Heme decides to learn the skills of a Harpoonist and when his weapon training has finished he signs up with a blacksmith to learn Smithying. At the Wizard's guild Alvin's continual study starts to pay off. He is confident that he can locate the other two Star Cairns and that he has a good fundamental knowledge of Suel history and culture.

Back at the temple Zeppo appeals again on Andrea's behalf and the temple agrees to Heal Andrea. A fairly dull morning of ritual chants, baths and Herbal Tea is finished off with a mighty incantation by the High-Level Cleric of Trithereon. Andrea is healed completely as the network of acid burn scars disappears and her health returns to her. She is so overcome with gratitude that she vows to undertake an unspecified task for Trithereon. Was that a rumble of thunder? Or was Rao merely cracking his cosmic knuckles?

By the end of the week Astra will have learnt Comprehend Languages for the price of 500gp. She is busy studying the Knock spell and Heme is training as a Smith when the universe suddenly acquires a different Steward!

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Columbus
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Opponents						
Spells			10		10	
Proficiencies	10		20	10		10
Ideas						
Problem Solving						
Role Play	20	20	20	20	20	20
Treasure						
Finishing						
Fun Factor	10	20	10	10	10	20
Penalties						

<b>Total (This session)</b>	<b>40</b>	<b>40</b>	<b>60</b>	<b>40</b>	<b>40</b>	<b>50</b>
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<b>Grand Total</b>	<b>5550</b>	<b>3930</b>	<b>3170</b>	<b>4320</b>	<b>4880</b>	<b>3440</b>
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## DM's Notes:-

### Scarab of Protection

Gives off a faint magical aura. If held for 1 round an inscription appears on its surface informing the holder that it is a protective device.

The possessor gains a +1 bonus to all saving throws vs. spell. If no save is normally possible, he gets a 1 in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to saving throws. Thus this device allows a saving throw vs. spell at base 20 against *Magic Missile* attacks.

The scarab can also absorb up to 12 level draining attacks, death touches, death rays or fingers of death. However on absorbing 12 such attacks the scarab turns to powder – totally destroyed.

### Ring of Fire Resistance (Heme's Armour has these properties)

The wearer is totally immune to the effects of normal fire – torches, flaming oil, bonfires etc.

Very large and hot fires, molten lava, hell-hound breath or a Wall of Fire spell cause 10 hit points of damage per round if the wearer is directly within the conflagration.

Exceptionally hot fires such as red-dragon breath, pyrohydra breath, fireballs, flame strike, fire storm etc are saved against with +4 bonus and all damage dice are calculated at -2 per die but each die is never less than 1 in any event.

**Spot the Deliberate Mistake Dept – CLERICS READ THIS**

Player's Handbook, Section Classes, Priests, Clerics.

*A cleric has major access to every sphere of influence except the plant, animal, weather, and elemental spheres. (he has minor access to the elemental sphere).* The sphere of each spell is detailed in the Spell Description in the Player's Handbook. This means that Alvin as a Cleric, cannot possibly have cast Entangle or Goodberry – Whoops! Priests, please make sure you check which spells are available to you.