

The Star Cairns

Session 26 20-6-00 Don't kill Mephit!

Next Session Tuesday 27-6-00 At Brian's place.

Pressed against the wall our friends regard the still smoking corridor. What next? Raven wants to leave; permanently, while Andrea smoulders in the corner. They discuss the folding boat as a bored Raven crosses to the pile of gold at the south side of the room and relieves it of 6 bars. He returns apparently unharmed even though he was in view of the corridor. Astra informs the rest of the party of the folly of taking on paid help – “Who's idea was it anyway?” she complains. “Yours.” Says Andrea, glowering. They decide to leave the danger zone and exit via the secret door, which Andrea closes behind them. Zeppo thoughtfully casts CLW twice on Andrea and once on Joe. Still somewhat the worse for wear the Ranger appeals to Alvin for a cure. “Are you going to be a good girl now?” He patronisingly asks, before casting the spell. Alvin observes that Astra seems to have lost some of her memory and asks Andrea whether she has perhaps lost some of her morality. Gritting her teeth, she declines to answer. Raven however thinks hiring extra help is a great idea. “We need a lot of them really quickly!”

The complex is searched for secret doors but none are detected so they try to operate the magical carpet. Astra sits on it and says a lot of words, which cause nothing whatsoever to happen however they notice that if they place the Soul of the Doomheart onto the grey area on the carpet it seems to rest in a stable position, more than if it were just placed on the ground. Raven decides that one must assemble the Doomheart components in order to get the carpet to function and rather aggressively demands that the others hand over the rod. Alvin is not at all happy about this. Fortunately Astra remembers also seeing an oval depression in the lobster apparatus, so obviously the weapon is not the activating key.

Feeling the need to do something Raven goes off to talk to Reba and offers her the gold bars as a special bonus. Unfortunately she is not impressed by his advances and informs him in no uncertain terms that his charity is not required! Meanwhile Astra is trying to get the metal man to operate but is not having much luck. She decides that it is probably too big for her and ropes Hemegretham into trying to operate it. The big Human is a much better fit in the machine but it still refuses to budge. They try to push it up the ramp but even Heme's prodigious strength can't move it. Raven and Joe join them and they all try to move the figure, however it is just too heavy for them. Joe suggests rigging some ropes up to the horses, a smart idea that they soon seem to forget.

Congregating on the first level they plan the watches as Raven enters talking excitedly about a metal man he has seen far to the Northeast. The others go for a look but it has already disappeared out of sight. They settle down for a peaceful night except for Zeppo and Reba's watch where they hear screams far to the north that quickly die away – maybe the metal man has met something?

Dawn the next day and our heroes are preparing to attack the Mephits, as Raven looks on, bored to death with planning. Clustering outside the corridor Alvin casts CLW on himself, following it up with a cure on Andrea. Zeppo also CLW's Andrea before casting Protection from Evil on his self. Alvin casts Resist Fire on Joe as suitably protected they stampede into the forge room where the Mephits burst from cover and attack. A hail of Magic Missiles rain down on the party as Andrea, Alvin and Joe are hit. Alvin's spell fizzles out as Andrea and Raven go into action. Heme and Andrea both take damage but the party's swords slice through the air biting deep into Mephit flesh. Raven despatches one of the Mephits to its home plane as it disappears in a flash of sulphur and brimstone. With amazing speed and skill the party's mages let loose a volley of Magic Missile spells Alvin, Raven and Astra striking as the second creature is explosively returned to its home plane. This is all too much for the final Mephit which lands and bows before the party begging, "Pleeeeee don't kill Mephit." All the while gazing up at them with an expression of the most abject misery. As they parlay with the creature Raven casts a Know Alignment spell and confirms that their prisoner is indeed Lawful Evil, perhaps a deal is possible? Alvin however stares sternly at the spawn of Hell and it is quite plain that if it is left up to him he will return this one to whence it came – terminally! A dialogue ensues where the Mephit agrees to any terms if the party will just release it. It promises to go far away and not trouble anyone. Alvin is not impressed but Andrea and Raven certainly are moved by this piteous creature's plight. Zeppo is less hard-line than Alvin but there is no way this Priest will countenance dealings with evil creatures. The dilemma continues as they question the creature, with Astra particularly trying to extract information from the thing. It seems to know nothing of the world except this room where it has been imprisoned for hundreds of years. "Mephit make fire, make hot yes?" Finally with the attitude of one that sees a wounded animal in pain Andrea strikes without warning dealing a killing blow that banishes the creature to Hell! (DM note 1)

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Joe	Raven
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Opponents	210	210	210	210		210	210
Spells		20	50				20
Proficiencies		10					
Ideas	20	30	60	10		20	30
Problem Solving							
Role Play	60	30	60	20		20	40
Treasure							
Finishing							
Fun Factor	20	30	20	10		10	30
Bonuses							
Penalties							

Total (This session)	310	330	400	250		260	330
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Grand Total	4295	5935	3770	2370	3420	530	3310
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DM's Notes:-

1. In general play reflected alignment here and I'm happy with your character viewpoints. However bear this encounter in mind if you are ever trying to sue for mercy from a bunch of Evils that have somehow managed to get the drop on you.
2. This version 10-7-00 has the correction for Zeppo's XP when he was actually absent.