

The Star Cairns

Session 3 13-4-99 Jailbreak!

Next Session 20-4-99 Reminder. 27-4-99 is Steve's Evil testimonial match

Fistfight, or the birth of the Legend of Hemegretham

Looking up the corridor Andrea is startled to see the light blotted out as a large shape moves towards them. "Har har har littul fings to hit!" Chortles a huge Ogre. "Get into dat prizun or I will fling yew around!" The party quickly lay into him, but scoring little damage and getting quite a bit in return causes Raven and Andrea to drop their hastily snatched up weapons and surrender. Not so Hemegretham! Here is a real warrior. A man prepared to fight to the death because he doesn't know the meaning of the word surrender unlike those wimpy Elves with dictionaries. Armed with just his fists he squares up to the looming Ogre and trades blows with the creature. Both take damage but the monster still seems confident and deals Heme a couple of severe punches which only serve to strengthen his implacable resolve. More blows fly as Heme lands a couple of serious good ones on the beast, angering it to point where this will be a fight to the death! In its fury the Ogre hurls a wild haymaker that Heme nimbly dodges causing the creature to slam its fist into the wall for significant damage. Sensing a change in fortune Raven quickly retrieves his weapon which prompts Andrea to do the same. A final exchange of blows sees the mighty Hemegratham jab to the monster's jaw, causing it to crash insensible to the ground!

Andrea dashes past the fallen creature in an attempt to stop the two guards from raising the alarm, unfortunately one of them has already made a dash for it and the other blocks her path, armed with a shortsword. Sensing the need for speed she hurls herself at him hoping to wrestle him to the ground allowing the others to pursue his companion. She succeeds in this due to her considerable strength but the guard is able to deal her a vicious wound before head cracking hard onto to the stone floor, he is dispatched. In hot pursuit the party fly into the next room as the guard disappears up the spiral staircase... then re-appears tumbling backwards until he falls in a deceased heap at their feet...

A smiling Astra appears explaining that having met a rushing guard coming up the stairs her natural instinct was to return him to his original location. "Oh dear, have I hurt him?" She explains all that she has observed and hands out the 3 bits of kit she has acquired from the stores including Raven's magical shortsword. Andrea and Hemegretham quickly kit up and a bit of scouting is done, finding the top of the stairs well guarded. They hear someone coming down the stairs and apart from Andrea and Hemegretham who are doing their best, "we're just a couple of guards" act, disappear into the shadows. As Mr Robes (originator of the Colour Spray that felled the party) comes down the stairs. He pays them no attention and walks straight into the corridor where Astra is hiding. She taps him on the shoulder with Bladestar and the unfortunate Mage fails his save and is bedazzled by Astra's Charm. Astra proceeds to pumping him for information but finds he is rather more interested in another form of pumping and he will not be dissuaded. Accompanying him to his chambers she proposes a rather interesting game that he hasn't played before and the prospect of being firmly tied up and given a good seeing to certainly appeals to him. He is rather surprised when she gags him as well and calls up the corridor, "You can come in now boys."

All tied up

Astra interrogates the mage in her usual charming way and he reveals the following information. The boss of the bandits is an imposing man known as Miyori. His companion is a woman called Selra and there is also an elderly female sage known as Raxen. Miyori is the possessor of a magical sword which can cast a mass charm once a week. This was to have been the party's fate. Charmed into unthinking obedience to the instructions given by these three. There is also a Priest of Ralishaz and a more senior bandit with a magical sword who are currently away with the raiding party. The group somehow get prior information on caravan schedules and are able to choose their targets selectively.

The mage, who is called Donyer tells them that he will help them if they promise to release him and gets Astra and Ash to give their word that this will happen. He then explains that they have used the cairn as a base of operations and unexpectedly discovered some sealed chambers containing magical weaponry. Some of these are severely flawed cursed weapons however some are indeed examples of the real thing, like the rather fine +1 Bastard Sword that Hemegretham is now holding.

Astra tells Donyer to cast Invisibility on her and she promptly winks out of sight as the mage carries out her request. Just in time as the random encounter table turns up a very clumsy serving wench and a bored guard. She drops her bowl of food and bursting into tears clears it up and heads off to get another, followed by the Invisible Astra. She sees that they are on the -1 level of the complex and learns the layout of the Kitchens. Noting the number of guards at the top of the stairs (now 2) before returning with the girl who leaves them food and drink. The others have been attempting to look like a bunch of charmed prisoners but eventually the bandit smells a rat and Raven has to slug him, rather amazingly ko'ing him with one blow. What a bunch of brutes they are!

Reason for XP	Andrea	Astra	Alvin	Hemegretham	Zeppo	Raven
Opponents	35	15		230		60
Spells		50				
Proficiencies		40				
Ideas	30	50	20			20
Problem Solving						
Role Play	30	50	20	50		20
Treasure						
Finishing						
Fun Factor		30		50		
Penalties						
Total (This session)	95	235	40	330		100
Grand Total	290	525	40	620		280

DM's Notes:-

1. Hemegretham gets almost all of the xp for fighting the Ogre. Raven and Andrea get some for their part in the melee.

I'm going to award xp to Alvin earned from playing the character Ash. It just seems unfair not to.