

# The Star Cairns

## Session 33 26-9-00 The Fifth Cairn.

Next Session Tuesday 9-10-00 At Brian's place.

The shadows lengthen over the desert hideout as our heroes discuss their next move. Raven wants to get right back to civilisation in order to recruit a larger group of hirelings and henchmen. Only then will it be possible to avenge Astra's death. There is no particular reaction to this statement and the party even continue sharing out Astra's possessions. Bladestar, the mysterious magical dagger, has already accepted Andrea as its bearer so the others stake their claims. Joe gets a mirror and a small silver ring that has a concealed blade, Raven gets Astra's spell book and his magical longsword is returned to him. Zeppo takes a canvas roll filled with all sorts of peculiar precision tools and some blank sheets of papyrus. The discussion moves onto the gem of Charisma that only works for certain alignments. Andrea is quite sure that she needs that. Zeppo asks who currently has the gem and Andrea sensing a chance to lay claim says that she hasn't got it. "I can tell", replies the droll Cleric. After a little more teasing Andrea gets the gem. Raven suggests casting Detect Magic on the whole lot since the party are dealing out these items with no knowledge of whether they are magical or not.

The talk turns to the Astra question. Alvin wants to take her remains back to Greyhawk and have an extravagant wake in her honour. Raven wants to sell her body, presumably for research, in Hardby, while Andrea wants to bury it in one of the Star Cairns. Zeppo suggests using the weapon to "Destroy that bitch in Cairn 2 but a bloodthirsty Alvin demands the right to personally behead the studious Necromancer. Alignments take a wander around as some of the characters suggest taking over Greyhawk using the weapon as a threat. Alvin thinks that sounds rather boring but Raven suggests hiring a lot of people to run it for them. Zeppo wonders whether putting this thing in the hands of the gods would be a good idea. Perhaps Trithereon would be interested. Eventually they decide to keep the thing disassembled for now and the parts are stowed in backpacks as follows:- Soul – Zeppo, Spear – Alvin, Hand – Raven, (Doctored) Instructions – Joe.

Alvin casts CLW on Andrea and Zeppo CLW's her as well as himself. Andrea disappears hunting and returns an hour later with a Mountain Goat! Even Hemegretham is impressed! After a tasty dinner they talk long into the night before settling down. They are not disturbed and rise around 10 the next morning. Before they leave Andrea scans the horizon to the South and spots the dust cloud again. Joe wonders why they are afraid of a cloud of dust to which Andrea says, "Just trust me!". Carefully walking the horses they begin to ascend into the mountains leaving the fearsome Cairn behind them. Andrea spends a considerable time attempting to cover their tracks and by late afternoon they are able to regard the vastness of the Bright Desert in all its majesty. Zeppo and Andrea use Direction Sense to stay on track as they move on into the cooler, cloudy area of the range. After a solid day's march Andrea spots Freyl Keep to the Northeast. A trivial feat, which for no apparent reason impresses Alvin and Joe immensely. They approach the Keep and are greeted and ushered in to meet Lt. Jenar who is entertaining another visitor, An Adventurer! Over a simple but hearty dinner they are introduced to an Elf named Avon who claims he is looking for a fresh start. Having heard about the party recruiting in Hardby he had followed on their last known direction until deciding to stop over at Freyl Keep for a night or two. When questioned about his talents he simply says, "I do magic." Later in the communal bunkroom Zeppo casts Detect Magic on Astra's items finding that none of the unknown items are magical. During this process Avon can identify several of Astra's more confusing items and competently demonstrate their use. They spend a peaceful night in the safety of the Keep and next morning depart towards Fishton. En-route Alvin spies a metallic glinting to the south and it isn't long before Andrea spots the form of a large metal man striding resolutely in the direction of Fishton! Despite any evidence to the contrary, Alvin is convinced that there is no reason to worry and that the metal man will not cause any damage to Fishton. The party estimate 3 hours before Mr Metal will be walking down Fishton High Street!

They ride ahead to the town where Alvin breaks the news of Astra's demise to the disappointed villagers. After an hour of generally faffing around Andrea, Alvin and Joe ride out of town towards the oncoming metallic man. Joe is determined to stop it before it reaches the town and is clearly not convinced by Alvin's argument that it won't harm anyone. They ride parallel with it for some time, observing that its gait is somewhat lopsided and that it lacks a manual control backpack. They notice the heavy thudding as it walks. It is obviously very heavy. A remarkably long period of confused indecision breaks out where the party fail to do anything at all to divert the construct. No plans are made to defend the town, no pits are dug, no barricades raised, in fact nothing much at all happens until it is just 30 minutes away from the town. The others ride to join the advance party and at last they decide to take some positive action! Zeppo rides behind it and casts Heat Metal as Andrea, using Bladestar's Bestow Strength ability manages to rope one of the thing's legs. Andrea's already mighty and magically enhanced strength and Zeppo's Spell however do nothing at all to slow the resolutely advancing golem. 15 minutes from Fishton and Alvin and Andrea ride back to warn the villagers. Joe and Heme take a length of rope and rush the 12-foot-tall figure but they are both pulled over by the thing's immense strength. Joe knocks up a lasso with his Rope-Use proficiency but is unable to arrest the golem as the town of Fishton appears in the distance.

With all good intentions (warning the garrison at Storm Keep) Avon starts to set fire to one of the houses, prompting a distressed old man to ask, "Why are you burning down my house?" Joe and Alvin waste precious time preventing this as the metal man crashes straight through the walls of one of the houses. Instead of calmly walking right through it as expected, the golem lashes out tearing the building down around itself. Villagers rush around in panic as the thing strides from the wreckage of the first building and heads straight for the next dwelling, which it proceeds to tear apart. They hear a human scream as a child rushes from the collapsing building. In the midst of the destruction the golem smashes an old woman's body as if it were an eggshell! This is enough! (at last) Alvin unleashes a Magic Missile at the thing but it just bounces off the shining metal skin. Andrea runs around a lot shouting as Zeppo goes to find some fishing nets. More buildings are torn apart until he returns and with Joe they attempt to wrap the figure in the net. Unfortunately for Zeppo the thing rips the net to shreds and lashes out at him dealing immense damage in one blow. Alvin tries to Heal him but fails as Andrea charges, armed with a deadly..... Piton. Blows are exchanged and Andrea is smashed away by a huge metal hand. Heme rushes in and strikes the thing with his magical Bastard sword causing a large chunk of metal to be chipped out of the golem's shoulder. Zeppo Cures himself back to walking wounded and casts a Prayer on the group. Andrea is smashed to the ground as Heme strikes again causing more damage. Andrea staggers to her feet and swings her magical sword, taking a considerable lump out of the golem's leg. Avon who has manoeuvred himself into position leaps forward and backstabs tearing a large chunk from the flailing figure. The thing whirls madly around striking out in random directions until below a rain of blows from Heme and Andrea it crashes to the ground. Zeppo casts 2 CLW's on the badly injured Andrea and one CLW on himself.

As the dust settles on the scene a miserable huddle of villagers stand around staring at the flattened, smoking remains of the village of Fishton.

**Hit Point Situation**

Avon 17(17), Zeppo 18(26), Alvin 20(20), Heme 43(43), Andrea 22(41), Joe 15(15), Raven 25(25)

<b>Reason for XP</b>	<b>Andrea</b>	<b>Avon</b>	<b>Alvin</b>	<b>Hemegretham</b>	<b>Zeppo</b>	<b>Joe</b>	<b>Raven</b>
Opponents	1000	1000	1000	1000	1000	1000	
Spells			40		100		
Proficiencies	30	30			10		
Ideas		10			10	10	
Problem Solving							
Role Play	60	20	50	50	50	60	
Treasure							
Finishing							
Fun Factor	80	10	50	40	50	90	
Bonuses							
Penalties							
<b>Total (This session)</b>	<b>1170</b>	<b>1070</b>	<b>1140</b>	<b>1090</b>	<b>1220</b>	<b>1160</b>	
<b>Grand Total</b>	<b>8055</b>	<b>8420<sup>1</sup></b>	<b>7010</b>	<b>5950</b>	<b>6700</b>	<b>3980</b>	<b>5010</b>

1. Career total, not Adventure total.