

# The Star Cairns

Session 34 9-10-00 Fly by Night

Next Session Monday 16-10-00 At Brian's place.

As the last timber of the village formerly known as Fishton crashes to the ground, a light rain descends upon the motley band of bedraggled Villagers and Adventurers, as they stand surveying the destruction wrought by the fearsome metal man. Sure, they polished it off but what of these people's homes, their livelihoods. Avon thinks they should be content with their lives and suggests that they shelter under their small fishing boats however the majority of the party feel somehow responsible and they decide to provide for the refugees. As Alvin CLW's the wounded the group trudge along the road pulling a couple of over-laden carts that Joe has modified for use with their War Horses. Andrea rides on ahead to make arrangements and about two hours later they arrive at the village of Megas Landing to find that the Ranger has already paid the 50gp necessary to cram the Fishtowner's into the equally small village of Megas Landing. Leaving the villagers behind the party press on to Hardby arriving early evening. They find that Andrea has booked the Adventurer's suite and arranged with Kalen, the Innkeeper to send a boy out to summon builders for a quote. As they relax with hot baths and kegs of Ale (Well, Heme does anyway), Raven states that he has unfinished business in Hardby and will not be accompanying them on to Greyhawk. Joe realises that with a week of marshal training he could better his skills and petitions for the party to remain in Hardby until he has completed a week's instruction with a Weapons Master. However the general consensus is to press on to Greyhawk and see if it's still there! They settle down for the night but take the precaution of maintaining two-person watches throughout the night, which passes uneventfully.

## **Not so Petit Dejeuner**

While scoffing down the Inn's famous breakfast they discuss local rumours with Kalen. Most of the recent action in the area seems to have been centred around the activities of the "Heroes of the Alz", as many in Hardby have taken to calling them. Our friends blush modestly at this fame until the builders turn up to negotiate terms. Blodgett Brothers make an offer to rebuild Fishton, better than it was before for the price of 1200gp. It will take 1 ½ weeks and they can start tomorrow. All pay 200gp except Avon who claims he has no responsibility for this Adventure. Heme extracts a bag of 100gp and a bag of gems worth 100gp from his Robe of Useful Things to pay his share and the group decide to donate 100gp from Astra's stash since she was personally fond of the villagers. Raven promises to deliver the money at the end of the job and Andrea signs the contract. At the Docks they book passage on a Rhenee barge, for 30gp which Avon agrees to pay, that is departing for Greyhawk the next day. With a day spare in Hardby Joe rushes off to the Mountaineer Militia training camp for a day's weapons practice. Andrea takes Binky out for a long ride as Zeppo heads off intending to replenish his supplies of herbs and meet Alvin at the temple later. Avon goes to the small office of the Wizard's Guild and then searches for evidence of a Thieves' Guild. Hemegretham finds a cosy corner by a roaring fire and orders a huge flagon of Ale. It looks like the day just got booked solid!

Zeppo and Alvin meet at the Temple. Zeppo has shopped for herbs, fully re-supplying for 5gp. He makes a 20gp donation to the Temple and spends a while chatting to the Acolytes there, who are these days, rather impressed by the doughty Cleric's tales of Adventures in the Abor-Alz. Avon passes by the Town Hall where he attempts to get an audience with the Captain or even the Sergeant of the guard. Unfortunately he is rebuffed by an officious bureaucrat named Merrick who claims the best he can do is pass a message on. Avon leaves with a scowl, promising to remember the Clerk's name. Meanwhile out on the downs Andrea is taking Binky for a relaxing canter when she notices a cloaked rider parallel to her. Looking around she sees another two cloaked riders approaching her rapidly and decides it is time to head for home. Unfortunately she cannot manage to outmanoeuvre them and must fight her way through. Using her fine horsemanship skills she charges the riders brandishing both swords. She manages to strike two of the riders but is sorely wounded herself as she finally manages to break away. Unfortunately for Andrea a fourth rider appears blocking her escape. Gritting her teeth, with grim determination she charges the rider, a "Death or Glory" expression on her face. She is wounded but manages to break free as Binky surges towards the safety of Hardby. The riders pursue however Binky is a fast beast and since they also pause to fire arrows the battered Ranger eventually outpaces them arriving in a terrible state at the Inn. A rather inebriated Hemegretham is surprised to see his companion crash through the door in a bloody mess and follows the only course of action that he can think of. Heaving her onto his shoulder he lugs her to the Temple for treatment, trying not to bump her against too many walls on the way.

The others arrive back at the New Inn and are disturbed by the events, as related by a boy who is busy mopping up a huge pool of blood! They head for the Temple where they encounter Heme and Andrea. The Temple has spared Andrea one CLW and she is able to relate her story as Alvin and Zeppo both cast another CLW each on her. Zeppo suggests giving her the gem of Healing and Heme hands it to her. Avon checks one of the arrows with a Fletcher but only finds that it is an unmarked flight arrow of no special design. They arrive back at the Inn to find Raven nursing a number of injuries caused, he claims, by the ten guys that attacked him. Fortunately for him a couple of passing warrior priests intervened and they were able to drive the thugs off. Since this event he has hired himself three fighters to act as his personal bodyguard so he supposes that he will be ok in Hardby by himself. However he does give the Hand of the Doomheart to Hemegretham, who carefully stows it in his backpack.

### **Rising Paranoia**

Zeppo remembers that there are other passengers on their boat and is not at all happy about this. He can just imagine a group of cloaked guys emerging from a cabin once they are away from land. He points out that perhaps Rary the renegade Arch-Mage could be riding here even as they speak, seeking to possess the mighty weapon, destroying whoever would stand in his way. Also the band of Orcs in the hills carried the mark of luz, from whom the party has "stolen" the knowledge of the Doomheart's location. Suddenly the prospect of a scheduled departure doesn't seem so appealing. Alvin and Zeppo both cast another CLW on Andrea and Alvin also cures Raven. Alvin stays with Raven and Andrea who are given a herbal preparation that helps them sleep as the others head for the Docks.

They find their boat's berth and ask the lone guard if they can speak to the Captain now. Initially they are told no but when pressed the guard agrees to have the Captain woken. However only one member of the party will be allowed aboard. Another guard appears as Hemegretham quickly volunteers, striding purposefully up the gangplank. After a few minutes he returns having met the Captain and determined that there are indeed other passengers. Not anything as useful as how many, what do they look like or could the boat leave now, just that there are other passengers. The others muse upon the wisdom of letting a Fighter negotiate for them as Joe draws his sword and threatens the guards, demanding to be allowed to speak to the Captain. As Avon and Zeppo desperately try to calm him down more guards appear from the shadows, jeering at the party. Joe is roundly insulted by the grinning Rhenee who find his frustration highly amusing. The party back off as Joe reluctantly sheathes his sword to a chorus of catcalls and laughter from the boat.

Zeppo suggests trying another boat. Avon agrees but then goes on to suggest sinking this one as well! The others are a little disturbed by this (although Joe wouldn't mind) and they decide to search for another boat leaving this one well alone. Avon shrugs as Zeppo returns having located another Rhenee barge that can take them right away for 100gp. As the others return to the Inn for a rapid checkout Avon remains hidden and observes a crewman leaving the boat and making his way to a warehouse for extra supplies. Following him back to boat he meets up with the others including a sleepy Andrea. They mention that they were observed leaving the Inn by a figure watching from one of the Inn windows. Horses and belongings are loaded aboard and in the dead of night the Rhenee barge slides stealthily into the quiet waters of Woolly Bay.

**Hit Point Situation**

Avon 17(17), Zeppo 18(26), Alvin 20(20), Heme 43(43), Andrea 22(41), Joe 15(15), Raven 25(25)  
 Figures are as the previous week since we forgot to update them.

<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							
Spells					30		
Proficiencies		20				10	
Ideas	30	20		20	70	20	
Problem Solving							
Role Play	80	120		50	70	80	
Treasure							
Finishing							
Fun Factor	50	30		50	50	40	
Bonuses							
Penalties							
<b>Total (This session)</b>	<b>160</b>	<b>190</b>		<b>120</b>	<b>220</b>	<b>150</b>	
<b>Grand Total</b>	<b>8215</b>	<b>8610<sup>1</sup></b>	<b>7010</b>	<b>6070</b>	<b>6920</b>	<b>4130</b>	<b>5010</b>

1. Career total, not Adventure total.