

The Star Cairns

Session 37 21-11-00 Greyhawk City – still...

Next Session Tuesday 5-12-00 At Brian's place.

After Celdon Fallow has left they discuss the possibilities. Avon argues strongly that Joe should be allowed to complete his training since Avon himself would also then be able to complete some trivial tasks... Zeppo just wants to leave and do the Doomgrinder thing whereas Andrea is less than impressed claiming that she could "sneeze that much money". Heme gets the gem of regeneration back since he is expecting trouble. They discuss what to do late into the night and after the majority of the party have retired Andrea forces a "vote" heavily loaded to her own (and Heme's) opinion that they should dump the thing in the Gnarley Forest and have done with it. The "vote" is carried and Andrea retires to bed, well pleased that her unique debating style has prevailed. She and Heme silently agree to an early start so to pre-empt any misguided opinion.

Early next morning Andrea awakens only to feel something moving beneath the covers. (Eeeek! A man perhaps???) She hurls the blankets away revealing a huge spider, fangs dripping with venom. Screaming she attempts to jump out of bed but is bitten by the creature and overcome by the poison drops paralysed to the floor. Alvin and Hemegretham, in the adjacent rooms, hearing her scream rush in, finding the sorry scene before them. Heme kicks out at the spider dislodging it. It quickly scampers under the bed as Alvin kneels beside his fallen comrade casting CLW. Zeppo arrives and he and Alvin confirm that Andrea will be ok, paralysed but stable. (Déjà vu, eh Andrea). The spider makes another appearance jumping onto Zeppo but he manages to resist its poison and knocks it back under the bed. He drags Andrea into his room as Alvin and Heme prepare to battle the forces of evil beneath the bed. Heme lifts the bed easily but the spider races along the mattress toward him. Unfortunately for the spider it meets Alvin's Magic Missiles and is transformed into a small oily patch of goo. Back in Zeppo's bedroom (again Andrea!) the worthy Cleric casts Remove Paralysis and despite not clearing the effect of the poison (this time she saved) restores the irritable Ranger to her former self. He casts CLW restoring her health to the usual thanks, none at all. As Tallow arrives Avon checks the windows and finds that Andrea's and Joe's have been "interfered with". Tallow is surprised and embarrassed claiming that the windows are magically warded. Rent-a-kill, in the shape of Alvin and Heme, search Joe's room finding yet another nasty hairy arachnid lurking under the bed. It receives the exterminator treatment courtesy of Alvin's Magic Missiles – evidently Rao does not care for spiders either.

As Avon departs for "The Old Hall" Alvin notices Andrea attempting to sneak off. The previous night's "vote" is swiftly reversed as a relieved Joe heads off for weapons practice and the others go shopping (with all stealth). At the shops Andrea presents Zeppo with a donation of 600gp in order to upgrade his armour to plate mail. She claims that it is in her interest to keep "The Doctor" in one piece. Heme gets himself a medium shield and they take it easy as Zep is fitted with his new armour. "Suits you Sir!" They return to the Guild and eat a hearty meal. About halfway through the evening Joe arrives looking worn-out and somewhat bruised. He declares the training a great success and promptly falls asleep. The more cautious among the group advocate sleeping in the common room, which they do, keeping a careful double watch.

The next day Joe and Avon disappear off to their training as Alvin makes a beeline for the library. Fortunately for him he encounters Iquander the Sage and Head Librarian and is able to greatly focus his research thanks to the learned man's advice. Alvin learns several interesting things about the Doomgrinder. (See notes).

Back at the Guild, the "short attention span squad" are bored so they head to the River quarter looking for action. They find their way to The Pit, a sweaty establishment known for all sorts of honourable (ha ha) contests of combat skills. After watching a bout or two Andre goads Heme into trying his luck and a bare-knuckles fight is arranged with a vaguely humanoid creature known only as, The Brute!

Fists fly and blood spatters the crowd causing whoops of delight from the bloodthirsty audience. Both The Brute and Heme plough into each other jabbing and swinging with all the grace of a couple of bull elephants. Due to his greater experience with fist-fighting The Brute begins to get the upper hand, however Heme's implacable resolve is not a thing to be taken lightly and he storms into his now confident opponent with a flurry of blows, landing an amazing haymaker that lifts the hapless creature from his feet and dumps him unceremoniously into the dust floor. The man that once punched out an Ogre has done it again and to a chorus of cheers and boos they leave, counting their winnings from Andrea's many side-bets. Back at the Guild Zeppo CLW's Heme back to some sort of presentable state as he waits for the Gem of Regeneration to kick in. Avon and Joe return from training having expanded their abilities considerably. Alvin passes on his valuable knowledge and changes several minds in the party. Now they not only want to take on this mission they want to take the weapon as well!

The next morning finds our heroes seeking another meeting with Celdon Fallow, where Joe drives the price up to 450gp per head for the advance and final payment. Alvin would like to know who Celdon's backers are but he explains that he cannot reveal this information. They decide to go and a delighted Celdon pays them their advance. Collecting the pieces of the weapon they prepare to leave in search of **THE DOOMGRINDER!**

Alvin discovered the following:-

- Treasure can still be found in the Star Cairns, despite all the parties that have journeyed there. The secret to destroying The Doomgrinder may be found there.
- The Circle of Eight (now five) know how to stop the Doomgrinder but they are going to let Oerth be destroyed in order to gain more power.
- The Doomgrinder was built by Zagyg the Mad Archmage. The entire world will be shifted to his plane of madness.
- An increased number of Derro have been sighted in the hills around The Doomgrinder.
- The Circle of Eight talk a lot about balance but maybe they're more interested in taking sides!
- Iuz has always held a deep hatred of Greyhawk and would like nothing better than to see the Free City destroyed. He must have something to do with The Doomgrinder.
- Artefacts that can damage The Doomgrinder are hidden in the Star Cairns.
- A mad lich is stealing powerful magical items from all across the Flanaess.

Hit Point Situation

Avon 16(17), Zeppo 23(26), Alvin 20(20), Heme 35(43), Andrea 41(41), Joe 23(23), Raven 25(25)

Reason for XP	Andrea	Avon	Alvin	Hemegretham	Zeppo	Joe	Raven
Opponents			20	20	10		
Spells			20		30		
Proficiencies		20			10		
Ideas	50	50	40	30	30	30	
Problem Solving							
Role Play	70	60	60	70	60	60	
Treasure							
Finishing							
Fun Factor	50	30	30	70	20	50	
Bonuses							
Penalties							
Total (This session)	170	160	170	190	160	140	
Grand Total	8865	9460	7180	6930	7760	4980	5010

1. Career total, not Adventure total.