

# The Star Cairns

## Session 5 4-5-99 A Cunning Plan

Next Session 18-5-99

It is midnight and as Donyer, Ash and one of the prisoners doze, Hemegretham, adding to his reputation for getting into trouble if left with nothing to do exercises an incredible feat of strength and rips the strange grate open therefore destroying the only source of water on level two of the complex. Astra and Andrea find a secret door in the 3<sup>rd</sup> level room. They get Raven to open it by touching it with the sentinel glove, discovering a room with some empty weapons racks on the walls. They quickly discover two further secret doors and Raven again opens these. The southernmost room is examined first and is seen to contain two weapons racks. Some weapons and a scabbard are hanging from them. As Andrea steps into the room she detects a hissing noise and notices difficulty breathing. Quickly stepping out she narrowly survives the deadly gas trap! Not content with triggering just one trap a day she steps into the south-westerly room which also contains a set of weapons hanging from racks on the walls. This time it's a fire trap, although it doesn't reach high enough to damage the weapons and the rather curious rod which is also hanging on the wall. Sense prevails and Raven is persuaded to cast Unseen Servant managing, just, to retrieve all of the items. The party exhibit admirable care with these weapons, going out of their way not to handle them. They get:-

### Southern Room - Fancy rune kit

- 6 Longswords
- 2 Rapiers
- 1 Cutlass
- 1 Dagger
- 1 Scabbard

### South-western Room - Plain well made weaponry

- 1 Short Sword
- 2 Longswords
- 1 Scimitar
- 1 Steel Rod with a clear gemstone embedded in the end

A bit of discussion about cursed swords concludes that if the fancy stuff (looks a lot like Andrea's sword) is probably cursed then maybe the plain stuff is un-cursed? Andrea picks up one of the plain weapons, noting its excellent perfect balance before dropping it again and stroking her very own far-superior and more-magnificent sword.

While Astra examines the rod, which radiates a powerful aura of focusing magic, Andrea is notes the rather tempting similarity of the fine scabbard with her sword. Surely the greatest sword in the world should have a suitable scabbard she thinks as she grabs the ornate object and firmly sheathes her sword. There is a burst of light and Andrea is hurled to the ground suffering 9 hp of damage as the cursed "Mighty Blade of Renho" gives up its hold over her. Phew!!!

Weapons are distributed and an exhausted Astra crashes out in order to gain enough rest for spell memorisation. Raven gives Hemegretham the cloak of protection since he is going to sleep at the foot of the stairs in case anything tries to come down.

### **A cunning plan is hatched**

Ash and Donyer wake refreshed enough to learn spells. A very sleepy but fortunately cursed sword-less Andrea crashes out. The events of the night are explained to Ash, who reluctantly agrees to try to hit things with the Scimitar, should that sort of base unpleasantness become necessary. There is no water left and Andrea and Astra wake. Obviously too pre-occupied to bother learning any spells Astra limbers up in preparation for the break out. Ash takes 4 \* CLW and casts 2 of them. Donyer learns Comprehend Languages, Sleep and Phantasmal Force.

An invisible Astra climbs stealthily up the wall into attack position as the party storms up the stairs. Bandits appear from everywhere and a desperate melee breaks out featuring the following high points...

Heme manages to break free of the first rank and charges toward the door on the Northeast side of the room. Donyer launches Sleep and Stinking Cloud to great effect, unfortunately also catching Andrea in the cloud as Raven ploughs into melee with three of the bad guys. Ash plays a murderously efficient support act with the rope of entanglement and a dagger but the party is dismayed to see Hemegretham intercepted by a group of bandits and the mighty warrior vanishes below a hail of blows, even dropping his sword in the action. A desperate Donyer casts Phantasmal Force at the group and the bandits are alarmed to apparently see the recently despatched giant rise up from the dead and attack them again. In the confusion Astra is able to make it to Heme and begins to drag him away from the conflict. As she does so, she notices the leaders of the group standing in the doorway directing operations. In the meantime Andrea has escaped the effect of the Stinking Cloud and ploughs into the bandits with a vengeance. Raven battles onward, seemingly unhittable and thanks to their bravery and boldness, the party win the day over the bandits who surrender as the full extent of the carnage become apparent.

Ash quickly binds Heme's wounds and casts CLW saving his life (yay, Druids!). The party notice the leaders escaping down the corridor and take off in hot pursuit. A pitched battle is held with the two women fighting rather bizarrely with clawed hands that deal a fair bit of damage, while the blonde haired leader ploughs in with his sword. Astra backstabs Miyori invoking Bladestar's Death attack against Law, but he just seems to take normal damage. He turns and sorely wounds Astra but the tables have turned for the party and on the receiving end of Raven's Magic Missiles, Tasha's Uncontrollable Laughter spells and Ash's rope of entanglement, he goes down in a fit of hysterical giggles. Both of the women reach into their cloaks and the party notice them touch amulets around their necks before vanishing into thin air! Astra picks up the leader's rather impressive sword and Andrea retrieves her Bracers of Defence.

Back in the main room blood is spattered everywhere, Hemegrethem slips in and out of consciousness and a nervous and confused group of prisoners await their fate.

<b>Reason for XP</b>	<b>Andrea</b>	<b>Astra</b>	<b>Alvin/Ash</b>	<b>Hemegretham</b>	<b>Zeppo</b>	<b>Raven</b>
Opponents	140		70	40		
Spells			70			
Proficiencies	30	60	20			
Ideas	50	130	30	20		
Problem Solving						
Role Play	60	70	70	60		
Treasure						
Finishing						
Fun Factor						
Penalties						
<b>Total (This session)</b>	<b>280</b>	<b>260</b>	<b>260</b>	<b>120</b>		
<b>Grand Total</b>	<b>640</b>	<b>935</b>	<b>390</b>	<b>845</b>		<b>390</b>

**DM's Notes:-**