

The Sepulchre – Session the Tenth 16th June 98

As the remains of Braxus evaporate into smoke the party resume their usual bickering and after a few minutes of taunting Raven and incidentally healing him a bit they set off to explore the staircase behind the throne. At the top of the stairs is a small chamber containing a Sarcophagus!!!

There are three seals, two seem normal lead types but the centre seal is a more elaborate affair decorated with the familiar sign of Nergal. The talk is immediately of smashing seals however Astra, at Raven's behest checks the seals for traps. "There are no traps," she confidently declares. Absolutely convinced by the 1st level Thief's ability to detect traps the seals are dismissed as no threat whatsoever and a plan is hatched that centres around some sort of nasty undead thing that might be in the tomb.

Zeppo will cast Bless, Alvin will stand by; Holy Water ready and Astra will use her Unseen Servant spell to position a bag of Holy Water over the tomb. When this is ready Andrea, Cassandra and Galen will strike the seals with their swords. This they then do resulting in a blinding flash from the centre seal (a Glyph of Warding) which blinds the characters unfortunate enough to fail their Save vs Spells. Cassandra, Andrea, Alvin and Astra are now completely blind.

With more than half of the party blind, the remaining members search the tomb. Within is a mummy (fortunately not the walking "grrrrring" kind) which is moved about a bit by Raven. He finds it very heavy and declares, "He's full of money!" He excitedly slits it open revealing a magnificent bejewelled ceremonial breastplate and a rather nice amount of precious stones which the sighted members of the party sort through. The mummy is also clasping an ivory cube in its right hand. They also find a dusty scroll and a few jars full of yucky entrails. They leave the entrails....

Laden down with treasure and tripping and bumping along, the Heroes head out of the tomb complex as Astra's theories about the secret door mechanisms are proved correct.

As they pass the tombs of the acolytes Raven decides to have a root around in one of the chambers. Finding nothing he roots around a little too much and manages to impale himself on a poison dart. The quick acting poison starts to numb his right side and it is only Zeppo's quick use of Healing and Herbalism that manages to stop it spreading further. In the manner of a group of geriatrics on a day out the group exit the tombs and head off to Sereen's wagon. A brief stop at the fountain has no effect on the afflicted. On the way back Raven takes a turn for the worse and is carried by Cassandra who is led by Astra. (This really is a case of the blind leading the blind). As they totter along they hear the first distant sounds of birdsong as the woodland creatures begin to return to the now cleansed ruins.

Back at Sereen's the cube is handed over (with a little persuasion) and the delighted Arcane happily identifies the latest retrieved objects:-

Scroll of Hypnotism
Dagger +1 & scabbard
Dust of Appearance (*2)
Green Potion
Golden bowl (Astra appraises as 600gp)
Sacrificial Knife (Astra unable to appraise)

The party then divvy out the items:-

Golden Breastplate	Galen
Helm of Comprehend	Raven
Languages & Read Magic	
Potion of Sweet Water	Andrea
Dust of Appearance (*2)	Zeppo
Scroll of Hypnotism	Alvin
Dagger +1	Cassandra
Potion of Extra Healing	Astra

The following treasure was acquired:-

Coins	2pp, 185gp, 3000gp (from Sereen), 12sp	=	3195gp, 12sp
Gems	3*500gp, 7*300, 5*100	=	4100gp
Ruby belt buckle	600gp,		
Sacrificial Knife	?		
Golden Bowl	600gp		

Total = 8495 (1213 each)

Sereen expects the party to act as guards on the return journey, well those of them that can see anything to guard against at least and on their return to Greyhawk City he will pay the agreed fee and retrieve his loaned magical weaponry.

Over the next few weeks in The City of Greyhawk and at considerable expense of time and gold for treatments, the blinded characters gradually fully regain their sight. Tooroot's Charm also wears off Andrea. Rather wisely the Owl is nowhere to be seen.

Thus ends the Adventure of Clarshh's Sepulchre.

Clarshh's Sepulchre

XP awards for Session 10

Reason for XP	Galen	Andrea	Astra	Raven	Alvin	Cassandra	Zeppo
Opponents	200	200	200	200	250	200	
Spells					20		
Proficiencies	10		20		20		
Ideas	80	60	80	60	80	70	
Problem Solving	10		20	10	30		
Role Play	40	40	40	50	50	50	
Treasure							
Finishing							
Fun Factor	30	20	20	20	20	20	
Total (This adventure)	370	320	380	340	470	340	0
Grand Total	1460	1500	1520	1710	1700	995	1245

DM's Notes:-

The Union of Undead Guardians would like to point out that our heroes were rather phenomenally lucky in their encounter with Braxus The Crypt Thing. A full 6HD creature with 39hp, immunity to normal weapons and magical attacks is not usually so easily despatched and Braxus was rather unlucky with his rolls, especially the d20 special attack on Andrea where he rolled a 1. Anyway, the dice go both ways and the union would like to congratulate the brave first level party on their amazing feat. "Until the next time!"

Alvin's extra 50 combat xp is a bonus for being lucky enough to fire the shot that finished Braxus.

House Rules :-

Treasure XP is to be equally divided between all party members unless there are circumstances where an individual is wholly or mostly responsible for recovering the treasure. In this case the character will receive a larger proportion of the XP than the rest of the party.

Creatures killed or defeated in battle earn XP for the character. In the case of a group action where the group as a whole is responsible for the defeat the XP will be shared.

Standard CLW's cast in unremarkable circumstances score 10XP. CLW's cast in combat get more according to how sweaty the situation is.

Clerical Turn Undead scores a base 100XP as use of a power, however bonuses can be awarded for spectacular dice rolling or cunning use of the ability. The XP is recorded as a spell.