

The Village – Session the sixth 11 May 98

Late afternoon in the ruined village...

Hovering around the door of the ruined Butcher's shop we find our heroes arguing over the merits of retreat and regroup before exploring the interior. (Nice pile of bones eh?). Since a couple of our friends are in a bit of a bad way they decide that discretion is the better part of valour and agree to return to Sereen's wagon for a wash and brush up.

On the way out Raven checks out his fountain which is running pretty clear by now. He also is not impressed with the, "The statue doesn't want to leave the village" theory and persuades the party to just walk out by the gateposts. As Andrea comes within 20 ft of the Eastern gatehouse the statue begins to hum, however as they depart along the road the vibration ceases. They make it back to Sereen's wagon unmolested (Oh well, maybe one day Andrea).

Astra thinks the marker stone 30 minutes up the road might be some sort of boundary and suggests camping outside this limit. It was her after all that was attacked by the shadow and didn't get enough rest to memorise a spell – hint hint! The party agree surprisingly quickly and 30 mins up the road a camp is established on the far side of the shattered stone. Astra is pleased to hear birdsong in the distance (the first sound of normal animal life that you have heard in few days) and the whole atmosphere of the camp lightens as you detect the ease in pressure that you have been under for the past few days.

Raven gets Sereen to take a look at his plundered helmet and is delighted to hear that the Arcane can identify magical items and indeed is quite happy to do this for free. Sereen concentrates for a while and is able to inform Raven that the helmet is imbued with a strong magic of comprehending languages and a somewhat lesser ability to read magic. That's good enough for Raven who promptly sticks it on his head and asks Sereen if he can read the treatise of mining scroll. "No problem," says our big blue friend and Raven is soon perusing the contents of this deadly dull dwarven script, which he can now read perfectly. Fairly quickly he is able to make out a mysterious text that appears on the scroll which corresponds exactly to the translation that Sereen has given them. A queue soon develops in front of Sereen as the party make use of their free Identify facility. The following items are identified:-

- 1 Potion of sweet water
- 1 Potion of extra healing (3 * 1d8)

Astra uses her Thiefling skills to assess the value of the jewelled belt buckle which she reckons is worth 600gp. As Galen sharpens his fine magical sword Zeppo and Alvin go about their Clerical duty and CLW Astra for 2hp and Raven for 6hp. They feel much better!

True to character Andrea is off skulking in the undergrowth looking for small mammals to murder when she manages to tread on a very unimpressed giant centipede. A rapid display of “miss the creepy crawly” is only spoiled by the yucky thing’s success at sinking its fangs into Andrea’s stocky ankle. Unfortunately unable to resist the poison the Ranger begins to collapse and is extremely lucky to deal a killing blow to the centipede just as she falls in a paralysed heap.

Meanwhile back at the camp our friends are threatening to kill Astra (no singing proficiency), who had suggested a campfire sing-song when they notice Andrea’s little red squirrel jumping up and down and squeaking in some agitation. This they proceed to ignore until it dawns upon some of our brighter minds that they have never seen the squirrel without Andrea attached to it, and come to think of it hasn’t she been away for rather a long time. Tooroot is summoned and begins an arial search as Cassandra, Raven and a mounted Astra head off assisted by a manic squirrel. Eventually (searching would have helped) they stumble across the sad scene. They quickly establish that although paralysed Andrea is otherwise unharmed and is able to blink. Something she is doing rather a lot of. Suppressing giggles Raven searches the area for any herbs that might relieve her symptoms and manages to come up with something that should reduce the effect of the paralysis. Cassandra slings Andrea onto the horse and they set off back to camp. Where Galen takes full advantage of Andrea’s enforced muteness to re-tell the Half-Orc 1, Andrea 0 story that he is so fond of.

The watch rota is organised for a long night and the party turn in for a peaceful night, interrupted only by the sound of furious blinking.

The next day Andrea is recovered and Zeppo regains 1 hp. He CLW’s himself for the rest and is now ready for a really big breakfast!

There is some discussion over breakfast about the fountain. Raven thinks the potion of sweet water should go into the fountain to perhaps produce holy water? Galen takes exception to this arguing that the fountain must be fed by the water tower and the potion should go in there. These diametrically opposed viewpoints are not at all altered by the time the group returns to the ruined village one and a half hours later.

As the party pass the gatehouses the statue does its thing and everyone follows Raven to examine the fountain which is now flowing strongly with what appears to clear cold water. Alvin tastes it and finds it delightfully refreshing with a hint of Alpine freshness. There follows some discussion as to whether the water might be holy. Alvin maintains that he can’t tell without specific magic whether the water is holy or not. Pausing only to fill a bottle from the fountain they move quickly back to the Butcher’s building again.

Galen enters the room followed by Astra and the others. Alvin notices that the bones are small and mainly humanoid although there are also what he takes to be canine bones in the pile. Examining the pool of water Galen lobs a copper piece into it. The ripples spread outwards... and nothing happens. Peering into the water Andrea notices one of the stone blocks that make up the wall is protruding about a thumbs length from the rest of the wall. She can't however determine how deep the pool is.

Astra devises an ingenious system of ropes in order to rig safety lines for two volunteers. There is a brief pause and Andrea and Cassandra step forward, scowling at each other. Armour and weapons are discarded (except daggers) and a rope is attached to each of the swimmers. Zeppo, Astra and Galen hold onto the ropes, Raven stands by; sword unsheathed and Alvin keeps his eyes open as our brave couple take a deep breath and disappear beneath the surface.

Underwater – They swim easily down to the block and both Andrea and Cassandra manage to get a good grip on the stone. With both of them pulling it wrenches out easily and sinks below them. Cassandra examines the alcove behind and sees a small package, which she is about to reclaim as a large shadow races past them from the depths of the pool, knocking them away from the alcove. They swim back and this time Cassandra grabs the packet and they kick for the surface.

Meanwhile in the breathing world the party barely have time to register the rapidly moving shape as it bursts from the water and crashes into Astra. The creature is a huge (5ft long & almost 5ft wide) Giant Toad with wicked fangs and claws. Astra is slammed into the wall and takes 2hp damage, dissipating the effect of Alvin's Armour spell. The Toad immediately strikes out with its claws slashing into Zeppo for 2hp and just missing the nimble Galen. Galen swings his sword but is obviously still off balance since he misses. Astra starts to wind up her Sleep spell as Zeppo lashes out with his flail but, good grief! He must be off balance too. A frustrated Raven switches to bow as Andrea and Cassandra surface. A cagey Alvin takes the emergency reserve role and waits for developments as the Sleep spell hits big time but Toady is still up, its gaping maw wide as Galen swipes in quickly with his longsword and somehow manages to miss again. Zeppo is obviously still off balance as he flails around. The beast, noticing Galen in its way, slashes with its razor sharp claws and the bleeding Elven fighter (3hp damage) is swatted out of the way as it lumbers toward the door.

Meanwhile Raven has switched to bow and has the thing in his sights at point blank range. From the shouts of don't shoot etc from the rest of the party it is evident that they realise a creature capable of taking a 6HD Sleep spell in its stride is not just a bigger version of Kermit. Maybe if the party had already managed to damage it a little it would have been a good idea but as the thing apparently is just trying to escape and as yet has taken no damage whatsoever, nix, nowt, nada, getting it annoyed might not be the best strategy. Reluctantly he holds his fire as the beast lumbers through the door and crashes off into the forest.

Cassandra opens the leather package to reveal a large clear gem as Astra scrutinises the scroll and theorises that there must be some sort of gateway, maybe inter-dimensional, in the gatehouse. Alvin concurs and they are deep in thought as Andrea and Cassandra strap on their armour. Zeppo attempts to heal Galen but fails and Alvin is able to bind Galen's wounds to recover 1hp.

Leaving the building the party shove through some bushes in order to reach the next building and Cassandra is surprised to see a large snake fall from the branches. She wisely retreats, as do the others. Examining the next building the party find a neat pile of firewood and a burnt out camp fire. Andrea immediately spots the work of Rangers and is able to discern that two Rangers camped here overnight about two weeks ago. Astra searches the firewood and finds three vials of a clear liquid hidden beneath the logs.

Pressing onto the next building, which contains a bush, Zeppo starts thwacking it with his flail and an argument breaks out with Alvin about unnecessary destruction of nature. Zeppo is not apparently impressed with Alvin's point of view but reluctantly ceases thumping foliage (for the moment).

The group make their way to the fountain to fill up with water:-

Astra	1 waterskin
Galen	2 waterskins
Alvin	1 waterskin
Andrea	1 waterskin

There follows a further discussion about whether the fountain water comes from the water tower or not and Astra offers to climb the tower and take a look until Zeppo suggests that the Toad might now be hiding there. Astra decides not to attempt the climb.

It is mid-day and some of the party are in a bit of a state (déjà vu!) so they head back to the wagon again discussing Zeppo's suggestion of having Tooroot scout the tower.

Clarshh's Sepulchre

XP awards for Session 6

Reason for XP	Galen	Andrea	Astra	Raven	Alvin	Cassandra	Zeppo
Opponents							
Spells							20
Proficiencies		10		10		10	10
Ideas	10		30	40	10		10
Problem Solving					10		
Role Play	20	20	20	10	20	10	10
Treasure							
Finishing							
Fun Factor	20	20	10				
Total (This adventure)	50	50	60	60	40	20	50
Grand Total	1030	505	815	890	630	330	660

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.