

The Sepulchre – Session the Ninth 9th June 98

After the two days necessary to nurse poor Alvin back to full health the adventurers head back to the village, noticing that they must use the second of the three dust of appearance doses to manifest the hidden trapdoor. Moving without let or hindrance through the catacombs they pass again through the skeleton corridor, crunching more bones underfoot for good measure as they continue to the end and wait for Astra to gather up the courage to spring the mechanism. She does and the door opens revealing a large room with a stone structure in the centre. There is quite a long pause as plans are discussed before our intrepid heroes creep into the large angular space noticing hints of a faint chemical smell still hanging in the air. A bath ringed with a crystalline scum lies in the middle of the floor. A circle, typical of those used during magical incantations, is etched into the stone nearby and to the east is a table littered with scraps of cloth, threads, and surgical tools. Alvin comes to the conclusion that this is an embalming chamber and observes the steps rising to a tattered black curtain to the east... and is that a sarcophagus he can see partially obscured by the tattered curtain?

Behind the curtain is an alcove containing a stone sarcophagus, its lid sealed with wires and leaden glyphs. The party squabble a little over who will be the lucky one to open the sarcophagus when Astra suggests, while gesturing at a now visible portal, perhaps looking beyond this secret door in the north wall, especially since it's quite typical for tombs of the wealthy and powerful to have a decoy to fool tomb robbers.

As Astra fully opens the door, checking for traps as she goes Raven somewhat recklessly bashes open the seals on the sarcophagus, luckily enough for him with no ill effect. Persuading the others to help they heave off the heavy lid revealing a decayed wooden coffin inside which crumbles to the touch; the bones within having a few scraps of clothing on them. Raven realises that none of the clothing scraps match the ones found on the table. The only treasure is a bag containing 150 gp lying in a corner of the coffin which Raven graciously keeps as his 'danger money'.

The secret door opens revealing an underground stream which runs through a natural cave. Stalactites hang from the ceiling, and stalagmites clutter the floor, but not enough to hinder movement. Following the stream the adventurers reach a stone throne at the foot of some steps. The steps lead up and out of sight in the shadows, the throne obstructing the passage from the cave to the crypt.

Seated on the throne is a skeletal figure, clad in a brown robe. Its bare skull and bony hands are clearly visible. From 30' away, twin red fires can be discerned in the figure's eye-sockets as it sits, waiting... Clearly this is the guardian alluded to in Screen's scroll.

As the party approach, the skeletal head rises and in a croaking dusty voice the creature enquires as to their purpose in disturbing the tomb. After a predictable chorus of excuses and bogus explanations which the creature seems to ignore, it introduces itself as Braxus, the guardian of the tomb and if they would like to be on their way they won't have to die horribly at its hands. All they have to do is turn around and leave and they will be fine so would they please just run along and leave it in peace please. It gestures dismissively and continues to gaze at the group of adventurers, slightly tilting its head to one side as if encouraging its polite suggestion.

But the party haven't come all this way, suffering untold hardship and woe just to pack up and leave just because they were asked nicely so the more reasonable individuals in the group suggest that Braxus just get out of the way and let them nip in for a bit of plundering, they won't tell anyone and Braxus can continue to sit here undisturbed for as long as it likes.

Fixing them with a hard stare Braxus rises to its feet and gesturing with a bony hand declares in a deafening voice, "BEGONE!!!" as a wave of magic energy washes over the group. The powerful magic easily overcomes the resistances of almost all of the heroes as suddenly Raven realises that his comrades have winked out of existence! All of them!! All except him!!! He is the only one who has resisted the onslaught and is now left facing the implacable Crypt Thing guardian. "Oh shit, what a time to succeed", he thinks miserably as the skeletal guardian advances menacingly towards him.

Where did they go?

With a great deal of surprise the adventurers, sans Raven suddenly find themselves crouching, combat ready in an open daylight area, ruined buildings around them and a free flowing fountain before them... they are back in the village!

They quickly realise they have been dispelled (teleported) by magic and that Raven must be still be alone in the cavern which prompts much chortling and amusement as they dash quickly back to the still visible trapdoor, tearing it open and dropping quickly down the shaft into the catacombs, running recklessly through the corridors, still laughing quite a lot but realising that Raven cannot possibly face such an opponent alone for more than a few seconds.... Bursting into the chamber they are struck by the limp body of Raven as Braxus effortlessly hurls the stricken fighter at them. Raven slumps to the ground, amazingly only badly wounded and not yet done for, muttering... "cough ... cough... it can't hit a barn door... aaarghhh" before collapsing again. The party charge forward unleashing a hail of missile weapons and a veritable shower of holy water which cascades hissing and burning over Braxus' writhing, flailing form but the guardian continues onward, slashing around itself and rending with its sharp clawlike fingers. The adventurers give back even better though, as their loaned magical weapons slash and pummel the magical creature, tearing though its normal immunity to harm, battering and slicing it down and down as finally it collapses, shattered to the ground, its voice a soft choking sigh, "the duty.... isss... done".

Clarshh's Sepulchre

XP awards for Session 9

Reason for XP	Galen	Andrea	Astra	Raven	Alvin	Cassandra	Zeppo
Opponents		195	65	180		195	130
Spells				10	30		130
Proficiencies			100				20
Ideas		10	40	20	40	20	10
Problem Solving					20		
Role Play		50	20	20	40	30	10
Treasure							
Finishing							
Fun Factor		40	40	10	40	20	10
Total (This adventure)	0	295	235	240	170	265	310
Grand Total	1090	1180	1140	1380	1230	655	1245

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.