

The Barrowmaze

Session 34 04-07-24 Invisible Cube of Doom

Next Session 11/07/24 19.00

Tuesday the 26th day of Besemius, 13:20 southern corridor 46

Floating in the air

With the southern corridor and its set of six rooms thoroughly explored they return to the main chamber to the north. They wonder about examining the skull alcoves and Gerald muses again on whether this is some sort of arena but they become enticed by the large arches opening into wide corridors to the east and west. Deciding to explore east, the lantern's flickering light reveals a strange sight, a man dressed in typical adventuring fashion stands before them, facing east with his back towards them. His right arm is raised but he appears to be immobile, just suspended in mid-air. They also notice burial alcove-lined passages to their south which interests Sir Leo. After all, the figure is just standing there and who knows what treasures are to be found in the alcoves so he beckons Fenella to accompany him into the the first passageway, now well lit by her Continual Light pendant revealing a 30 ft long 5 ft wide vault lined with about 50 burial alcoves.

Back in the main vaulted chamber Gerald regards the figure from a distance, trying to see if it casts any shadow but with the lights positioned as they are any shadow would be cast invisibly into the darkness before them, still, he isn't comfortable exploring the burial vaults until they've addressed this anomaly so he calls Leo and Fenella back to the main chamber.

Positioning the heavy mob of Reme, Leo and himself in front, Gerald notices that inquisitive Fenella is also right next to him so he advises her to take a step back to the second row, after all that's where she does most of her damage. Properly organised, Reme, Leo and Gerald move cautiously towards the strange figure as it suddenly begins to move in mid-air, floating eerily backwards towards them. Reme and Gerald feel a strange numbing substance contact their faces and bodies. Reme's sturdy constitution shrugs off the effect but Gerald succumbs to paralysis and is frozen to the spot as the strange jelly-like substance begins to ooze over him. One step behind, Fenella quickly stows her spear and begins to mutter and gesture as Reme strikes forward with his Magical Barrows Broadsword, connecting firmly with... something. He forces his sharp blade through the obstruction, feeling a shuddering as if he has inflicted a serious wound.

Fenella's Fairie Fire spell flashes forwards and suddenly the nature of the menace is revealed, courtesy of the spell's vivid violet aura. They see a 10 ft x 10 ft cube of transparent jelly pressed tightly against Reme and Gerald, just missing Leo to the south. The figure is suspended in this, Gelatinous Cube, explaining its odd positioning in the chamber. With the benefit of the light streaming from the Cube, Leo strikes hard with the Sword of Sir Chyde, cleaving deep into the gelatinous substance, twisting cruelly with the puissant magical blade, inflicting a severe wound.

Phineas and Morgaine let fly with their crossbows, Morgaine's goes wide but Phineas strikes true, embedding a crossbow bolt deep into the quivering mass. As Bella misses with her Silver Hammer, Arnd manoeuvres around the side of the thing and delivers a classic Thiefling strike with the Stoutblade Dagger, finishing off the bizarre creature which subsides into a quivering heap of jelly, revealing the gruesome, half-digested remains of the previously floating adventurer. Gerald takes in the scene, grateful for avoiding such a grizzly fate as he recovers from the Gelatinous Cube's deadly, paralysing embrace. Poking through the detritus they find a few worthless trinkets but sadly nothing of value.

Tomb Plundering

With the strange creature melting into a puddle, they return to the honest work of tomb plundering, splitting the explorers into two parties, Leo and Fenella take burial vault passage 1 and Gerald and Bella search 2, with the rest of the Hammers standing guard. They begin to thoroughly search the alcoves as suddenly a ragged skeletal creature bursts into the main hallway from the north, sprinting to attack Reme. Ducking and weaving, Reme avoids the surprise attack then misses his counter swing but fortunately Arnd and Phineas are right next to him. Both plough into the fray and in a few quick blows they destroy the Huecuva. Hearing the brief fracas; Gerald, Reme and Fenella don't even pause their search, since they have full confidence in their rearguard, led by Reme.

Emerging from vault passages 1 and 2, they tally up the loot...

165 gp

A polished, roughly hewn piece of decorative agate stone

183 gp

Fenella takes the stone and tucks it into her belt pouch as Shadwell records the items and stores the cash in the Bag of Holding.

They move on to searching vault passages 3 and 4, this time with Reme replacing Gerald as tomb plunderer. They are just finishing off their search, with Leo and Fenella bearing news of an interesting cave exit they have discovered at the end of passage 3, as another seemingly random encounter occurs with a group of 3 Skeletons careening out of the gloom in a surprise attack. One rushes Shadwell and swings a rusty shortsword at the torchbearer but misses as the sturdy fellow just stands and blinks in surprise instead of attempting to dodge, Morgaine dodges hers but Arnd is hit by the third for a slight wound. Pressing their advantage the Skeletons attack again but again miss Shadwell who is preparing to retreat by climbing into the Bag of Holding. Morgaine is wounded this time while Arnd dodges as Gerald charges, striking and badly wounding Shadwell's assailant with The Black Iron Shortsword. He is joined by Phineas who does the same for the second Skeleton as Morgaine strikes and kills the third while Gerald, completing his elegant forehand/backhand stroke finishes his with the backswing of his sword.

One Skeleton remains standing but by now the search parties have stormed into the main vault and Sir Leo barrels in to dispose of the enemy, unfortunately striking empty air as Reme, with only a slight smirk, steps in and destroys it for him whilst Morgaine dances on her fallen enemy, laughing in celebration.

With victory again achieved, they review their loot...

107 sp, 21 sp

An Ivory Carving (665 gp)

A Bracelet (60 gp)

A Fire Opal (100 gp)

A Glass Box (20 gp)

A Jade Idol (300 gp)

Earrings (60 gp)

A Copper Inkwell (15 gp)

Not bad at all but Gerald is not impressed by the valuation of the Ivory Carving for 666 gp so decides that they will sell this for the knock down price of 665 gp instead. Bella agrees enthusiastically and the others, knowing Gerald, just let him have his way.

The Portcullis

Fenella points out a closed portcullis to the north and this draws their attention away from the remaining passages and the exit at the end of passage 3. Arnd checks it for traps and funny business and declares it safe but there isn't any mechanism he can see; they will have to lift it. Leo and Gerald square up and with the benefit of their well-trained muscles the portcullis rises reasonably easily if not particularly smoothly. Arnd stands on tiptoes and hammers in some spikes to secure it but still, the humans will need to crouch to pass through. Secured by a dwarf is a good thing though and the Hammers pass confidently into the large room beyond, surveying the two doors on the western wall. Wandering around as is his wont and indeed his personal style, Reme takes a look at the northernmost door and promptly falls into the pit trap immediately before the door, luckily he manages to break his fall and therefore only suffers light damage. Gerald throws the Gauntlets of Swimming and Climbing down to him and with their assistance he climbs effortlessly out.

Avoiding that door for now Leo notices that the southern door is actually ajar so he pulls it open revealing a plain room containing two open sarcophagi both with skeletons at rest within. Disappointed that they didn't rise and attack Leo searches and is joined by Bella and Fenella to see if they can spot anything of significance but this tomb seems just to be a tomb and a poor one at that grumbles Arnd, eyeing it with disapproval from the doorway.

Tuesday the 26th day of Besemius, 15:20 in The Barrowmaze, 48 D2

Notes

I really must remember to roll the percentile chance of falling when you use the Gauntlets of Swimming and Climbing to climb. They have a 95% probability of not slipping and falling — and if the wearer is a thief the gauntlets increase the success probability to 99.5%. So up to 95 inclusive on d100 and you are safe, 96-00 you fall again.