

# The Barrowmaze

## Session 35 11-07-24 Poisonous Pursuits

Next Session 18/07/24 19.00

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

### **The Pit and The Spiders**

Surveying the open pit trap which stands directly in front of the second closed door they discuss their options. Should they return to Helix or explore a bit further? Also how to get across that pit? Gerald suggests using the tops of the sarcophagi from the other room as a bridge over the pit. It's a good idea until he remembers that the sarcophagi were uncovered, so no tops. Leo wonders if Fenella can magic up some wood to assist in crossing the pit which draws a sarcastic look from the Druid... so, apparently not. Arnd also takes a look but doesn't discover any mechanism to close the pit. In the absence of any better plan it falls to Gerald who has been standing at the pit's edge, fiddling around with the Gauntlets of Swimming and Climbing.

With the aid of the gauntlets, Gerald quickly traverses the pit and bracing himself against the wall, pushes the door open and steps inside. Quickly glancing around, he sees a Crab Spider falling from the ceiling to attack him. Before he can react the Spider bites and Gerald is instantly overcome by the deadly venom, collapsing to the ground as the poison courses through his veins. But back in the other room the Hammers stand poised and prepared, Reme's bow sings and Phineas' crossbow snaps as the arrow and bolt both fly true, brutally striking the creature and instantly killing it, just as a second Crab Spider scuttles into view to menace the defenceless Gerald!

Following an urgent prompt from Leo, Fenella brandishes her Skull of Paralysis pendant, muttering the trigger word and instantly a cone of magical power streams across the pit striking the Spider which is immediately paralysed. With Reme's help, Leo lowers himself into the pit allowing Fenella to stand on his shoulders. Bracing Fenella, he is able to easily carry the svelte Druid to the other side of the pit where she immediately casts Slow Poison on Gerald. As she administers the herbal cure part of the remedy, Reme also arrives, courtesy of the Leo pit ferry. Fenella succeeds with the herbal cure and Gerald returns from the dead yet again, St Ygg be praised, as Bella claps excitedly from across the pit.

Gerald stands up and the talk turns to searching the room but Fenella warns that there could be more Spiders and just as she says this they spot a third Crab Spider descending from the ceiling so they spring into action. Fenella steps aside and hurls her spear impaling the creature. A slightly nervous Gerald, knowing that Fenella has now used her last anti-Poison spell (on him) chooses to use his shortbow at a sub-optimal short range but with his recent trauma his hands are still a bit shaky and his shot flies past the creature. Fortunately Reme steps forwards and with a single stroke of his Magical Barrows Broadsword, finishes the horrible creature before it can react. Looking around the room they discover absolutely nothing for all their risk and trouble, so using a combination of Leo and the Gauntlets they cross back to the other side and exit into the main vault, ignoring for now the remaining burial vault passageways and instead heading for the Barrow 20 stairs.

### **Oh no! Not again!**

Back on the surface they leave the moorland without incident and led by Ranger Reme begin their journey back through the treacherous marshes. They are about halfway through before a terrible creature the size of a pony emerges from the marshland before them and scuttles to attack, a Giant (poisonous) Scorpion! The front line of Reme, Gerald and Leo square up to meet the attack as the creature rushes directly for Gerald who curses beneath his breath at his luck with poisonous creatures. The first claw swipe misses but the second strikes, slightly wounding the nervous Paladin as the dripping stinger flashes forwards also hitting him... "oh no, not again," he thinks but this time he is able to resist the deadly poison!

Following standing orders Morgaine lets fly with her crossbow but the shot goes wide as indeed does Leo's mighty sword swing although Phineas has his eye in today as his crossbow bolt punches into the creature. Running around the side Arnd hurls his magical dagger but misses, however a wild-eyed Bella rushes in to protect Gerald and striking hard with the Hammer of St Ygg delivers a serious crushing blow on the Scorpion. Reme and Fenella both attack, Reme wounding it but Fenella missing as finally Gerald, facing yet another poisonous nemesis, raises his Black Iron Shortsword high and drives it brutally down into the carapace, striking critically on the wriggling, skittering monstrosity, killing it instantly.

They resume their journey, arriving safely back in Helix at 18:00 and a round of healing spells are used on various party members and retainers bringing everyone back to at worst only slightly wounded. Gerald and Bella visit the Shrine of St Ygg offering thanks to the god as the rest of the group visit their friend, Mazzahs the Magnificent. As always he is keen to hear all of their news regarding the subterranean labyrinth and questions them on many matters of detail. He is able to check the arcane spellbook of the now deceased Necromancer, Kelmok and confirms that it contains the spells: Sleep, Magic Missile and Stinking Cloud which he dismisses as, "trivial spells". He agrees to store yet another runic tablet to add to their collection. Casting Detect Magic on the polished agate stone reveals it as a Luckstone (+1 to all attribute and saving rolls for the bearer). Fenella holds on to this useful item.

### **The Next Day, 06:00 Wednesday the 27th day of Besemius, Helix**

Breakfasting bright and early at The Brazen Strumpet Inn Gerald tells them he has something to recount. He has had an extremely vivid dream, where he found himself standing in the large vault room in The Barrowmaze, facing south towards vault passageway 3. Entering into it, he could see the cave system at the end of the passage. Describing it eerily accurately for a place he hasn't yet even glanced at, he tells them he felt drawn to explore to the southeast, just that, no compulsion or message, just the suggestion to explore to the southeast and being the holy warrior he is, he fully intends to take heed of his dream. Fenella's not so sure that the dream is necessarily to their advantage but Gerald is convinced and wants to explore the caves which he suspects lead to a whole new range of opportunities for them.

After Leo and Reme have stocked up on vital iron spikes, The Hammers group up around 06:30 and head off to the marshes, this time passing uneventfully to Barrow 20 and descending below, returning to the vault passageways by 08:30. Before investigating the passage 3 caves they clear out the remaining unexplored vault passageways. Searching 5 and 6 to the south and 7 and 8 to the north, they find the following...

An Ornate Plate (18gp)  
An Elven tree brooch in finely wrought mithril  
A Necklace (20gp)  
A Coral Ornament (50 gp)  
A Ruby (70 gp)  
A Brass Cup (60 gp)  
87 gp  
A Circlet (50 gp)

Fenella examines the brooch seeing that it could easily act as a clasp for her fine Spidersilk Cloak so she pins it in place and the others are astonished to see her vanish, although upon much closer examination, they can see she's still there, just very well disguised against the background. They suspect that they have discovered a magical item that transforms any good quality cloak or robe into a Cloak of Elvenkind. Fenella leaves it loosely unfastened, thus becoming visible again.

Turning to the southern vault passages, with Gerald leading, they pass to the end of the passage and Gerald is unsurprised to find the caves look exactly as he saw them in his dream. Pausing a few steps inside the cave system he notes exits to the west, east and south. "Hmmm, which way to go," he ponders.

Wednesday the 27<sup>th</sup> day of Besemius, 09:10 in The Barrowmaze 47/3, Entrance to The Caves

## **Notes**

### **Luckstone +1**

A polished, roughly hewn piece of decorative stone (e.g. agate) which grants its owner good luck. The bearer gains a +1 (or +5%, as applicable) bonus to saving throws, ability checks, and similar rolls

### **Cloak of Elvenkind** (enabled by the Elven Tree Clasp magic item on any good quality cloak or robe)

When it is worn, it enables the wearer to be nearly invisible—the cloak has chameleon-like powers. Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, they are nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings.

D100 check:

#### **Outdoors, natural surroundings**

heavy growth 100%  
light growth 99%  
open fields 95%  
rocky terrain 98%

#### **Urban surroundings**

buildings 90%  
brightly lit room 50%

#### **Underground**

torch/lantern light 95%  
infravision 90%  
light/continual light 50%