

The Sepulchre – Session the seventh 18 May 98

It's sometime around midday in the land of Greyhawk as we find our hardy adventurers back at Sereen's wagon looking slightly bruised after their encounter with Kermit. Four empty wine skins are procured from Sereen as Zeppo suggests that Tooroot fly over the water tower and see if the level has gone down. The party are in fine form arguing and generally being their co-operative selves as Tooroot scouts ahead returning unharmed with the rather tedious news that the water level is the same as before. A smug look descends upon Raven "the fountain master" as Galen hurumphs his way around attempting to look busy.

Meanwhile Alvin is determined to settle this Holy Water question and begins a session of sniffing and comparing the vials, the water from the fountain, the water in Sereen's tanks and his known vials of Holy Water. He establishes that the water from the fountain appears to be identical to his Holy Water... hopefully.

Raven, hoping to get his hand blown off maybe, is to be found inserting the iron key into the small wooden box and turning the key clockwise. It opens without any bangs, booms or traps and reveals a small vial made of what appears to be translucent bone. The vial contains a fine silvery dust, which is as Alvin guesses, a Dust of Appearance. Sereen reckons that it should be enough for four applications and the effect could last up to a day.

It seems that finally our heroes know what do with the objects they have found and a long discussion breaks out about whether to melt the incriminating statue down. Astra values the statue at 1000gp intact but rather less if its fine workmanship was defiled. At this moment Alvin decides to test his Holy Water on an evil artifact and nobody is surprised as it cracks and smokes and splits into several much less valuable pieces. Galen is particularly unimpressed at this display of priestly values and says so in no uncertain terms. Alvin for his part is quite content with having made the world a tiny bit less evil. An impressed Zeppo CLW's Galen to cheer him up but only manages 1hp.

The party slouch around camp hoping for a good night's sleep as Alvin plays with the Helm of Comprehend Languages and Read Magic and Sereen's multi-lingual, mobile library. An uneventful night passes uneventfully.

The next morning Zeppo prays for and receives 2 CLW spells. Alvin also receives 1 CLW and a rested Astra memorises Unseen Servant.

Our friends set off for the gatehouse (which the God had chosen) and a new argument breaks out about whether to place the gem on the floor or not. Raven is in a minority of one as the rest decide just to hold onto it, which Cassandra proceeds to do. Raven sprinkles some dust on the floor and lo and behold a trapdoor appears in the floor and yes, it does have a ring. Astra checks the door for traps and decides that it's safe. A trusting Galen pulls the thing open easily revealing a pitch black shaft. Some waving about of torches reveals a 20 ft descent to where a passage heads off to the East.

Zeppo remembers the ladder and goes off to get it with Raven assisting.

The ladder wedges easily into the shaft and a roped up Andrea heads into the darkness. The others join her and form up into marching order (order? In this party!) and head along the corridor. They almost immediately find a crossroads and follow the Southern passage to discover a chasm with a rushing underground stream. Finding no apparent way across and ignoring Raven's eagerness to retrieve the ladder, they decide to explore the more accessible corridors first in a process that Galen describes as, "clearing our backs." Exploring the Northern passage they discover a large open area with some deep alcoves in the walls which surround a large dark pool of water with a stone column in the centre. Exploring the first alcove Andrea sees a small hole, about the size of one gold piece at about neck height in the wall and taking the precaution of positioning Alvin's wooden shield in front of the hole pokes around with an arrow. A loud "thwang!" is the immediate result as with a bone jarring jolt a crossbow quarrel impales itself into the shield. Alvin stuffs a sack into the hole blocking it.

Exploring the large room the party investigate three more alcoves finding nothing until the fourth which is almost directly opposite the first. While poking around Andrea feels a stone move under her feet resulting in a muffled thwang across the room. It seems Alvin's sack has done its job.

While exploring the large room the party discover a corridor leading North and a large door leading Northwest and it is while heading towards these that Raven, ignoring the "Don't look into the dark pool whatever you do sign," looks into the dark pool and is immediately attacked by an extremely fast lump of slime. He takes 2hp and begins to struggle as a noxious ichor begins to eat into his armour and flesh. Zeppo takes a swing but misses and it is left to Andrea who with easy disregard for Ravens proximity to her blade, calmly slices the disgusting thing off. It falls motionless to the floor as a shaken Raven quickly discards his rapidly corroding, now useless armour. Zeppo tries his healing abilities on Raven and is successful in restoring him back to his previous health.

They examine the door to the Northwest but it appears to open towards them and doesn't yield to a simple push so they head off to the North corridor and quickly encounter a door. The usual checking for Traps is performed and the door is easily opened. Galen attempts to wedge it open with some rocks which he has gathered for that purpose. Beyond the door a flight of steps lead downward and they descend to a corridor which makes a right angled turn into a short passage ending with a large stone door. The party make out the now familiar sign of Nergal inscribed on the stone. A strangely quiet and attentive party crouch at the ready as Galen examines the walls around the door. Andrea squirts some Holy Water at the door but nothing happens.

Eventually Cassandra gets bored and kicks it open revealing a long room with an avenue of stone columns leading to what appears to be an altar. A feeling of unease washes over the party. Alvin, grips his holy symbol tightly and Galen, Andrea and Raven take a mouthful of Holy Water (yum!)

They step into the room and become aware of murals depicting depraved acts that even a sleaze like Galen would have trouble imagining. Weird eldritch runes are daubed in a rather disconcertingly familiar colour on the walls. Galen remains in the doorway ensuring it remains open as the others approach the altar. The very air seeming to become more chilled as they approach the huge black Basalt stone. To the right of the Altar hangs a Golden Bowl while to the left, mounted on the wall is a strange ceremonial dagger. All emit a quiet steady feeling of latent evil evident even to the non-clerical characters.

Standing in the centre of the columns Alvin readies himself and splashes a large amount of Holy Water onto the Altar. There is a huge flash of light and Alvin is hurled back as the altar cracks in two. Obviously shaken by the contest, Alvin steps back and leans on a pillar to recuperate. A curious Zeppo examines the golden bowl but is hurled from it by a strange force that resists good. Recovering, Alvin examines him – he is ok.

Raven ignoring the “Don’t put on the Magical Helm and read the runes sign,” puts on the Magical Helm and reads the runes with an immediate System Shock effect. He is badly shaken by what he has read but now, thankfully, no longer remembers. Andrea, bored with all this mumbo-jumbo throws some Holy Water at the knife. There is a brief surge of energy as good and evil struggle but Andrea's stubbornness and lack of imagination is more than a match for a "liddle ol' evil artifact" and the feeling of darkness that surrounded the blade is dispelled. Alvin sprinkles some Holy Water over the golden bowl quickly dispelling the remains of the evil aurora.

The room appears somehow lighter and more wholesome than it did before.

Clarshh's Sepulchre

XP awards for Session 7

Reason for XP	Galen	Andrea	Astra	Raven	Alvin	Cassandra	Zeppo
Opponents		100					
Spells							10
Proficiencies							10
Ideas				10	30	10	30
Problem Solving	10	30			20		
Role Play	30	20		20	180	30	20
Treasure							
Finishing							
Fun Factor	20	20		30	20	20	20
Total (This adventure)	60	170	0	60	250	60	90
Grand Total	1090	675	815	950	880	390	750

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.