

The Barrowmaze

Session 10 07-12-23 A Ghoulish Business

Next Session 13/12/23 19.00

In world time 13:30, The Barrowmaze 31 D5

Standing on a pile of recently dismantled and deanimated bones, Fenella and Gerald are enjoying one of their philosophical "discussions" but eventually Gerald notices an odd breeze from the southern dead-end corridor which leads him away from the delights of arguing with Fenella, to investigate and discover a secret door. As Gerald fiddles about trying to find the release, Leo observes that they are more than slightly wounded and perhaps it might be an idea to head back to town for some rest and recovery? Gerald is keen to go on, stating, "But his is what we do", but Fenella also likes to have her armour... er... friends in good shape to keep her (and the others of course) safe in battle. After a bit of discussion they decide to press on a little further before returning, so Gerald springs the secret door, revealing a small box room with an exit to the south screened by a faded rotting funerary curtain. Standing at the front Gerald is aware of a muted conversation alternating from a peevish bickering to a sort of grotesque cooing. He can't make out any words but is pretty sure it comes from the west and it doesn't resemble the speech of the Mongrelmen.

Stepping through the curtain they emerge into a long corridor with more curtained exits. Gerald is now pretty sure the muffled conversation is emanating from the curtain directly to the southwest so they stealthily approach. Nodding to each other and on the count of 3, Gerald and Leo stride through the curtain into a rectangular room where two ghastly humanoid creatures, attired in filthy rags are engaged in a heated discussion. Their heads snap around, revealing gruesome visages, gaping maws lined with sharp glistening teeth and long glistening tongues slavering at the sight of flesh to devour, before suddenly springing forward to attack!

Pushing their jaws forward they gape for flesh as their sharp claws flail around. Gerald dodges all of this but Leo takes a strike from a claw and as the wound rends his flesh he feels a numbing paralysis trying to take hold which he fortunately resists. Raising the sword of Sir Chyde high, Sir Leo slashes with a mighty swing and strikes down the foul Ghoul in a single blow, just as Bella's words of turning cause the second Ghoul to tremble in fear before Gerald's righteous violence with the dark iron shortsword utterly destroys the abomination. Smiling in satisfaction and giving thanks, Gerald seems back to his usual form again as Leo mutters something about leaving flanks exposed in the attack. The others humour the inventor of the pit-crossing device, nodding sagely while searching the room, unfortunately finding nothing of value in the cramped goblin chamber.

With all agreed that it's now time to head back they proceed cautiously back through the rooms and corridors, leaving the other curtained portals for another time, eventually regaining the surface via the Barrow 12 exit where they are met by Morgaine and Phineus. Together they travel through the gloomy drizzle, leaving the Barrow downs and with Reme's expert Ranger guidance, they return safely to Helix about 2 hours later.

Business in Helix

They conduct the party business, paying their retainers, room and board and shopping for various items as they spend the next two days resting and re-fitting gear. 3148 gp is added to the party trove stored with HRR Hoffenung's reputable establishment for a very reasonable charge. (Available in the Speurkeess character).

Daily group expenses - 13 gp for 3 days = 39 gp

1 gp - Shadwell wage

5 gp - Brazen Strumpet Inn Adventurer's Suite

2 gp - Brazen Strumpet Inn Food and Drink average

5 gp - Hoffenung services charges

Additional Field Expenses

1 gp - Bella wage (+ 1/2 loot)

2 gp - Morgaine and Phineus wage (+ 1/2 loot shared between them)

Wandering around Helix they bump into Tamson who expresses his interest in adventuring again with the party so they make it clear that he is always welcome to join them. So far with only the adventurers themselves returning on their shields and no retainers injured or exploited in their expeditions the party can be confident of their good reputation as employers in Helix and they will have no problem finding retainers to assist them in their endeavours.

Sir Leo visits the Dwarven smithy where they continue to work on his set of plate armour. It is approaching the end of the first week and there will be another week yet before it is ready.

Gerald dreams of co-opting the church of St Ygg, somehow with Bella's cooperation into some sort of healing potion factory but currently Othar the priest is out of town and Bella explains that creating healing potions is focussed, studied activity that takes an experienced priest some time and effort... this is why they cost at absolute minimum 300 gp she explains. Also she is pledged in service to the church of St Ygg and regardless of her personal feelings for dashing, handsome paladins, she will do what the church commands. "I imagine St Ygg wants us to become strong and discover ways of healing ourselves?", she helpfully suggests.

Torches and flasks of oil are purchased and added to the group inventory as Shadwell also makes his usual supplies refresh, carefully entering the transactions in his notebook. Gerald also purchases a length of rope and a small grappling hook.

Back to the dungeon

Rested and refreshed the adventurers and their usual retainers set out for the Barrow downs at the crack of dawn, arriving without incident at the Barrow 12 rope entrance and leaving Phineus and Morgaine on watch they descend once more into the forbidding darkness.

Gerald has noticed that the structure of the passageways they have explored so far hint at further areas to the southeast so he suggests they explore in this direction, which jogs Fenella's memory of a dream she had the previous night where she visualises the room of the Spider Druid and feels herself welcomed back into the chamber. Deciding to take this further they head off generally to the southeast eventually working their way back to the Druid's chamber. Searching more carefully this time, Fenella discovers a secret compartment in the base of the sarcophagus and contained within, a beautiful spear, decorated with delicate carvings of foliage, The Spear of The Druid +2 is now Fenella's to wield.

Exiting the Druid's chamber and exploring south, Bella finds a secret door leading into a curious box room which they all agree must have another exit. Searching, they quickly find a secret door in eastern wall, which leads them into a short corridor with a broken door at the eastern end, leading northwards. This doesn't stop Leo searching for yet another secret door just in case but eventually they find themselves by the door and Gerald, Leo and Shadwell, holding his lantern high, enter. They find themselves in a large room walled with a myriad burial alcoves but their attention is quickly drawn to the nauseating charnel stench of decay issuing from the southernmost wall. The three of them just manage not to vomit at the reek of corruption which emanates from the two impaled bodies that have been speared and pinned to the wall, then gruesomely feasted upon, leaving the rotting corpses hanging.

In world 11th September 09:10, The Barrowmaze 19

Notes

Party and retainer XP and loot has been assigned and your character sheets have been updated with your XP. For future levelling you just need to return to a safe place such as Helix and spend an untroubled night of rest. I'm keeping an eye on your character levels and I will warn you when a level is imminent. Currently Bella is 95 xp away from level 3.