

The Barrowmaze

Session 11 21-12-23 Alcoves and niches

Next Session 28/12/23 19.00

In world time 09:10, The Barrowmaze, room 19

Gerald takes a closer look at the impaled bodies as the rest of the party enter the room, all managing to overcome their nausea from the dreadful stench. The corpses look to have died of battle wounds then been pinned to the wall to provide a convenient food source for whatever fed on them, Gerald estimates they have been dead for 2 - 4 weeks. They look like they might have been adventurers since they have some pouches still on them and a squashed backpack is trapped behind one of the bodies. Fenella deftly manages to cut these loose, lifting them carefully away with her spear and they find 200 sp and 30 gp, so whatever devoured them presumably wasn't interested in their possessions.

Turning their attention to the room they conclude it was some sort of burial chamber since there are many burial niches and alcoves embedded in the walls, more than 100 in fact. After some discussion as to whether it's worth their time searching them, Fenella is keen that they at least check some of them, so they decide to give it a try and spend the next 30 minutes searching the alcoves finding nothing more than dusty bones and worthless grave detritus. Gerald concludes that this must be a low status burial area since it was easily accessed and features many alcoves in one location.

A Swimming Trip... Trap

Noting doors to the north and the east, Gerald listens carefully at the eastern door and hearing nothing suggests they continue in this direction, so they open the door and pass into a corridor leading south. This intersects with a long east/west corridor and exploring to the west they soon discover a door in the southern wall. After a moment of Gerald's customary careful listening they open the door and see a 15 ft long corridor that turns to the east. They proceed down the corridor until just after the corner, where Leo triggers a pit trap, falling 10 ft before crashing painfully into the floor as the door quickly springs shut above him. The others search for a release mechanism as the Knight lights a torch to survey his prison, noticing that it seems to be a bit wet down here... in fact the chamber is slowly filling with water! Back above, oblivious to his plight the party manage to avoid finding any sort of release mechanism so set about devising a plan to have Gerald trigger the trap and jam the trapdoor open with Fenella's spare spear as Fenella uses a crowbar to prevent it closing again. Just before they get this organised Reme wanders forward and stepping on the release mechanism also falls into the trap, now splashing down next to the bemused Leo, since the room is now half filled with water he takes less damage but complains loudly about not being able to swim! Back above the rescue team spring into action with Gerald managing to trigger the trap and place the spear. Fenella shoves the crowbar in place locking the door open and they let down a rope to retrieve their bedraggled companions. Gerald noisily hammers a spike into place, effectively locking the pit trap half open.

With this obstruction they decide not to continue to the door at the eastern end of the corridor, returning instead to the east/west corridor to the north and heading west, noting two doors in the northern wall. Searching the room beyond the first door they find another burial alcove room, which they search, turning up 150 sp and a nicely tooled belt buckle worth 25 gp. Gerald notes a quiet sound like bits of broken pottery moving around from the west so they emerge from the room and search the western end of the corridor finding an open area featuring the now familiar burial alcoves with a human skeleton lying face down amidst a pile of broken pottery. They hear a low keening sound as pieces of pottery rise into the air and hurl themselves at the party, smashing harmlessly on the walls... Poltergeist! they exclaim, as Leo rushes to attack his best guess of thing's location, hewing mightily with the sword of Sir Chyde. The shrieking sound abruptly ceases as the pottery pieces crash to the ground.

They take time to search the alcoves but find nothing of value, merely a few copper coins so they open the second door to the north revealing a small room that Gerald correctly guesses is adjacent to the room where they fought the Mongrelmen which he confirms by opening the door and peeking through to see the bodies of their defeated enemies. Back in the empty room they open the only door to the west revealing a large room with a pile of rubble to the south. As they search, they notice there is something odd about the "rubble" which on closer examination proves to be a camouflage tarpaulin. Pulling it back reveals a small equipment store from which they retrieve...

a sledgehammer
10 iron spikes
4 flasks of oil
a bundle of 5 torches
10 +1 arrows
10 ordinary arrows
a potion of healing

As they search further Fenella detects a secret door behind the store and springing it open another room is revealed.

The Crypt of the Six Knights

The walls of this crypt are carved with the likenesses of six armoured knights, six feet tall. The "heads" of these knights are recessed into the stone and a skull sits in each niche. A 3x3 foot stone bowl stands atop a pedestal in the centre of this room. Beside the bowl is an empty bronze water jug.

Leo takes down one of the skulls but doesn't notice anything other than it has been cleaned and polished slightly so he replaces it. Giving the room a desultory once over they depart, passing Reme as the cautious Ranger again takes up his customary rearward position.

Exploring the eastern end of the long corridor, Leo discovers a secret door to the south leading into a 20x20 room which also features burial alcoves and niches. Searching diligently turns up...

A gold Holy Symbol (400gp), Silver Earrings (100gp), Small Topaz (50gp)

...convincing Gerald that the better concealed alcove areas will have the best loot.

Emerging from the secret room they examine the eastern end of the corridor, also covered with burial alcoves. As they begin to search, Reme is surprised when a section of ceiling suddenly drops right next to him with a splashing sound, narrowly missing him as he luckily moved at just the right time. The strong reek of acid accompanies this creature as Gerald's sword slices into it, Reme's hasty blow misses and Fenella and Leo stab and slice with their magical weapons to finish the thing off. A Grey Ooze, deadly to armour, both magical and mundane, now just an acidic puddle on the floor.

In world time 12:10, The Barrowmaze, room 24

Notes

You didn't have time to search the alcoves at this location completely before being attacked.

The **Grey Ooze** monster description specifically mentions acidic damage to armour and magical armour but nothing regarding weapons so your weapons are (somehow) safe.

Blend in with stone: Difficult to tell apart from wet stone.

*Acid: **After a successful attack**, sticks to the victim and exudes acid. The acid **destroys normal armour immediately** and inflicts **2d8 damage per round**. (**Magic armour is dissolved in one turn.**)*

Reme was lucky it missed him.