

The Barrowmaze

Session 12 28-12-23 Skull Grenades

Next Session 04/01/24 19.00

12:10 Monday the 11th day of Besemius, end of corridor alcoves 24.

After Reme's narrow escape from the Grey Ooze, they complete their search of the alcove area at the eastern end of the corridor, eventually finding a small gemstone worth 80 gp.

They return to the western end of the corridor where they defeated the Poltergeist and search around. Gerald is convinced there could be a room to the south, after all the room of the 6 Knights was surely south of their current location but they don't find any door so they return to the southern corridor with the pit trap and after a few minutes of searching discover a secret door in the western wall... the direction of the theoretical room.

They enter a room with a door in the western wall and an alcove in the southern wall, featuring 3 large burial alcoves, a pile of coins and a stone laying on the ground. Gerald immediately suspects a trap so they carefully examine the ceiling and indeed there are a series of holes at the alcove threshold where a portcullis could drop down. While they're wondering whether to try to jam or trigger it, Leo suggests they just carry on through the western door, it's why they're here after all.

Agreeing with Leo they pass through the door into an oddly shaped room with some sort of funerary box placed in the centre and a door in the eastern wall next to where they entered. Leo also finds a secret door in the southern wall. Carefully approaching the box they do their best to check it for traps and after not finding anything they decide to open it. Inside, resting on velvet padding, are 4 cleaned and polished, relatively small, human skulls with a black inverted triangle design embedded in the forehead. Leo puts one in his backpack wondering if it might be of interest to Mazzahs the Wizard.

Leaving the secret door for now they open the eastern door, finding a triangular room with another door in the south-eastern side and a faded depiction of Death the Reaper painted on the northern wall. After the usual precautions they open the door and are immediately attacked by two skeletons with inverted triangles on their foreheads!

A fight breaks out, with the Skeletons getting their attacks in first but missing as perhaps taking the spirit of chivalric combat a bit too far, both Gerald and Leo also botch their attacks. Fortunately Fenella is there to show them how to do it, fiercely stabbing one of the undead with her Spear of The Druid as Reme gets in a good attack around the side of the door to finish off one of the skeletons which promptly explodes in a shower of bone fragment shrapnel injuring all within a 5 ft radius. Bella's Turn Undead barely has time to terrify the other Skeleton as they all pile in, quickly finishing it off and stoically bearing the resulting explosion (1d4).

Bella promptly casts CLW on both Gerald and Leo with Gerald following up with his Paladin's Laying of Hands ability on the rather battered Sir Leo. Bella's spells are now used up until she can sleep and perform devotions while Fenella still has 2 Fairie Fire and 2 CLW spells available.

Noticing the skulls of the inverted triangle skeletons exploded the most forcefully, they conclude that they have 4 skull hand grenades available to them so they go back to retrieve the rest. *The skulls can be used as ranged weapons if thrown at an opponent. The skulls are thrown as magical +1 weapons (10 feet range). Each skull does 1-2 points of damage plus 1d4 points of exploding skull damage.*

Back in the skull room they open the secret door finding a 10 ft wide east/west corridor leading to a dead end. A quick search reveals another secret door which they open, emerging into the familiar territory of the corridor to the south of their plank storage alcove. With the option to now use Leo's pit crossing device or perhaps to explore south again where they previously finished off the curtained Ghouls they decide to take the closer choice, crossing the jammed open pit trap using the planks. Reme does the lugging duty and they quickly cross the pit to examine the door at the eastern end of the corridor.

Passing through the door into a low-ceilinged room they are startled by a sudden gust of wind, apparently from nowhere, which blows out Bella's torch! Shadwell's lantern flickers but fortunately remains lit. Bella lights her torch again as they notice the ceiling of the room. A number of semi-precious stones, arranged as stars, are set into the low ceiling of this room. Some have been stolen but a few remain. There are also additional doors to the north and southwest. Carefully trying the door to the north they find it securely locked.

13:50 Monday the 11th day of Besemius, room 26.