

The Barrowmaze

Session 13 04-01-24 Poisoned again

Next Session 11/01/24 19.00

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

The adventurers discuss the locked door before them. There are some thoughts about picking the lock or using a trained professional to do so but since none of the party have the required lock-picking skills and Gerald firmly declares that he is not the sort to be hanging around with those sorts of people anyway, leaves them with the very noisy and time consuming option of battering it down with a sledgehammer and crowbar. "Or we could just try this door here", opines Shadwell, indicating the other door in the western wall. Surveying the rest of the room beyond the space immediately in front of them leads the party to agree that, yes they could do that... if they wanted to. Exchanging glances they conclude, yes we want to and as Fenella congratulates Shadwell, they turn their attention to the other door.

After a quick listen, they open it up, finding a room which contains two plundered sarcophagi. The stone lids have been broken with iron spikes that remain on the floor. There are several torch nubs and rusty weapons on the ground and there are also four shrivelled corpses: a human male, human female, male dwarf, and female elf. A white marble statue of a robed woman warrior stands on a plinth against the southern wall. The usually reliable party encyclopaedia, Fenella isn't sure but Bella is certain it is a statue of the goddess Demetra and as she says the name, they hear voices emanating from the statue, presumably those of the unfortunate adventurers whose bodies lie upon the floor.

"There's no escape. We'll have to fight."

"No, we can make the stairs."

"I agree with Theena. We can make the stairs."

"No. We'll never make it."

"Theena. Rukag!... There are too many and it's too far!"

"What about the entry chamber? Could we climb the rope and escape that way?"

"No. We need to fight."

"Wait! What's that? Did you hear that?"

"I hear them too. The decision has been made for us. They are coming..."

"Just like the graffiti", exclaims Gerald, "THEY are... COMING!"

On closer examination the corpses bear multiple deep puncture wounds, as if made by some sort of sharp spikes... "porcupines", muses Fenella... "probably". After searching thoroughly they leave the room mentioning the goddess Demetra in conversation as they depart and are unsurprised to hear, "They are coming", followed by the rest of their recent conversation as they depart.

Back outside they discuss their options. Leo is interested in going back south to the area with the yellow burial curtains while Gerald is keen to batter down the door. Fenella is not too pleased about this considering the amount of racket it will make but finally with Reme pitching in on the side of violent assault they decide to go ahead with the muscle option and 30 minutes and many decibels later the previously locked door is forced open.

Inside is a single plain sarcophagus and another door on the eastern wall. Searching carefully they don't find any signs of traps so Gerald and Leo lift the sarcophagus lid. Within lies a fortunately motionless mummy buried with a Copper Inkwell (15gp), a Small Ceramic Bowl (45gp), a Runic Tablet, and a bright red potion which Fenella carefully samples and feeling a great sense of strength and energy wash over her declares it a potion of cocaine! Just kidding, it's a potion of Giant Strength which will seriously increase strength and double any damage inflicted by the quaffer. They decide that Leo should be the lucky recipient of this useful item as Shadwell quickly hides the runic tablet from Gerald's curious gaze.

Checking out the eastern door and after the usual precautions they enter a room strewn with detritus; stones, dust, bones and grave goods littering the floor. "It's another poltergeist", cries Gerald, as suddenly two dust whirlwinds containing vague humanoid shapes rise from the floor and with an aura of pure malevolence and hatred rush towards the party hurling grit and shrapnel as they approach. Choosing Reme and Gerald as their targets the Crypt Shades lash out but both fumble their attacks leaving the party to retaliate. Sir Leo, wielding the mighty sword of Sir Chyde like a champion, swings and with one blow utterly destroys his opponent as Bella's Turn Undead takes effect on the second one. Fenella's sling bullet rips through the creature, hurling shrapnel from it as Gerald strikes with the black iron shortsword carving it almost to destruction, Reme's follow up slash also not quite finishing it as somehow it survives to retreat in terror from Bella's fearsome presence, but there is no other exit for the hapless undead as Leo quickly steps forward and with a swift strike dispatches it to whichever hell it is destined for.

Searching the detritus strewn room reveals a Dented Brass Cup (25gp), a bag with an Ancient Taper and Sealing Wax (35gp), two Silver Candleholders (25gp each), a Scroll with three Clerical Spells, and an Ivory Funerary Figure (300gp).

Excitedly perusing the scroll Bella finds Remove Fear, Cure Light Wounds and joy oh joy, Continual Light! They decide to use the light spell right away since the effect is permanent and a continual light source is therefore an absolute boon to any adventuring party. The party decide on Fenella as the most suitable to bear the item so Bella casts the scroll on Fenella's bohemian pendant causing light to emit from her in a 30 ft radius... she's a Light Emitting Druid.

Since time is passing and it's almost mid-afternoon they decide to return to Helix, setting out briskly toward the bridged and spiked pit trap. Gerald leading the group is first to the plank bridge and is alarmed to see a large Crab Spider emerge from its hiding place beneath the partially open trap. Stabbing swiftly he misses as the spider strikes, biting and poisoning the gallant Paladin, causing him to collapse to the floor as the others burst into the corridor. Gasping in horror, Bella rushes forward to attend him. Reme runs up but misses the creature and unintentionally blocks the corridor. From further down the corridor Fenella is concerned that she will block the melee fighters if she moves in so she hurls her spear at the spider, impaling it, which is most fortunate since Leo, shoving Reme out of the way to strike at the spider, also misses! Badly wounded by the magical spear the spider's tiny mind reconsiders its fight or flee response and flees to its hiding place below the trapdoor, the impaling spear banging against the walls as it moves. Bella cries out, "he will die in minutes and there's nothing I can do to save him, a cure is not enough!" as the party frantically try to find something... anything in their inventory to save him. As the life ebbs away from the fallen warrior Leo decides to take a gamble and pours the Potion of Giant Strength into Gerald's mouth. Gerald semi-consciously gulps it down, feeling the massive strength coursing through him battling the vile poison and in a titanic struggle finally overcoming it! Gerald's eyes flicker open as Bella hugs him and bursts into a spontaneous fit of giggling.

Meanwhile down in the pit the banging has stopped and as the newly invigorated Gerald rises from Bella's embrace he yanks out the metal spike jamming the trap open as easily as pulling a needle from a sponge. With a rope tied around him Gerald triggers the trap revealing a very dead, spear impaled spider floating in the rising water below. As the spear shaft bobs past he grabs it and returns it to Fenella sliding the spider off to splash back into the murky water below before quickly stepping back from the now closed pit. Examining her spear Fenella is pleased to see not a single scratch on the splendid magical weapon.

Moving with a little more caution they return to the rope climb entrance to be greeted by Morgaine and Phineus. With Ranger Reme out in front, they easily negotiate the treacherous bogs and mires, gaining the road and arriving back at Helix by 17:20, just in time for Gerald's titanic strength to subside back to its usual level.

17:20 Monday, the 11th day of Besemius, Helix