

# The Barrowmaze

## Session 14 18-01-24 An uncharming Snake

Next Session 25/01/24 19.00

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

Arriving back in the Helix the Adventurers conduct their business and relaxing at the Brazen Strumpet, the two party members with financial obligations consider their plans.

To maintain the Ranger's requirement of only owning what he can carry on himself and his mount, Reme decides to make generous but discreet donations to the needy around town and its further environs to consume his 13,227 gp stash banked at Hoffenungs (note 1). These actions will lead to him becoming known as Reme "The Kind" or Reme "The Good" and being looked upon most favourably by those he has helped in the town and district of Helix. For practical purposes, we can assume he has around 300 gp on him at any particular time.

For his Paladin obligations Gerald decides he will exceed the required 10% donation of income to a Lawful Good institution, instead making a vow to donate all of his income above 1000 gp to the church of St Ygg. Currently he only has 224 gp after their delve, to which he can now add to the 6 gp he had on him when he arrived in Helix. Fortunately Gerald has made an excellent first impression on the church of St Ygg, after all he is out smiting evil almost every day, and they will be more than happy to wait until their new friend and donor can unearth enough to pass 1000 gp before accepting his kind beneficence. Noticing that Bella likes to drink herbal tea Gerald changes his regular drink order of plain water to herbal tea, contentedly sipping this newly found small pleasure.

Financial obligations dealt with, they decide to have the next day off dungeoneering since most of them are bearing wounds and without any particular time pressure they can afford the downtime.

### **Tuesday the 12th day of Besemius - A day off in Helix**

All rest well and recover as normal. Gerald uses his laying on of hands power upon Reme, fully curing him and is granted a CLW for himself courtesy of the church of St Ygg.

They drop off the runic tablet at Mazzahs' bringing it to a total of two tablets stored with the eccentric wizard. Mazzahs explains he has learned about as much as he thinks he can from the tablets but he doesn't mind storing them. He has been able to discover roughly the span of effects that can occur from reading the tablets. 50% of the effects can be considered harmful with the worst being instant death while the other 50% are beneficial with the best being a permanent improvement in a random attribute... high stakes indeed.

Thanking Mazzahs and leaving, they spend some time in their suite at the inn discussing their plans. Gerald has overheard a rumour that, "The mutated people of The Barrowmaze enslave humans" and declares firmly that they must save these unfortunates. Fenella points out that it's just a rumour and until they see any evidence they shouldn't assume it's true.

Discussing the party line-up and battle tactics Fenella wonders if they shouldn't take on some more retainers, perhaps another Fighter or a Thief specialist who can fight. Leo returns to his suggestion of taking on a dwarf to help with underground experience and mapping so they arrive at the notion of a dwarven Thief. After further discussion they also decide to offer to cut in Morgaine and Phineus for 1/2 shares each if they want to enter the dungeons as fighting retainers alongside them. Bollo sends out a kitchen kid with a message offering the pair the promotion and they receive a hastily scrawled "yes please!" from their hired guards. They also make a request to the dwarven community via the local smithy to pass the word regarding a vacancy for a dwarven Thief. News of any available candidates should be received within a few days.

### Wednesday the 13th day of Besemius - Return to The Barrowmaze

Up with the lark the party assembles and sets off for the Barrow Moors, with their two newly promoted retainers in a state of high excitement, clearly looking forward to dungeoneering with a strong and capable group led by a noble Knight (note 2). With Ranger Reme guiding them they arrive at the edge of the Barrow Moors by 08:00. They head directly for barrow 12 and descend once more into the gloom below.

Considering directions of exploration, Leo is still curious about the curtained corridor where they briefly tarried and then despatched the two argumentative Ghouls. Gerald points out that there are still some nearby areas directly to the east that they haven't explored since they went directly south and north when they first entered The Barrowmaze. Concluding that the closest option is the best, especially with their two retainers on their first delve into a complex underground labyrinth, they follow the eastern corridor. Passing further down the dark corridor they notice a point in the wall to the north where the bricked-up entrance to a 20 x 20 ft room has been battered down from the inside but whatever was interred there seems to have long departed so after a search finds nothing they continue to the east finding a door to the north and a door at the eastern end of the corridor.

Gerald opens the door to the north, triggering a crossbow trap that slams brutally into him. Bella immediately assists withdrawing the bolt and then casts CLW on the stricken Paladin before he can object. Gerald ruefully regards the coin sized hole punched through his chainmail as Bella pats his vanished wound better. Searching the revealed room unfortunately yields nothing of interest.

Morgaine draws their attention to a draught from the southern wall. Investigating further they discover a secret door which opens onto a 20 x 20 ft alcove lined room with a statue of a hideous demon crouching obscenely in the centre of the room. It is flanked by a pair of well stuffed bags lying on the dust covered floor. Gerald scowls at the demonic statue as they cautiously enter the room. Poking both bags with her spear Fenella hears them clink promisingly so they open them up, finding 300gp and 400gp respectively. A careful search of the alcoves leads to a considerable take of gold pieces which if carefully counted would amount to the number 666...

2 bags with 300 gp and 400 gp  
666 gp from the alcoves

Gerald would dearly love to destroy the statue but Bella thinks only holy water or a lot of noisy smashing up might manage it plus she wants to save the holy water for better things. She does however close the door behind them, smirking back at the demon statue as they carry its gold offerings away.

The Adventurers turn their attention to the eastern door. Entering they immediately hear a distant semi-regular tapping sound that stops after about a minute or so. Noticing nothing further they search the 30 x 30 ft room and come to the door on the northern wall. Passing through they find a corridor to the north with an eastern branch after 10 ft. Choosing the northern path they come to a dead end lined with 20 small circular burial alcoves. Searching carefully reveals..

115 gp  
silver earrings (50gp)  
silver dagger +1

Returning to the eastern branch they pass through a broader more open area with a door to the north. Opening the door reveals a large 50 x 40 ft room with a vaulted ceiling and 8 columns supporting it. There is a large pile of rubble in the centre of the room where part of the ceiling above has collapsed. As they search, Reme passes by the middle two columns to the east and is attacked by a Giant Rattlesnake! Thanks to his Ranger abilities he is difficult to surprise so he dodges the snake's strike from concealment as Morgaine's crossbow twangs scoring a solid hit on the creature and Fenella begins to cast a spell. Recovering his footing and leaning into his sword strike, Reme plunges the blade and wounds the snake significantly. Gerald is on hand to join the fight but sadly misses his attack as Leo runs over raising the sword of Sir Chyde, deftly rendering the giant snake into a pile of economy snake slices (natural 20 rolled). Without a target, Fenella's Faerie Fire spell fizzles out and Morgaine just about stops herself clapping for joy at their success and instead goes to retrieve her undamaged crossbow bolt, high-fiving with Phineus as she passes.

Searching the snake's nest reveals the following treasure...

A pouch with six assorted gemstones: 10gp, 25gp, 50gp, 100gp, 500gp, 750gp.

09:40, Wednesday the 13th day of Besemius, The Barrowmaze room 62

### **Notes**

1. My fault for not reminding you of this constraint of the Ranger class while you were piling up this hoard of loot over the course of 2 adventures. To be fair, Angus was also doing the same which is one of the reasons you ended up so rich after inheriting his and Vlad's shares following their unfortunate demise. Technically Angus shouldn't have had a pile of money but we're not going to worry about this now.
2. Even though Fenella was the instigator of the original expedition to Dolmenwood in search of the tomb of Sir Chyde, in the feudal world everyone will assume that Sir Leonidas the Knight is the leader of any venture with which he is associated. Having a CHA of 17 also assists in this assumption. Internally you can be as democratic as you like, it's just the rest of the world will assume that Sir Leo is at least nominally "in charge".