

# The Barrowmaze

## Session 15 25-01-24 Nasty Insects

Next Session 01/02/24 19.00

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

Peering into the northern corridor after their victory over the Giant Rattler Snake, Gerald can make out an intersecting corridor to the east but beyond that the corridor melds into the stygian darkness. The others are interested in exploring to the north but Gerald thinks the second door on the southern wall makes more sense and manages to persuade them so they pass through the southern door with the usual precautions, entering into a north/south corridor which meets an intersecting corridor to the east after 10 ft. They decide to investigate the eastern corridor, discovering a north/south crossroads, just as a Fire Beetle surprise attacks Morgaine at the back of the group.

As it alights stealthily on her neck, the creature's fierce mandibles gouge into her flesh tearing and rending, her cry of pain and alarm alerts the nearby Reme who strikes with his sword but perhaps taking too much care not to damage Morgaine he misses the beetle. Gerald runs up and also misses as Leo bounds across the corridor meticulously skewering the nasty insect with The Sword of Sir Chyde. Gerald quickly lays hands on Morgaine's gaping wound, miraculously healing her as the Paladin's spiritual devotion is rendered into physical form. Noticing that the beetle's glowing body parts continue to glow brightly even after its demise, they cut out the glands and give them to Shadwell who has a special disgusting monster parts storage vessel as part of his standard equipment.

Further east they find a turn to the north in the corridor leading to a dead-end where Gerald narrowly avoids stepping on a pit trap. Confronted with the dead-end they return to the crossroads and take the southern exit. This turns out to be a bit of a disappointment just leading to a wider corridor terminating in another dead-end. Back at the crossroads they decide to ignore the northerly corridor, seemingly more interested in the south for some reason or other. In any event they note that they haven't explored here and pass by, returning to the north/south passage and heading south.

There are three exits in the eastern wall of the corridor. Both the northernmost and southernmost have been burst open from the inside, leaving a pile of brick rubble in front of each. The middle exit is still rather ominously bricked-up. To the east is a narrow passage to a burial alcove area. It is quite cramped so Leo and Gerald squeeze in and search by themselves until Leo touches a lurking rot grub in the dust and detritus. The creature immediately burrows agonisingly into his flesh moving up his forearm as Bella screams, "armour off! armour off! it will kill you!!!", as she brandishes her blazing torch. Leo complies and quickly pulls off his mail shirt as the creature gnaws its way through his flesh reaching his bicep. Bella forces the blazing torch brutally into his arm! Agony sears through every nerve and sinew of his body as she persistently presses the fiercely glowing embers into his flesh until she can pluck the blackened wriggling thing from his wound and stamp it beneath her boot. Shadwell quickly produces a healing potion which the stricken Knight gulps gratefully down as Bella apologises for shouting... everyone breaks into (quiet) slightly nervous laughter. "Second year of field training, Rot Grubs and other parasitic vermin, how to murder them", Bella gasps, gradually recovering her breath, she almost smiles.

Checking the take, they find a total of 88 gp from the alcoves, which Shadwell notes and stores in his, "hard won petty cash" bag.

10 ft further than the southernmost bricked up room they reach an east/west corridor. To the west an open pit is visible 10 ft further away. Directly to the south is another bricked up entrance and to the east the corridor continues. There's a door on the south wall 10 ft further to the east.

Gerald is quite keen to batter down the bricked-up wall to the south, he does seem to have a south fixation currently but Leo thinks the door just over there on the left might be an easier proposition. Also sledgehammering down a brick wall will make a lot of noise, if they do actually do this then making sure the area is not full of carefully listening monsters might be a good idea. With the usual precautions they open the door to the south and are greeted by a grisly sight within. Two fallen adventurers lie prone on the floor, their heads obscured by the two giant Robber Flies feasting upon them. Fighting back their revulsion the party spring into action as Reme's shortbow twangs, piercing one of the flies. Gerald charges in, striking with the black iron shortsword and slicing up a serious part of the furthest fly. Leo strides over and the first fly is swiftly ended courtesy of his magical blade as the second of the creatures launches itself at his face but he easily bats it aside, leaving Reme to run in and finish the job with his sword.

The room is lined with burial alcoves so they search, fortunately it's devoid of Rot Grubs. They discover...

149gp

Ruby (800gp)

A new potion

Fenella takes a tiny sip and since Sir Leo is within her field of view she suddenly finds her mind full of idle thoughts of jousting tournaments and fine suits of plate armour and wondering if hammering down the brick wall is a good idea... she must be reading Leo's thoughts! So it perhaps it's a potion of ESP? It's arcane magic in any event and outside of her own or Bella's expertise so they should probably consult with Mazzahs before recklessly using it. Shadwell stores it in his potion repository.

Leaving the room they have either the open pit, the brick wall or about 30 ft to the east a set of double doors in the southern wall. This catches their attention and they pass through finding a corridor to the south with a flight of stairs descending for 10 ft before flattening out again to reveal doors on both sides of the corridor.

Stairs? Descending? Into?...

11:30 Wednesday the 13th day of Besemius, The Barrowmaze corridor 42