

The Barrowmaze

Session 17 08-02-24

Next Session 22/02/24 19.00

14:00 Wednesday the 13th day of Besemius, Barrow Mound 12

Gerald prays in thanks for their deliverance, as a gentle rain washes rivulets of diluted blood from their battered bodies and an anxious Bella hovers around tending to the wounded. Led by Ranger Reme they make their way to the edge of the moors, picking up the trail and returning to Helix without incident in about 2 1/2 hours.

Back at Helix

Responding to Gerald's petitioning a single CLW is dispensed from the church of St Ygg along with a reminder that, "St Ygg wants us to be strong". In any event Morgaine feels much stronger after her cure and both she and Phineus take themselves off to rest up and recover.

The party repair to The Brazen Strumpet for drinks. Gerald and Bella enjoy a pot of herbal tea as Leo, Reme and Fenella quaff ales and discuss the events of the day. Bollo wanders over bringing refills and declares this round is on the house. He's heard that you went back for Phineus and Morgaine and as an ex-adventurer himself approves heartily of this, hence the free drinks... oh, and you are good customers... and led by a noble Knight. Feeling in much better shape after a decent meal and a few drinks they retire to bed for a good night's sleep.

Thursday the 14th day of Besemius or Leo's day of good fortune

In the light of his recent adventures Sir Leo feels all the more capable and powerful this morning so he sets off to enquire about his new Dwarven made plate armour and is delighted to find it ready for him a day early. Suiting up he finds it fits him like a second skin and makes him look every inch the noble Knight he is. It is also of superior quality giving a natural +1 (non-magical) advantage in AC.

Gerald visits Phineus and performs a Paladinic laying on of hands curing the battered retainer back to full health. Leaving Phineus to rest, they pay a visit to their eccentric Wizard friend Mazzahs the Magnificent. Casting a Detect Magic, Mazzahs declares the gauntlets magical and suggests Gerald do a bit of experimentation to discover their use so Gerald dons the gauntlets, finding them a snug and comfortable fit.

Mazzahs also identifies a potion of ESP and explains the use of it.

Potion of ESP - single use

Duration: 12 turns

Range: 60'

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures.

- Focus for 1 turn: To pick up thoughts, the caster must focus their concentration in one direction for one turn.
- After this turn: The thoughts of all creatures within range in that direction can be perceived.
- Multiple creatures: If multiple creatures are within the range in the direction being focused on, their thoughts mingle into a confusing jumble. The caster must spend an additional turn to sort out one creature's thoughts.
- Meaning: The caster understands the meaning of all thoughts even if they do not share the creature's language.
- Obstructions: The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

The party leave Mazzahs as Gerald fiddles about with the gauntlets, not really noticing anything special about them until he leans against the wall of the Trading Company warehouse and notices that his grip seems abnormally secure. It takes a while to sink in but after a brief interlude of wall stroking, he finds he can easily pull himself up and the gauntlets provide an amazingly solid grip such that he can easily scale the sheer wall of the building. He is so delighted with this he also climbs the spire of the church of St Ygg, attracting several interested onlookers in the square below. At 11:00 they assemble the party and take to the road, heading back to the barrows.

The Standing Stone

For a change they visit the looming standing stone to the south of the Barrow 12 entrance and from their closer vantage point they notice it is covered with aged hieroglyphs and symbols which they can't read, although Bella gets some of it from her, "Year 2, Know thine Dark Enemy" course and pronounces it, the dark script and the stone as a monument of Nergal the god of death. Naturally using the new gauntlets, Gerald climbs the pillar looking to find a way to damage or mock it in some way but doesn't find anything that would help him do this, the stone is aged yet tough and resistant so he climbs back down again considering bringing some brightly coloured paint on his next visit. After a final search around the base of the pillar which doesn't reveal anything, they head back to the now familiar Barrow 12 entrance and descend once more into the darkness of The Barrowmaze.

They agree to explore to the north, perhaps avoiding the recent trauma inflicted at the hands of the Ghouls to the south so they head back to the room with the columns where they fought the Giant Rattler Snake and this time they explore the northern corridor. Applying the usual precautions they enter the short easterly corridor and open the door at the end of it revealing a large room that appears to be some sort of temple or shrine. Leo wasn't sure but thought he could hear some muffled sounds listening from the door from the door but now they are inside he can definitely hear some muffled cursing in the gloom to the west. As they light the room with their torch and lantern they see a large leering statue of some evil deity which Bella is able to identify as Nergal, the greater god of death. Bella explains it is believed that the sons of Nergal, Orcus and Set have overthrown their father, presumably destroying him in the process.

This is the Pits

As they discuss godly matters Leo approaches the statue and is lucky to discover a concealed pit trap just in front of it from which the muffled but gradually subsiding shouting is emanating. Crowbarring it open reveals a sorry sight. In a heap at the bottom of the pit is a bedraggled and badly wounded Dwarf looking hopefully up at them. Gerald uses the fancy climbing gauntlets to clamber down to him finding he's in an awful state, bleeding, confused and stinking of vomit. Gerald immediately Lays Hands on the stricken Dwarf returning him to a considerably better condition, which unfortunately still doesn't improve the odour. Dropping a rope down they help him out of the pit, Bella instinctively casting a CLW on him too, and he introduces himself as Arnd Cobblestone, an adventuring Dwarven Thief.

He had been a retainer of the Bogtown Bastards, a local adventuring group and when he fell down the pit, they lived up to their name and the bastards just left him there rather than bother to haul him out! He has been there for days and when his water ran out he had to drink his only remaining liquid, whisky, hence his condition, which is rather like an awful hangover plus the physical wounds. They decide to take him along since they had been thinking of including a Dwarven Thief in their party anyway, so Arnd must be a blessing from the gods sent to aid them... once he has a bath. Cleaning himself up as best he can and gratefully gulping down water, Arnd, at least temporarily, joins the party.

After a search of the shrine room which finds an interesting discoloured saucer-shaped depression before it, that Gerald wants absolutely nothing to do with, they leave and continue along the corridor where it ends with a door to the north.

13:00 Thursday the 14th day of Besemius, The Barrowmaze, corridor outside 65, door to the north

Notes

Level 4 Leo

Sir Leo attains level 4 and rolls 8 for Hit Dice (+1 CON) for 9 HP in total!

Sir Leo's plate mail roll was a 50/50 chance for something special.

He rolled positive and gets +1 AC 3 armour = AC 2.

So with his shield he is now AC 1.

Arnd Cobblestone

Arnd as written is a Dwarven Cleric however your thoughts on finding a Dwarven Thief caused a quantum wobble in the universe. Apart from that I didn't change a thing. When you first discussed hiring a Dwarf, there just happened to be one, only one room away from you. Now that is a gift from the gods.

Loot

All PC and NPC loot and XP banked and accounted for so the sheet is now cleared down for the current delve.

https://docs.google.com/spreadsheets/d/1-sSNppEvyDubcw9D9vPWPIhBDTr1fiP3LTLRwV_tpHM/edit_gid=1593746537

TO DO BEGINNING OF NEXT SESSION before starting the game

Monies owed for expenses - The Party owes 69 gp

12th – 14th Besemius

General Expenses per day 23 * 3 = 69 gp

Party Bank accounts below

https://docs.google.com/spreadsheets/d/1-sSNppEvyDubcw9D9vPWPIhBDTr1fiP3LTLRwV_tpHM/edit_gid=166393406