

The Barrowmaze

Session 18 22-02-24 The Doors of Exclusion

Next Session 26/02/24 19.00

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

Passing through the door at the northern end of the corridor they emerge into an east/west corridor with a couple of doors visible. Heading to the west Reme opens the door in the southern wall, revealing a large room lined with yet more burial alcoves. Searching them takes around 20 minutes and they discover the following burial treasures...

Ruby Ring (275gp), Topaz (100gp)

Heading back to the east they open a door blocking the corridor to find yet more corridor leading east. Moving cautiously along it they pause for a moment as they hear a grinding noise of stone against stone off in the distance but as is their usual practice they pay it no attention and move on before finding a rather impressive door in the northern wall. The door is magnificently constructed of a dark, dense hardwood and banded by heavy iron bindings at the top, centre and bottom. A metal engraving of a book is mounted in the middle and two sturdily constructed locks are placed to the right.

Discussing what might be inside such a well-secured door Gerald and Leo conclude it must be something very valuable... or dangerous, suggests Fenella. They discuss trying to demolish the door as Fenella tries to persuade the others to at least look around a bit before making the no doubt appalling racket necessary to even slightly damage the sturdily constructed door. Musing on this they sniff the air and notice Arnd standing there eyeing up the locks. They agree to let him try to pick the locks so he produces his toolkit and gets to work. Unfortunately he doesn't manage to spring either lock causing a stream of muttered Dwarvish curses to issue forth.

The Pits... Again

Reluctantly, and with much persuasion by their Druid they leave the door behind and continue down the corridor as suddenly the floor disappears beneath Leo and Fenella, dropping them both into a pit trap! "Not again", thinks Leo as he smashes noisily into the floor, "aaaaarrggh", thinks Fenella doing the same but rather more quietly. Dusting themselves down they find they are only slightly injured and looking up notice the others peering over the edge, the trap hasn't closed for some reason but at least it's not filling up with water... or spiders or something equally unpleasant.

Fenella starts to search around at the bottom of the pit, while they are there they might as well make the most of it and Leo agrees so they make a thorough search, unfortunately finding nothing. Leo asks Gerald to toss down the Gauntlets of Climbing (and something else) which he does and exchanging the gloves between them both Leo and Fenella easily climb out of the pit on the other side. As the rest of them use the magical gauntlets to cross the pit they notice that the trapdoor is slowly creaking its way closed again, possibly it's damaged or badly maintained. Gerald loudly hammers in a metal spike to keep it slightly open before also crossing over.

On the far side they turn into a T-junction corridor leading north, noticing another heavily constructed door in the western wall, this time of rusted steel set firmly into a heavy frame. It also has an impressive looking lock. Again, Gerald's first thought is to attack it with sledgehammers and crowbars, and again Fenella argues that they should at least look around before making such a colossal amount of noise in a deadly dungeon, full of hostile creatures. Arnd gives the lock a look over and tries to pick it but sets off a poison needle trap! Fortunately his exceptional Dwarven constitution is equal to the challenge and he just shrugs off the deadly poison, pulling out the wickedly discoloured needle from his hand and grinding it beneath his boot. The door however remains stubbornly locked.

A Barrow

Meanwhile it dawns on Reme that he is standing guard at the foot of a flight of stairs... a flight of stairs leading up. So he brings it to the attention of the others and they ascend, climbing up to a short corridor which opens into a wider circular area. "It's a barrow", mutters Leo gazing around in the flickering lantern light, "I told you there were more entrances", comments Fenella smugly. Entering the barrow chamber they see an altar in the centre upon which lies a splendid bejewelled broadsword. Arrayed around the walls of the barrow in alcoves stand the skeletal remains of six warriors bedecked in rusted armour and carrying shields and spears. Leo walks right up to one of them but they stand as still as the grave so he turns his attention to the sword upon the altar and carefully touches it, whereupon all of skeletons lurch forward and advance menacingly on the adventurers.

A relatively brief battle ensues where Gerald misses an embarrassing amount of times before finally finishing one of the undead, Leo easily disposes of anything he hits, at least when he hits it, Bella again turns all of the undead, Phineus takes a blow and Morgaine immediately destroys a couple of skeletons in instant revenge as Fenella charges in stabbing with her spear and much to her delight offs a skeleton in the process. Reme shrugs off a blow but largely can't be bothered to hit anything back and very soon they are standing over a pile of dismantled, inanimate bones.

Gerald picks up the fine sword suggesting that they ask Mazzahs to cast Detect Magic on it when they return to Helix. Searching the barrow chamber reveals nothing new except a second flight of stairs leading up to a heavy stone slab. There is some discussion over what to do about it before Arnd wanders up and thumps it with the hilt of his sword and explains that the slightly hollow sound means it is a sealed mound and they could dig it out from here in around an hour or so. Bearing this in mind, they return back down the stairs, Bella contemptuously kicking a few bones aside as they descend once more to The Barrowmaze below.

They continue "around the block" searching eagerly for secret doors in the corridor to gain access to the locked room which is surely brim full of treasure but sadly finding no alternative to the heavy locked doors. Containing their disappointment, they continue a little further to the west where they discover an intersecting corridor leading north.

14:30 Thursday the 14th day of Besemius, The Barrowmaze, corridor 78