

The Barrowmaze

Session 20 07-03-24 A Relaxing Weekend

Next Session 13/03/24 19.00

16:30 Thursday the 14th day of Besemius, The Barrow moor at Barrow Mound 16, on the surface.

As the stone seal crashes to the ground they survey the Barrow Moor. With their sights set firmly on rest and recuperation in Helix, the battered party set out to the southwest, returning to the trail through the marshes without any incident. Thanks to Reme's Ranger skills they are able to find their way to Helix in approximately 2 hours, arriving in the early evening (19:00).

Gerald pays the party's outstanding expenses of 69 gp and also gives Arnd 50 gp as a "welcome to the party" present which the Dwarf gratefully receives before heading off for a much-needed bath.

As they relax at the Inn, sipping their preferred drinks, Sir Leo considers making a visit to the local seat of nobility, Ironguard Motte to announce himself to Lord Viscount Kell Ironguard, the feudal ruler of the Duchy of Aerik, the region in which they now reside. This would be entirely in keeping with Sir Leo's status and standing as a Knight so he notes it away as a future expedition for the party, perhaps during the winter season. Further enquiry reveals that while the Lord Viscount is well thought of and respected, his son Kell Ironguard, responsible for the area of the Duchy surrounding Helix is considered a louche and idle ruler, spending his time in frivolous pursuits such as gambling and drinking instead of diligently carrying out his duties.

They are joined by a newly scrubbed-up and fragrant Arnd who in contrast to his previous appearance now looks and perhaps more importantly, smells, entirely presentable.

Friday the 15th day of Besemius

After a good night's rest the adventurers spend time healing up and relaxing around town fully aware that to tackle the Barrowmaze in anything but top shape is a potential death warrant no matter how skilful they are. However Gerald has every reason to celebrate as his experience and skills have increased such that he is tougher and more capable than ever, eagerly anticipating using his newly improved Turn Undead ability along with his more effective Laying on of Hands which he quickly puts to good use.

A visit to Mazzahs and one Detect Magic spell later, confirms that the Bejewelled Broadsword they retrieved from Barrow 16 is a +1 magical weapon which Reme is happy to wield on behalf of the collective good. Items are traded in and converted to gold to be banked in Hoffenung's vault and with their business concluded they get another much-needed night's sleep.

Saturday the 16th day of Besemius

Another day spent healing with even Fenella getting in on the cascade of CLWs and Laying on of Hands, needed to get the adventurers and their retainers fighting fit again.

Sunday the 17th day of Besemius

Although Sunday is the Godsdays of the week, there are few requirements even for the more pious and the fully recovered group form up for departure at first light, Bella attending with the approval of St Ygg, all the better to smash undead as some sort of celebratory ritual.

Around 2 1/2 hours later they are standing back on the Barrow Moor, outside Barrow 16. Reme notices some normal animal tracks but also signs of large quadruped creatures with long claws that have traversed around the area.

Fenella asks Gerald if he's getting bored being the rearguard of the party and while admitting he prefers the frontline he is content to remain at his post at least for the foreseeable future.

Once more into The Barrowmaze

Descending into the darkness below, Fenella wears her continual light amulet and lanterns and torches are lit, obscuring Arnd's Dwarven infravision. (see Note). They cross the barrow area and descend to The Barrowmaze proper, emerging in a familiar north/south corridor. Facing up to the hefty steel door both Gerald and Leo prepare to have at it with their sledgehammers and crowbars before Arnd informs them that they won't be getting through this one with just those tools. This is a heavy steel door, firmly set into a frame of the same material and if they want to force access they are going to need a team of miners. It might be easier just to try to find a key, or a more capable lock-picker?

Reluctantly accepting Arnd's expert advice they look further to the south and east, revealing another entrance into this area, which glows with a soft reddish light and a wide corridor to the northeast. Leo takes a few steps up the corridor but returns when they remember there are several other side passages they have passed by that are still unexplored, perhaps they might even discover... a key?

Back near the foot of the stairs they move west, still considering searching for secret doors in an area that they have thoroughly surveyed. Eventually they look into the northern corridor where Reme previously noticed a portcullis and they do indeed discover a heavy iron portcullis barring their way. Trying to lift it, they discover it is indeed as heavy as it looks and it takes 5 of the strongest party members to raise it. Arnd quickly spikes it in place and they are able to pass if crouching down to Dwarf height. They enter the room, the portcullis creaking a little behind them as they see a set of mouldy old yellow curtains, similar to others they have previously observed, hanging across the room obscuring whatever lies to the north.

Mirror, Mirror, on the wall

Leo steps up to the curtains and carefully parts them with his sword to take a look inside and promptly vanishes into thin air! Reme immediately thinks they should follow him but is naturally quite cautious of where he's gone. In the end he enters through the curtains with his eyes tightly shut, walks around for a minute and returns unharmed. Fenella steps up and feels around the curtain trying to see if Leo is perhaps just invisible but nothing is apparent.

Gerald dithers around at the curtain before entering with his gaze fixed firmly on the wall immediately in front of him. He passes around to the northern wall before feeling a hanging frame, perhaps a picture frame on the wall. Taking a rigorously focussed lateral look at the side of it he concludes that his eyes agree with his sense of touch, it is indeed a frame which he then carefully obscures with his cloak before deciding that they need to go and help Leo rather than just covering up the problem so he pulls off the cloak and looks into a large hanging mirror that somehow is not reflecting the room behind him; instead showing an image of a dead, amber landscape dotted with withered trees. In this landscape stand two figures, Sir Leo the Knight Errant and a Zombie doppelganger of himself, similarly equipped and geared. As the others enter to also perceive the astonishing scene, Sir Leo smiles grimly and steps forward, raising sword and shield to do single combat with his Zombie double!

Sunday the 17th day of Besemius, The Barrowmaze, room 80, The Mirror

Notes

Congratulations to Gerald for achieving Level 4 Paladin.

Infravision - note particularly "disruption".

All non-human monsters and many demihuman races have a special kind of vision that allows them to see in the dark. This is called infravision. Typical light sources enable normal vision within a 30' radius.

Heat tones: Characters with infravision can see heat tones, with warm objects (such as living creatures) appearing bright, cold objects as black, and cool objects as grey.

Reading: It is not possible to read in the dark with infravision, because fine detail cannot be perceived.

Range: Infravision works within a limited range (60' for monsters, unless specified otherwise in a monster's description).

Disruption: Visible light (normal or magical) and large heat sources prevent infravision from functioning.