

The Barrowmaze

Session 26 01-05-24 Statue of Death

Next Session 09/05/24 17.00

09:20 Wednesday the 20th day of Besemius, 72 The Levers Room

In the levers room, surveying through the newly opened southern door, the party prepare to enter the gloomy recesses of the large room beyond. Gerald is not comfortable leaving the levers room unattended even if they think they can trust the locking mechanism, for up to 24 hours at least and who knows what sort of creatures might wander in and start fiddling with the levers. In fact, he insists so they decide to leave Arnd and Morgaine to guard the room while the rest of the Hammers cautiously enter the large rectangular room. They notice a generally featureless area with doors to the west and south so they approach the southern door and search and listen as usual. Noticing nothing out of sorts Gerald and Leo square up to the door and open it, triggering the deadfall trap that swings a large block of stone directly at them. Gerald's reflexes are perfect, allowing him to leap out of the way but Leo doesn't quite get clear and takes an injury from the heavy stone now lifting back into the ceiling. Arnd whisper-shouts from the northern door, "I mighta noticed that" so with Fenella's encouragement they decide to swap Arnd and Phineus, realising the benefits of taking the party Thief who also happens to be a Dwarf, along with them. Behind the door is a small alcove lined box room where they discover 1000 gp. Arnd agrees with Gerald that it would be worthwhile to spike the door so they make the necessary noise doing this.

Arnd joins them examining the western door and noticing nothing amiss they open this one without incident and proceed via a 50 ft corridor to a large room with a high-vaulted ceiling, the southern end of which disappears into gloom and darkness. They notice four alcove-lined narrow corridors to the east and west and following Gerald's suggestion to clear the area before moving on, decide to split into two groups to investigate the corresponding corridor vaults simultaneously.

Leo and Bella investigate the first western vault finding around 50 square alcoves but they are empty and look as if they have never been used. Over on the eastern side Gerald, Reme and Fenella find 50 triangular alcoves with disturbed skeletal remains and the following grave goods...

Gold Circlet 80 gp, Amethyst Gem 60 gp, 200 gp.

Both groups search for secret doors but don't find any so they move onto the next pair of vaults while noticing an unmoving flickering glow from the south and also a third pair of alcove vaults somewhat closer than the glow. Searching the western vault Leo, Bella and Reme find 50 hexagonal alcoves containing skeletal remains with some evidence of gnawing on the bones and...

100 gp, Diamond 40 gp, dented helmet, wooden coffer.

On the other side Fenella and Gerald excavate 50 circular alcoves with skeletal remains, finding...

Gold Statuette 500 gp, Bloodstone 40 gp

As they proceed further south their light sources reveal the source of the glowing, a fine-looking sword emitting a shimmering glow, which lies at the feet of a huge statue of a skeletal robed figure. Bella recognises it as a statue of Nergal, the god of death as she mutters some unintelligible curses of disapproval beneath her breath.

Gerald asks, "is anyone else suspecting a trap?" and they all nod their silent agreement. Before addressing the statue and sword they decide to deal with the remaining two alcove vaults. In the western vault Leo and Bella find 50 circular alcoves containing skeletal remains and...

Bracelet 60 gp, Ruby 100 gp, Ornate Figurine 18 gp, locked metal box.

And in the Eastern vault Fenella and Gerald find 50 alcoves with mummified remains and...

Shaped Coral 80 gp, Pewter Chalice 50 gp, Gold Coins 35 gp, Broken Spear.

Gerald also discovers a secret door at the end of the eastern alcove corridor.

Gathering before the glowing sword and statue, Arnd checks around but doesn't find anything unusual as they walk around the area in front of the sword. Eventually the others decide to also check for traps and rather alarmingly Fenella discovers a pit trap just before them! They were even walking over the edge of it! Gerald moves around the side of the pit trap and tries to pick up the sword but his hand goes right through it, "it's an illusion, and probably bait", he declares. He also wants to climb up the statue to pour Bella's Holy Water over it but Bella refuses this somewhat wasteful and pointless use of her precious (and blessed) resources for this cavalier scheme.

Reluctantly leaving the statue behind, Gerald joins the others as they open the secret door at the end of the eastern vault finding a turn to the south which intersects with a 30 ft long and somewhat wider east/west corridor. At both ends the corridor turns south and just visible around the turn at the eastern end is an open pit barring the way. Several of the group walk over to examine the pit and eventually the pit trap located just in front of the visible pit triggers, dropping Fenella painfully, 10 ft onto hard stone. Reme quickly lays down, extending his arm into the pit, joining hands with Fenella and flexing his muscles hoists the injured Druid out without any problem. Gerald climbs into and out of both pits using his magical gauntlets of climbing but doesn't discover anything of note.

Choosing to take the unobstructed way they head to the western end of the corridor and turn south, discovering a turn into a western corridor and an open chamber before them. Within the chamber lies the remains of a knight in a suit of heavily rusted and decayed plate mail with a large, tarnished broadsword lying upon his chest. The entire area is blanketed with a dusty yellow mould, "spores", whispers Fenella as Leo walks into the chamber disturbing the Yellow Mould spores which fly up in a cloud causing him to choke and cough violently. Stepping back out of the mould area he continues to choke even more violently with injurious spasms wracking his body as he spits up blood, taking multiple internal injuries from the highly toxic spores. His eyes streaming and skin burning, Leo slumps against the wall waiting out the awful coughing as the others look on anxiously. After 10 minutes of this the choking gradually subsides as Bella casts a CLW on him followed up by Gerald Laying Hands upon the stricken Knight restoring him to at least a decent fighting state.

As they rest for a while following Leo's traumatic experience they take time to examine the wooden and metal boxes they discovered in the vaults. Arnd is able to open the wooden coffer despite the somewhat aged poison needle trap and he finds a silver ring therein which Shadwell takes for storage until Mazzahs can cast a Detect Magic. The metal box has a keyhole so they try the key they discovered some days ago behind a secret door guarded by a Shadow and it opens the box! Within is a scroll which Bella is able to comprehend, declaring it a scroll of Healing with 12 instances of CLW ready for her to cast! A great treasure indeed!

10:50 Wednesday the 20th day of Besemius, corridor 67.

And back in Room 72, The Levers Room, Phineus and Morgaine maintain their watch.

Notes

The Scroll of Healing is in Bella's inventory. Please tick off the charges as they are used.

Business matters from the recent downtime in Helix...

Gerald pays 120 gp party expenses and whatever is needed to bring his money down to his avowed 500 gp so he donates 773 gp to The Church of St Ygg.

Leo, having good reason to be grateful for their healing works, donates 500 gp to The Church of St Ygg.

The party award Shadwell a 100 gp bonus and increase his pay from 1 gp to 2 gp per day in recognition of his loyal and capable service. They all agree to fund this from Reme's charitable donations.