

# The Barrowmaze

## Session 27 09-05-24 Corridor of Crypts

Next Session 16/05/24 19.00

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

As Leo carefully dusts off the yellow dust, grateful that the corrosive fungus didn't reach the leather straps of his armour, they discuss how to deal with the Yellow Mould and indeed if they should even try. Fire seems to be the consensus and Fenella agrees that it's usually the best for dangerous fungi, the main takeaway however is to be careful not to disturb the spores.

Recovered from their fungal foray the adventurers move on to examine the next burial chamber. Here rests a skeleton with a bowl containing 10 pp, a set of bone dice (20 gp) and a small, tarnished mechanical globe with visible gears and mechanisms, which they collect as they move onto the next chamber where they discover a small gold skull with black opal gems as eyes resting upon a pedestal, it looks quite intimidating but this is not enough to deter Sir Leo who strides in and picks it up. He notices that there is a plate with a mounting screw on the bottom as if it could be secured upon a staff or shaft. Inscribed on the plate is the word, "dlohnoitisop". Leo realises that this is probably a trigger word and discussing it with the rest of the party they note that it is the phrase "position hold" in reverse. Knowing that these words are usually commands to set off the item, the usual precaution is to make the command word something that wouldn't occur in normal speech. Stowing it carefully with Shadwell they continue to explore.

The next chamber is empty but they search carefully to make sure. Finding nothing they continue along the corridor and discover a crypt with the skeletal remains of a halfling and two "wicker man" style wooden effigies of halfling sized figures flanking it. Searching, Gerald disturbs the remains which causes the two wooden figures to animate as Wood Golems and attack both Gerald and Fenella. Fortunately both of them dodge away leaving Leo room to stride in, striking and damaging one of the attackers, Fenella stabs but misses as Reme charges in and raising his magical broadsword high, deals a huge blow that destroys one of the Golems in a shower of twigs and wood chips. Gerald slices the other but doesn't quite finish it off but Leo is on hand to deal overkill with the sword of Sir Chyde and the room is quiet once more.

Searching for grave goods unfortunately reveals nothing for their trouble so they continue to the next chamber. This room features a beautifully bejewelled gold chalice (500 gp) and a halfling skull resting on the ground. Taking the chalice they see a scrap of slightly burnt paper concealed below, upon which is written, "red, black, purple". Fenella checks the paper carefully but the burning doesn't seem to have cut off any further information and she is satisfied that the message, whatever it refers to, is intact. Gerald wonders whether the note might refer to the jewels in the chalice as perhaps some magical activation sequence but the colours don't correspond with the chalice.

Entering the next apparently empty chamber causes a Magic Mouth spell to shriek "Grave Robbers!" three times at ear-splitting volume and a Fear spell is also triggered, directed at the first to enter the room. Since this is Sir Leo the Knight, his Strength of Will rejects this nonsense and he is completely unaffected. They stand around for while listening just in case the cacophony has attracted any attention but they seem to have been lucky as all they hear is silence. Noticing they have reached the end of the corridor they check the final chamber, Leo entering and disturbing a colony of beetles which immediately swarm over him. Without giving it too much thought he attacks them with his sword, rather amazingly managing to accurately fence a number of small insects off himself using a large battle weapon! He searches the room, crunching beetles beneath his boots but finds nothing.

Satisfied that there is nothing more to be found they return along the length of the corridor and back to the north to their ingress point where the two open pits block their way. Relaying the Gauntlets of Climbing and Swimming between them they all cross without incident and move down the corridor to the south to a door where the corridor turns to the east.

Opening the door they are immediately attacked by two Fossil Skeletons. Bella immediately Turns them as Leo swings wide but Reme lands a strike and Fenella finishes it for one of the enemies. The remaining Skeleton retreats from Bella, pursued by Leo calling out for light as it disappears into the gloom. Bella and Fenella step forward as Leo strikes, damaging the Skeleton enough for Reme to deliver the coup de grace. Both Skeletons are wearing white gold necklaces (133 gp) which they are swiftly relieved of.

Back in the corridor they search for secret doors and Leo discovers one in the north wall. Opening it reveals a small triangular room where the remains of a human lie against the western wall. Hanging above him is a well-worn unstrung longbow and on a ledge on the northeastern wall lie three very nicely crafted arrowheads. Reme takes the bow and the arrowheads, declaring them of superior quality and decides to show them to a fletcher back in Helix. Leo sighs sadly at all this attention given to dishonourable missile weaponry but stoically accepts that not everyone can be expected to maintain such high standards of honour in battle as himself.

Returning to the corridor they continue to the end where there is a door in the southern wall. Opening it and entering they see within this 20 x 20 ft room is what seems to have been a glass sarcophagus, now shattered. Amidst the glass shards lie many gold coins and the skeletal remains of a human. Examining the scene they disturb the remains which immediately emit a ghastly yellow glow and snap together, rising to attack!

Already on their guard The Hammers attack but unfortunately only Leo lands a strike and Bella's Turn attempt fails. Clawing at Leo the Skeleton also fails to land a blow through the fine plate armour of the Knight. Attacking again Reme lands a glancing blow, Leo fumbles as he loses his footing on the glass shards as Gerald also lands a slight hit on this somewhat tougher than the usual sort of Skeleton. Stepping quickly into the gap between the warriors, Fenella strikes with The Spear of The Druid, hitting perfectly and shattering the Yellow Glowing Skeleton into slivers of inanimate bone!

Searching the room they collect 382 gp as Gerald starts to worry about whatever might be happening to Phineus and Morgaine back in the Lever Room all by themselves.

12:10 Wednesday the 20th day of Besemius, corridor 66 D2

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