

The Barrowmaze

Session 28 16-05-24 Irritable Elf

Next Session 23/05/24 19.00

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

Searching the room they collect 382 gp from the shattered sarcophagus as Gerald starts to worry about whatever might be happening to Phineas and Morgaine back in the Lever Room all by themselves. Leo thinks it is probably time to head back to Helix, especially considering the amount of loot that Shadwell is hauling around and the rest readily agree to the plan to leave... now which way is it?

After a bit of uncertainty regarding the route they head back to the two open pits which they traverse using the gloves of climbing relay, passing back through the vault secret door into the chamber of Nergal, ignoring the illusory sword and departing to the north. Passing uneventfully through the corridors and rooms they arrive back at the levers room to be greeted by Morgaine's now lowered crossbow. Both Phineas and Morgaine are pleased to see them and report a quiet watch, obviously due to none of the Barrowmaze denizens being capable of tackling such worthy foes as the Hammers' famously fearsome retainers, "it's an aura we exude", explains Phineas proudly.

Suitably impressed the party set off along the east/west corridor pausing at the only locked door in this area. Since Arnd has learned further lockpicking techniques he tries again to open it but fails to spring this particular lock. After a few misdirections and backtracks they manage to navigate back to the Solis chamber where they are pleased to find the blessing of The Power of Solar Light is still available for all, +1 to hit, +1 damage for 60 minutes. Thus refreshed and fortified they set off to find the other doors that had previously foiled Arnd's lockpicking attentions and with only a few wrong turns re-discover the hefty double-locked metal door with the insignia of a book. Carefully warming up his hands and crouching before the two imposing locks, Arnd sets to work, probing and clicking tumblers until with a thunk the first lock springs! Knowing from the mechanism that he will only have a short time until both locks reset he quickly moves to the second lock and resumes his lockpicking. Anxious seconds tick by until with a satisfying clunk, the second lock springs open allowing the door to move freely. Clapping Arnd heartily on the back Leo moves in and opens the door, revealing a most interesting chamber.

The Hidden Laboratory

This seems to have been some sort of magical and alchemical laboratory. The walls are lined with tables and shelves with beakers, vials, and bottles of various shapes and strange contents. In the centre of the room, atop a pedestal, rests a human skull and four scrolls. Searching the room carefully they uncover the following items and potions, test tasting each potion to discern the effect.

Potion of Poison
Potion of Poison Antidote
2 * vials of Oil of Slipperiness
Potion of Healing 1d6+1
Potion of Strength

4 * arcane magic scrolls

After Fenella peruses the scrolls she is able to discern that they are written for arcane magic and therefore not useable by herself or Bella so they take them as a gift for Mazzahs and carefully stow the rest of the potions and vials.

Heading east trying to find the stairs up to Barrow 16 they miss a turn and find themselves in a wide northeasterly corridor with an opening to the south from which a reddish glow is visible. Gerald quickly calls Leo and Bella back so they quietly retreat, spying a large luminous red beetle munching on something, lurking in the southern chamber before stealing back to the corridor unnoticed.

A bad day for Stirges

Moving along the corridor to the north they pass the second locked metal door but unfortunately Arnd has used up his luck for today, failing to pick this one open. Finding the stairs to the north they ascend to the Barrow above where they are attacked by four blood-sucking Stirges. Bristling with attitude and Solar buffs the heroes spring into action, out manoeuvring the over-confident Stirges' dive attacks and striking hard. Leo effortlessly slices the first in half while Fenella hurls her spear to finish another as Gerald and Reme charge to the south and similarly dispose of the remaining two in a bloody flourish of magical black iron, steel and blood. Well satisfied with their performance they climb out of the Barrow and head across the moor without incident. Thanks to Reme's wilderness navigation and Fenella's affinity with the land they are able to return directly to Helix in about 2 hours arriving at 16:40.

Helix

After releasing the retainers and a quick wash and brush up they visit their friend Mazzahs The Magnificent. Mazzahs is delighted to see them and even more delighted to see what they have uncovered, gratefully accepting the offered arcane scrolls, he will cast Read Magic on them later. Listening carefully to their account of the latest delve he takes copious notes and jottings. He also casts Detect Magic on their items revealing the following...

Silver ring from wooden coffer 70 V3 - Ring of Protection +1

Tarnished globe mechanism 67-I - A non-magical, broken astrolabe

Gold skull "dlohnoitisop" - A magical item, 12 charges Wand of Paralysis

3 * arrowheads 66 Q3 - magical arrowheads +2

Paper scrap, "red black purple" - non-magical

Departing Mazzahs, Leo checks his armour in for an overnight maintenance to rid it of any trace of the Yellow Mould, adding 5 gp to ensure it's ready by tomorrow morning. As the rest head off, Gerald and Bella to the church and the others to the Inn, Reme asks about the Fletcher/Bowyer and is directed to the house and business of Valeron the elf, who provides this trade to the people of Helix. Leo decides to accompany him to marvel at the cowardly weapons used by the dishonourable.

Valeron

Arriving at the house they hear an extraordinarily strange and intricate series of notes played on a lute, emanating from the interior. Reme steps up and trying the front door finds it open and enters. He sees an immaculately neat and tidy workshop wherein sits the elf Valeron, regarding him haughtily. Pausing his playing he enquires witheringly, "born in a field were you?". Standing awkwardly for a moment Reme gets the idea and suppressing a grin, turns around and knocks on the inside of the door. He is instructed to, "get out" by the apparently humourless elf which he does. Leo decides to help his friend and knocks on the door as Reme heads off around the side of the building to see if he can get in another way. Opening the door Leo finds a crossbow pointing at his nose and an unamused elf peering down the sights... "er, when is your shop open?", asks Leo, "When you've learned some manners", is the imperious reply. Leo notes that the Bowyer's finger is safely away from the trigger so he doesn't actually feel threatened but decides it would probably be a good idea to start this whole thing again some other time, so with a polite nod he turns to leave as Valeron, raising his voice slightly, calls, "And take your burglar friend with you". Reme shuffles around from the back of the shop, joining Leo a few steps away as the door closes with the sound of a lock clicking closed.

Leo puts it down to a sullen attitude, no doubt caused by excessive use of dishonourable missile weaponry but Reme finds himself wondering where he's going get his magical arrows assembled and indeed where he's going to buy any arrows at all once his supply is exhausted.

They meet up at The Brazen Strumpet for food and drink and the good humour and fellowship of Bollo's well-run establishment. Reviewing the magical items they decide that Reme should take the Ring of Protection +1 but they are not yet sure what to do with the golden skull. Turning in they get a good night's rest, rising early to greet the new day.

Thursday, the 21st day of Besemius 06:00, Helix