

The Barrowmaze

Session 31 05-06-24 So there was a secret door!

Next Session 13/06/24 19.00

Saturday, the 23rd day of Besemius 10:20, The Barrowmaze Room 53

With Phineus infected by the Huecuva disease they decide to head back to Helix. Bella thinks since the disease hasn't taken too much of a hold on Phineas that there are a few days to spare and expecting that Othar will be carrying Cure Disease or at least able to have it by the next day they needn't rush against the clock, so they take the time to search the alcoves and the fallen Huecuva. One of the Huecuva is carrying a pouch which contains 3 gems; 10 gp, 1,000 gp and 1,200 gp value and the search of the alcoves turns up a pair of gold earrings 30 gp and a plain medium sized bag or sack.

Gerald is immediately interested in the bag which Leo opens up to reveal a bizarre sight. The interior of the bag appears to be massively larger than the bag's dimensions would suggest it to be and off in the distance inside, Leo can see the glint of gold. Leo wants to be cautious with this new find but it seems Gerald has heard of such magical Bags of Holding and reaches into it, his arm seemingly disappearing into the far distance to collect the gold coins. After a few scoops he clears out 123 gp from the bag as Shadwell looks on with an expression of fascinated interest at the prospect of a container that might save his admittedly sturdy back a bit of strain.

Exiting The Barrowmaze via Barrow 20, they make the journey back to Helix arriving at 13:10. Othar is quickly located and Cure Disease is cast upon Phineas which removes the disease but does nothing for his wounds. Bella casts her last CLW returning him to better shape before they retire to the Brazen Strumpet Inn and a restful night.

Sunday 24th in Helix

Since they are staying in town for another full day, Fenella finds space in her spells for 2 CLWs instead of her usual poison countermeasures provided by Slow Poison, casting CLWs on both Leo and Phineas to restore them both to full health while Bella looks on approvingly.

Leo settles the bills for two more nights in Helix (2 * 25 gp) and they relax for the day and retire early for a bright and early start.

Monday the 25th day of Besemius

First thing in the morning they assemble and depart for The Barrowmaze arriving without incident at Barrow 20, then descending into the dungeon. Organising themselves in the north/south corridor by the well-searched alcove, Leo can't shake his nagging feeling that there "should" be something there so he takes the time for a final search and is rewarded by the discovery of a secret door. They discover an alcove-lined corridor encircling an ancient crypt with a stone door upon which is engraved, "Klexx The Maligned". Leo opens the door and is greeted by the eponymous Klexx in his undead Coffin Corpse form immediately moving to attack him but Leo is quick off the mark and strikes with The Sword of Sir Chyde, wounding the undead creature as Bella raises the symbol of St Ygg and Turns it before Fenella finishes it off with The Spear of The Druid. Searching the tomb they relieve Klexx of his golden crown and jewelled bracers worth 1,000 gp and 2,800 gp respectively, a very nice haul for a room that almost wasn't there.

They realise that after these rich pickings, Fenella will be able to reach the next level of experience once she has a chance to rest at a safe haven but they decide to explore a little further since this was only their first investigation today. Still, they are aware that Fenella will gain access to 3rd level spells, including the almost essential "Protection from Poison" so they bear this in mind as they consider where to go next.

Gerald is interested in the large open area to the south they have spied previously, before retreating after their brutal encounter with the Ghouls. Deciding to take on something less ambitious for now they instead move cautiously to the north, passing the crossroads and emerging into an oddly angled room with a door to the east. There is also a pile of broken stones arranged into a pyramid and a faded graffiti message, "Gyxyag sent us".

Listening at the door Gerald and Arnd hear a woman's voice softly crying out, "help me" so they quickly spring the door, falling into the surprise attack by the three Mongrelmen concealed there, the one crouching by the body of a fallen female adventurer grinning at them as he mimics the dead woman's voice. All three Mongrelmen attack missing with melee but the grinning impressionist hurls a dagger wounding Gerald.

Leo springs into action, swiftly finishing one of the attackers in a single blow but a now furious, vengeful Gerald misses his attack. Given her situation, Fenella wisely decides to remain back as Reme heroically charges into the room and heroically misses. Obviously thinking they were ambushing just a tomb robbing dwarf and a human, the remaining two Mongrelmen nevertheless seem intent on continuing their now suicidal battle with this heavily armed and armoured adventuring party despite their slim chances becoming even slimmer as Gerald disposes of the one he was fighting in the doorway. Arnd tries to move around the back of the remaining Mongrelman but fumbles his attack as Reme finally gets his eye in and with a mighty swing of his Magical Broadsword, decapitates the last Mongrelman in a single swing, permanently wiping the mocking grin from its face.

Examining the scene they see that the Mongrelmen were counting their plunder which consists of 1,532cp, 1,897sp, and four Emeralds (75gp, 100gp, 200gp, 400gp). Examining the relatively fresh corpse of the adventurer, they observe that she was killed by multiple sword wounds. As they relieve the corpse of the 120 gp that the Mongrelmen were engaged in collecting, Arnd mentions that he doesn't recognise her from his previous group. They search the room for secret doors but don't discover anything.

Shadwell reminds them of Fenella's impending advancement and they discuss their options. Fenella suggests that they could just continue and Leo is also quite keen but Gerald points out that he would prefer to have an even stronger Druid with better anti-poison capability, plus he is also slightly wounded. They conclude that discretion is the better part of valour and depart The Barrowmaze via the stairs to Barrow 20. Reme navigates them safely back to Helix, arriving at 11:10. Bella casts a CLW on Gerald as they arrive and after spending a restful night at the Brazen Strumpet Inn, Fenella ascends to 5th level Druid.

Tuesday, the 26th day of Besemius 06:00, Helix

Notes

Level 5 Druid.

Fenella gains an additional 4 hit points and her THAC0 improves from 18 to 17.

She gains access to one 3rd level and one 4th level spell.

She can now carry the following spells:

2 * 1st level

2 * 2nd level

1 * 3rd level

1 * 4th level