

# The Barrowmaze

## Session 33 20-06-24 Corridor of doors

Next Session 04/07/24 19.00

Tuesday the 26th day of Besemius 10:00, The Barrowmaze, southern corridor 46

As the last skeleton is smashed to the ground and the sounds of battle subside, Leo suggests retreating, which startles Gerald but he only means to the northern end of the corridor which makes good tactical sense considering the 6 unexplored doors in this corridor. Gerald searches the body of the Necromancer of Set, finding an arcane spell book and a pouch containing 13 pp.

Approaching the first door on the western side they joke about not needing to listen after the noise of their recent battle so they directly open the door revealing a stone slab with a surprisingly immobile skeleton lying upon it. Searching the room turns up another of the peculiar runic tablets with which they are familiar. Gerald gets quite excited about the possibility of trying his luck with the dangerous runic magic but group wisdom prevails and the tablet is given to Shadwell who places it in his Bag of Holding with a suitable flourish. Fenella examines the skeleton closely but there isn't anything to find here, just the plain resting place of some long dead person, not rising to attack them for a change. Across the corridor they search a similar empty room also finding nothing.

### **Wet and Fossilised**

The next door in the western wall is locked. Arnd tries to pick the lock but doesn't manage it so they leave this one alone for now, turning their attention to the eastern side. Leo opens the door to a wet room with a dripping ceiling and puddles of calcifying water pooled on the floor, he also catches a glimpse of a similarly calcified skeleton at the edge of the torchlight so he strides decisively up to it, dealing a severe blow with his sword. Bella rushes in, casting more light around revealing a total of four Fossil Skeletons raising rusty weapons against them so she immediately Turns Undead causing the three northernmost to cower against the wall. Reme and Fenella rush in to join the battle but both miss their targets, luckily the Skeletons are also similarly unfortunate. Leo finishes off his wounded opponent as Reme misses yet again but Fenella stabs past him with her spear to destroy the Skeleton as they are joined by Gerald, missing his swipe at a dodging Skeleton. Pressing the attack, Leo massacres another Skeleton in a single blow as Reme damages his but Fenella is again on hand with The Spear of The Druid to finish it off, further enhancing her coup de grace reputation. Searching the wet debris they discover 20 gp.

### **Absent Ghouls**

Returning to the corridor they move on to the last of the western doors, which Leo inspects and opens. They see a similar sized room to the others but this one is grimy and greasy and festooned with old gnawed bones. There is an unpleasant odour permeating the entire room and they notice the walls have been covered with charcoal scribbles in a strange language. "Hmmm, maybe a Ghoul lair," ponders Gerald. Entering, Leo notices a pile of rubble in the southwestern corner which, upon closer inspection reveals a narrow tunnel concealed behind some of the rocks. The tunnel twists upwards and to the northwest and is too narrow for a large person wearing armour. There is a pause as everyone turns to look at Fenella but she makes it very clear she's not going through, however she is prepared to take a look with the benefit of her Continual Light amulet so laying aside her spear and holding the amulet before her she pushes her head and shoulders into the tunnel. The tunnel twists and turns but she is able, she thinks, to see the far end where a figure turns towards her, blinking in the light before moving away. "It looked like a Ghoul," she reports to the others before stepping well away from the entrance. They theorise that the Ghouls nesting here, hearing the sounds of a significant battle in the corridor might have had the sense to retreat and indeed it did appear as if they had attempted to pull up some of the rubble to cover the tunnel exit. Leo suggests moving on and spiking the door behind them so they exit and Gerald noisily hammers in a spike to secure the door.

## **Snakes, Snakes!**

Across the corridor they open the remaining door, finding a room with a lot of previous subsidence and consequently strewn with rubble. Indeed, Reme is only able to partially open the door due to fallen rocks behind it. It is however enough to admit them and they proceed to search the room. As Reme strides boldly in he is surprised attacked by a lurking Spitting Cobra which according to its nature spits poison at him, striking true and blinding him, "not again," groans Leo ruefully. The snake continues its attack, biting Reme and injecting its deadly poison which the tough Ranger shrugs off, however he is totally blind and unable to return his regards in sword form. Fortunately, Leo is on hand to one hit kill the snake in his singular Knightly fashion. Fenella casts Slow Poison (with herbal cure) on the stricken Ranger, miraculously restoring Reme's sight! Leo wonders if there might be more snakes in here just as he is attacked by another concealed Cobra. On his guard and therefore not surprised, the Sword of Sir Chyde swiftly claims yet another victim. A search of the room yields two gold chalices worth 15 pp each.

## **Mould again**

With only the locked door remaining they decide to force entry so Leo and Reme set to it with crowbars and hammers, splintering the door off its hinges. They see a crypt with a central stone slab, upon which rests an armed and armoured Skeleton. The floor, slab and Skeleton are partially covered in a thick yellow dust. As the Skeleton rises to attack, the Yellow Mould is disturbed and a dense cloud of poisonous spores billows out, striking Leo in the doorway. Leo fails to resist the potent poison and begins choking violently in a manner all too familiar to him, as with each rasping breath his strength ebbs away. The Skeleton strikes at Leo but misses him as the Knight slumps against the shattered door frame, his weakened return blow also missing. With Leo blocking the doorway and the room full of poisonous spores, the usual tactics of pulling him aside and charging aren't good enough, however Fenella is in position behind Leo and with the reach of The Spear of The Druid she is able to stab into the skull of the mould-covered Skeleton, destroying it in a single blow! Stowing her spear she quickly casts her newly acquired spell, Protection From Poison on the rapidly expiring Leo, saving his life yet again. Holding their breath they carefully dust him down and equally carefully pour oil into the crypt, then set the room ablaze, destroying all trace of the deadly yellow fungus in the ensuing inferno.

Waiting for the room to cool sufficiently, they enter and search but they don't find anything amidst the ashes.

Tuesday the 26th day of Besemius 13:20, The Barrowmaze, southern corridor 46

## **Notes**

### **Use of Slow Poison – percentage Herbal Cure**

It is reasonable to assume that for natural poisons she has seen in action, Fenella would ensure she is carrying fresh herbs for that particular cure when the party is in the field (available from the Herbalist in Helix). For each new poison that she witnesses and wishes to attempt a Slow Poison percentage chance to cure, she and/or Reme will have to forage for the herbs, which will usually be found within one turn (10 minutes).

### **Some notable points for Adventurers to know about Yellow Mould (not the full story)**

**Immunity:** Unharmed by all attacks but fire (a burning torch does 1d4 damage).

**Spore cloud:** 50% chance of attacking if touched (or damaged): releases a cloud of spores affecting all within a 10' cube area.

**Choking:** Save versus death or die within 6 rounds.

**Erosion:** Wood or leather in contact with the mould will be eaten away.