

The Barrowmaze

Session 50 14-11-24 Plans and Business

Next Session TBA

Following their successful destruction of The Pit of Chaos, The Hammers return to Helix on Thursday the 5th day of Setherius, 5 weeks after their first arrival in the town. Following a good night's sleep the heroes conduct business and plan ahead.

Friday the 6th day of Setherius and the week thereafter

Sir Leo would like to introduce himself to the local feudal lord, The Lord Viscount Kell Ironguard, which will entail a day's journey to the local administrative seat, Ironguard Motte. He explains that this is expected under the chivalric code to which he has pledged his service and whilst pausing to help destroy a major undead threat or deliver aid to the weak, oppressed and helpless are good enough reasons to suspend this propriety, a visit to Ironguard Motte in the next week or two would be appreciated. Having headed directly for Helix on their arrival in the Duchy of Aerik, they are all keen to visit the largest town in the region so they decide that this will be their next stop as the weather closes in around the Barrow Moors.

Checking with their retainers regarding their plans it becomes clear that much as she would dearly love to leave on a winter of adventure and romance with Gerald, Bella's duty as an acolyte of St Ygg and her place, for now at least, lies in Helix. Their stalwart guards, Morgaine and Phineas have their lives here in Helix and therefore request to stand down until they can resume investigation of The Barrowmaze next season. Arnd says he, "dinnae give a toss either way," which is his way of politely saying that he would like to accompany them but if this is any sort of a bother then he would be equally happy to remain in Helix. Shadwell of course, as a full-time member of Team Hammer will be gladly accompanying his employers on their trip.

The Magical Items

With all of this in mind they turn their thoughts towards assigning the various magical items that they have recovered from their delvings.

- Gerald receives the Helm of Sir Guy, a beautiful, winged helm (AC +1), a suitable trophy of his leading role in the destruction of The Pit of Chaos and a commemoration of the laying to rest of the spirit of Sir Guy. It incidentally appears to have the magical effect of leaving one's immaculate coiffure completely undisturbed.
- Fenella gets the Gloves of Dexterity to negate her clumsiness (DEX 9 -> 11) and Shadwell gratefully looks forward to fewer broken pots and bowls.
- Arnd receives the Cloak of Defence +1 as his bonus and keeps the Stoutblade Dagger +2 and Brooch of Elvenkind on loan.
- Morgaine is awarded The Dagger of Throwing +1.
- Phineas is awarded the Barrows Broadsword +1.
- Shadwell receives a 650 gp bonus assigned from Fenella's horde of treasure.

Both Morgaine and Phineas are thrilled with their respective bonus weapons and well-pleased overall after their bountiful adventures with The Hammers. This generous act will reflect in the loyalty of these already stalwart retainers. Both have come a long way since guarding the entrances of your delves and they will be there for you in future when you need them.

Horses

With the prospect of further travel imminent Gerald decides it is time to call for his Paladin's mount. He ascends the nearest hill and praying devoutly, spends a stormy, lightning bedecked night calling for his charger. In the morning as the sun rises, his Holy Warhorse comes to him, the snow-white stallion, "Rampage".

Sir Leo's Warhorse is currently stabled at The Silver Standard Trading Company's premises and while he is visiting he expertly selects a pair of riding mounts for Reme and Fenella and a good pack mule to carry additional gear. As a competent groom, Shadwell is able to tend the horses. He will take charge of them enroute and at any future destination.

Shadwell himself will need a riding horse, presumably provided by the party and Arnd can easily afford a sturdy pony if Leo will be so kind as to select a good one for him.

OSE book prices...

- Riding Horse 40 gp
- Pony 40 gp
- Mule 30 gp

- Saddle and bridle 30 gp
- Saddle bags 5 gp

- Grain and stabling for a single horse (daily) 1 sp

Revels of the Season

With the good fortune of having a now significantly powerful Druid in their midst, Fenella is asked by those who follow Herne and Silvanus, the nature deities, to officiate at the autumnal celebrations of the burning of a wicker man amidst much feasting and uninhibited revelry. She is only too happy to do so and leads the celebrations eliciting the usual tut-tutting from the more staid St. Yggian members of the community. Fenella's rapid rise to higher levels could well herald interesting developments in the previously declining importance of the nature deities in the face of the rising popularity of the way of St Ygg and other more "modern" deities.

Possibly in recognition of not favouring one side or the other, Sir Leo and Fenella organise a big party arranged around the Brazen Strumpet, inviting all and sundry, with the charismatic Knight acting as master of ceremonies. A wonderful time is had by all and the community seems to enjoy the chance to celebrate, although, as is typical for hard-working Helix folk, they are quick to return to their duties and responsibilities as required.

Preparing to travel

A week is spent in relaxing pursuits intermingled with preparations for overland travel. Winter clothing and camping equipment are purchased since they might well be spending time in the field and having made coin a plenty it's best to be prepared. Looking back on their six weeks in Helix there is every reason to feel best pleased with their diligent work-rate and to enjoy their well-earned free time.

By Wednesday the 11th of Setherius they are effectively ready to depart for Ironguard Motte unless there are any further matters needing their attention in Helix.

Notes

Leo's warhorse is a mare, name to be decided.

For Reme and Fenella since mounts are not as intrinsically important to your characters as for the other two, it's fine if you just want to treat them as Fenella's or Reme's Horse. Shadwell is probably going to come up with a name for the mule and perhaps for your riding horses too. Shadwell gets a riding horse provided by the Hammers.

Arnd can buy himself a pony following Leo's expert guidance. Without fussing too much over rules, since there is no pony defined in the OSE book, I will just use the stats (and price) for a riding horse, so he will be able to keep the same sort of normal pace as the rest of the group. Also, in OSE there is no particular Dwarven dislike of mounted travel, they go on foot by preference but travel mounted if needed.

With Bella remaining in Helix, Fenella will be the party's only spellcaster so it will be worth her while to carefully review her spell list to something appropriate for overland travel. She might like to discuss this with the rest of the party.

Level 6 Druid gets 2 x 1st, 2 x 2nd, 2 x 3rd, 1 x 4th, 1 x 5th

List of Druid Spells...

https://drive.google.com/file/d/1IKwyJNKDzIEUrPEkifBi4vgH6LSl1rZm/view?usp=share_link

Your promissory letters and enchanted seals from HHR Hoffenungs' Jewellers and Moneylenders establishment will allow The Hammers easy access to their funds while travelling, at least in larger settlements, although taking everything out would require a return to Helix. Monies and treasures may be deposited at any branch of Hoffenungs (in the Duchy). You feel your financial affairs are under good management.