

# The Barrowmaze

## Session 65 08-05-25 Surveying the Hills

Next Session 15-05-25 19.00

### **Sunday the 29th day of Setherius, 11:00, Outside a cave with two Goblins on guard**

They spend a couple of hours observing the cave entrance from concealment, noticing that the guard changes from time to time. Arnd complains about Goblins in general informing them of their nature from his point of view. "They're nasty little vermin and not to be trusted, ye may as well shoot 'em from here," is his considered analysis.

Gerald muses on justification for attacking creatures that are probably evil without provocation. Leo mentions, "the Goblins are unlikely to be setting up a soup kitchen" and Arnd backs this up with, "they are definitely evil, Gerald, there's not a single good one in the whole sorry mob of them!" They haven't heard of any marauding Goblins harassing the settlements in the area so the discussion turns to the morality of making any potentially unprovoked attack on a group of evil creatures that have done the local communities no harm.

Fenella muses on Goblins in general, recalling from her copious general knowledge that they are usually tribal in nature so there is probably a larger group within the cave. Goblins also hate sunlight so will in general lair in dark places and be more active during the nighttime hours although they are not strictly nocturnal.

Fenella also wonders whether human bandits and Goblins could be working together, for example to kidnap people, concluding that she's never heard of anything like that and while it's not impossible it is highly unlikely. Gerald sums up, "we either go down there and start a fight or move on," and they conclude that there is no good reason either logically or morally just to attack, for the moment at least.

They keep the cave under observation until 13:00, noting no change, before moving stealthily around the head of the valley and along the far side below the ridge line to navigate to the south and southwest of the valley and the Goblin cave. They notice that the high lands start to descend towards where the New Mire must be.

They head in this direction and after a short while Fenella hears the sound of rushing water ahead. Turning around the head of a lower valley they see a rocky crag from which a raging torrent is pouring. Given the natural source of Cutter Brook high above them this looks completely unnatural to them all, not just Fenella. Examining the lay of the land more carefully they observe that the natural features of the land have been overflowed and the water is just pouring down the hills. They wonder where on earth all this water can be coming from. Obviously somewhere between them and the source of the river... the Goblin cave for example.

Fenella considers her spells as they contemplate camping overnight. She also wonders whether there could be any connection with the missing spellcasters and the mysterious eruption of water before concluding that there doesn't seem to be any... at least not anything obvious.

Leo and Fenella discuss whether her rock / mud transmutation spells could be of any use but eventually decide that they probably aren't helpful for this situation. Fenella goes on to suggest using her Commune with Nature spell which will give her a great deal of information about the surrounding land for a radius of three miles. Everyone is impressed that she can do such a thing however she explains that it is a powerful spell and she will need to rest overnight to be able to cast it so they seek out a good site and make camp for the night using their remaining wood to set an early evening campfire.

They spend a peaceful night in the cold and damp environment, rising on the 30th day of Setherius.

### **Monday the 30th day of Setherius – Communing with Nature**

Fenella makes her morning devotions to the powers of nature and she is presented with the powerful Druidic spell, Commune with Nature.

She casts the spell and settles into a magical trance, scanning her perception around herself to perceive the properties of the surrounding lands for a radius of three miles. She discovers that...

- That the source of the Cutter Brook higher up is perfectly natural.
- The composition and geography of the Goblin Cave - there is a complex of caves here, full of Goblins, probably a tribal group of around 50. They are moving around in the cave area, which while not a huge labyrinth is a multi-room cave system.
- Moving further down between the cave and the emergence of the large flow of water, there is a concentration of something unnatural, water is just appearing in the area between the goblin caves and the outpouring of water in the crags below. It seems as if large amounts of water are just spontaneously appearing and completely overflowing the Cutter Brook. Focussing more carefully Fenella sees that water is also rising from the land directly below however the locus of the phenomenon appears to be close to the Goblin caves.
- Fenella confirms that there are no other intelligent creatures within a three-mile radius around her before emerging from her trance.

They squabble a bit over the results of Fenella's remarkable spell trying to understand the information received. Sir Leo concludes somewhat regretfully that they still don't have any excuse to attack the Goblins and Fenella decides that if they did happen to fight a tribe of 50 Goblins, she'd prefer to have her Wall of Thorns spell available so that really does demand another night of sleep just to re-acquire Fenella's main battle spell.

Doing their best to relax out in the open in the early winter conditions, around midday they are surprise-attacked by a Mountain Lion which rather foolishly selects Sir Leo as its target. Furiously clawing and biting at the armoured Knight, the Mountain Lion does its best but its sharp claws and teeth slide off Sir Leo's fine armour. Fenella hurls her spear, impaling the creature and wounding it quite badly. Both Gerald and Leo miss as Arnd throws the Stoutblade dagger and it seems it is the day of the missile as he lands an excellent strike, wounding the animal more seriously and causing it to flee, unfortunately along with the impaled dagger and spear.

Arnd immediately takes off after his dagger but can't catch up as Fenella, fleet-footed and faster, passes him, simultaneously letting fly with her sling to further wound the fleeing Mountain Lion. Gerald and Leo also pursue but with their heavy armour cannot make it into melee range. Grabbing his bow, Gerald takes careful aim and with a magnificent shot, finishes the animal. They retrieve their respective weapons and return to busying themselves around their damp little camp.

They rest peacefully overnight with no nighttime encounters.

### **Tuesday the 31st day of Setherius 09:00, Outside a cave with two Goblins on guard... again.**

Fenella is bestowed Wall of Thorns courtesy of the forces of nature and they discuss their plan of approach to the Goblins as they break camp and relocate carefully back to the position where they first noticed the cave. Crouching down in concealment they observe the cave mouth and its attendant Goblins. They decide that Gerald and Leo will approach the Goblins to try to parlay and Fenella and Arnd will follow within Fenella's spell range.