

The Barrowmaze

Session 87 19-03-26 Bringing it Home

Next Session 25-03-26

Friday the 2nd day of Haenubrius 16:00, Helix

With Gerald safely tucked up in bed, The Hammers spend a relaxed evening at The Brazen Strumpet making plans to get Gerald and themselves back to full health. With Fenella able to cast 2 CSW and 2 CLW and Bella able to cast 2 CLW they are confident they can get Gerald back to at least close to full health.

They rest overnight and all recover the usual health from safe haven rest, except Gerald who regains consciousness and is therefore now able to be magically healed.

Saturday the 3rd day of Haenubrius

Cures and Commerce

The party visit the newly awakened Gerald and allaying his worries, explain that the Hag was defeated, with Luna finishing the creature off with a particularly brutal backstab which cheers the wounded Paladin's mood considerably. Bella gives Gerald a huge hug causing him to flinch in pain so he promptly Lays Hands on himself to enact St Ygg's gift of health.

Bella is keen to assist in Gerald's cures herself but is well aware that Fenella's CSW's are twice as effective as her own so she asks the Druid to perform her cures first. These are amazingly effective and considerably restore Gerald as all visible traces of his wounds disappear. He remains somewhat groggy but he is sure that with another good night of rest he will be fighting fit again by the next day. Bella joins in with her 2 * CLW and beaming broadly restores Gerald significantly as she looks proudly at Fenella who says, "well done," in as un-sarcastic a manner as she can manage, restraining herself from patting the smiling cleric's head.

While she's at it, Fenella also CLWs Tamson to ensure he will be fully recovered by the time they set out to retrieve the treasure, after all he is the only one who should be able to identify the hiding place of the trove. The Ranger thanks Fenella for her kindness before leaving to rejoin his family until they are ready to set out. Finally, Fenella also CLW's herself as a matter of course.

They wonder who they should contact to report the demise of Mother Birch and indeed their elimination of the Hag. Bollo the Landlord advises that Osen is nominally the Sheriff of Helix, contracted for keeping the peace and in the absence of an official from Ironguard Motte (temporarily absent) they can report the matter to the mercenary leader and he will take the details for the records and handle whatever administration is necessary. The Silver Standard will also be where they need to go to hire a mule and small wagon which Shadwell has advised is the best type of transport for retrieving a load from the deep forest pathways, since it isn't an ideal environment for their horses.

They visit the Silver Standard and report the loss of Mother Birch to Guildmaster Osen who takes the details and chats for a while in his charming, yet barely noticeable foreign accent. They also arrange a mule and two-wheeler wagon for the next day at the special discount price, to you, of 10 gp. Leo complains a little at the price but Osen assures him it's a bargain and it's cheaper than anyone else, not that there is anywhere else in Helix that can supply a mule that won't panic in battle conditions, so they pay up as Osen walks away rubbing his hands together. (The Silver Standard is actually owned by Bilworth Turgen, the merchant but Osen is often to be found here acting in a management role since the mercenary barracks is the adjacent building and the two men have a strong business relationship due to their mutual interests in ensuring safe trading.)

They relax around Helix until the evening. Gerald tactfully asks Luna if she wants to steal anything and Luna explains that she might well have the skills but she is actually an "Adventuring Rogue" and under the right circumstances she might very well use those skills however it is not her stock in trade. Since he can't think of anything else to say, it is enough to quiet Gerald for the time being as they head to the Strumpet for their evening meal.

Discussing The Barrowmaze

They see their friend Mazzahs the Wizard who after chatting with Bollo comes over to join them. He says he's pleased to have bumped into them and asks how they are getting on. Relating their recent adventures, he is impressed by their disposal of the Hag, a powerful enemy that presents a real challenge, but just to check, "are you sure it's dead?" They explain that Luna finished it off so well that she probably murdered its spirit in hell as well. Grinning at the joke and picturing the scene Mazzahs, of course, notices Luna whom he has not yet met so with his usual complete innocence of social niceties, he points "rudely" and declares, "who are you?" Luna is introduced and the eccentric wizard notices she has elven features and Luna explains she is half-elven. Mazzahs pronounces himself delighted to make her acquaintance and also mentions Valeron the bowyer, the only other elf in town, but he is a bit distant. Having met the haughty elven aesthete, they can agree that "distant" might be a polite way of describing him.

He asks them whether they are thinking of going back into The Barrowmaze, now that the worst of the winter is passing and therefore the route should be at least partially open again. He says if they are thinking of making a delve, he would still be interested in any recovered artefacts and happy to provide his usual identification services, for the usual fee of course. This is indeed a valuable service since there is risk involved for the wizard whilst attempting identification of unknown magical objects and Mazzahs' charges are reasonable considering the danger and necessary high skill in magic.

Gerald asks Luna how she would feel about investigating an underground labyrinth crammed with undead and Luna replies with just the slightest hint of sarcasm, that she'd be perfectly happy to put her infravision, stealth, assassination and climbing abilities to use. Gerald makes the mistake of asking Fenella if she would be ok with returning to The Barrowmaze, receiving a firm "no!" for his trouble.

Mazzahs continues, that in contrast to their first exploration, there is no pressing need but they might well like to take a look and see how things are after the winter following their destruction of The Pit of Chaos at the end of last year.

Bella is utterly thrilled at the idea of returning to The Barrowmaze to destroy undead and chatters on about obligations to society, untold wealth and mountains of bony foes to send packing. With Bella's bubbling enthusiasm on display, Fenella softens her objections, recalling how much treasure they gained from their investigations and also that there is actually pure evil to be whittled down to size too as they all recall the spirit of the Paladin, Sir Guy's warning that there was indeed a greater evil to be challenged to the east once their powers had developed further.

Mazzahs is enthusiastic that they are considering resuming delves into The Barrowmaze but for now he heads off to read his book, dropping a weighty tome with an audible thud on his dinner table before ordering.

Sunday the 4th day of Haenubrius 08:00

Collecting the Treasure

They meet up with Tamson, collect their rented mule and wagon and take the western road out of Helix arriving two hours later at the border of The Blackened Forest.

After some discussion they decide to leave Shadwell with the horses as usual and rely on Sir Leo's expert horsemanship to manage the mule, whose name is Mulligan. Leo's charisma makes its usual excellent first impression and the addition of a crisp apple seals the deal as a chomping Mulligan is happily led by the armoured Knight.

They journey into the forest, passing the spider colony, noticing there is much less swamp than before, it's almost disappearing now and even after a further two hours they are just seeing the last remains of the dreary wasteland.

Untroubled by any encounters they notice that there are several rock formations around that they might have mistaken for their hiding place but Tamson says it is bit further yet. After another ten minutes or so Tamson declares, "this is the place." Looking around they see the great central tree that the Hag's cottage encircled but there is now no sign of the building remaining, small patches of swamp linger but it is clear that the transformation is almost at an end.

Tamson seeks around using his Ranger skills and positively identifies the rocky outcrop. They heave aside the rock finding the chest within. A nervous Luna checks the edges of the lid and finding no evidence of tampering throws it open, revealing the pile of gold and silver exactly as they left it. Uttering a clearly audible sigh of relief she indicates that it's safe to load up and they busy themselves filling bags and hoisting them onto the wagon as Mulligan happily chews a carrot, another gift from his new friend, Sir Leo.

On the return trip they are untroubled by encounters and continue on their way until they make it back to camp joining up with Shadwell. Crossing the wilder grasslands area presents the possibility of a hostile encounter but they are not bothered by anything and arrive back at Helix by 16:00 where they bank their treasure at the ever eager to accommodate, Rosy Quartz Jeweller, Moneylender and Financial Services Bureau.

Monday the 5th day of Haenubrius, 08:00, Helix

Levels

Gerald finally achieves Paladin level 6.

+3 hp

Attack Bonus increased to 4.

No increase in Saving Throws.

Luna achieves Thief level 5.

+4 hp

Attack Bonus increased to 2.

2 expertise points assigned to Climb Sheer CS.

Saving Throws increase by 2.