

The Incandescent Grottoes

Session 11 7-9-23 Tidying Up

Next Session 20-9-23 (The Barrowmaze)

The Iron Cube

Enduring the awful smell, they examine the iron cube discovered in the Trog leader's quarters. Vlad and Angus ensure there are no trap mechanisms and they discuss their options, including; ignoring it, taking it with them or trying to open it - it does indeed have some barely visible space between some of the faces so it looks as if it can be opened. Leaning against it Vlad discovers that it's very heavy so as his mental image of himself striding along, hefting it over his powerful shoulders evaporates they give up on the "move it" option and concentrate on opening it. The cube has the following phrases inscribed in Common around the top rim:

"Mountain's might"
"Army's Blight"
"King's Conceit"
"Nobles Meet"

From general knowledge they are aware that these sorts of magical seals are often associated with a keyword or phrase that is hinted at by the riddle-like phrases. Of course, they can also be deceptive or dangerous clues but they settle down to try and guess the solution. A good hour or so of determined guessing and furrowed brows ensues with Angus and Fenella in particular getting close to the solution before finally, bright spark Fenella blurts out, "Castle" and the metal box clicks open.

Within the cube they find:

6 x healing potions (pale red, as Cure Light Wounds 1d6+1)
12 magical arrows +1
a malachite bracelet (intertwined serpents, 500gp)
a silver jewellery box (200gp)

They discuss the magically warded door in the cultist area but since they lack specific arcane magical skills and can't think of any other way around it, they decide to leave it be. Bidding farewell to Marjoram, who is also packing up to leave, they depart the Incandescent Grottoes.

Arriving safely back at the forestry camp they set to business, arranging transportation via Shadwell's local contacts, hiring a horse-drawn wagon and a couple of guards to fill out their numbers to deter bandits. They return to Prigwort, the nearest town and their nominal base in The Dolmenwood. Here it is possible to bank (as safely as is ever possible) your major assets and wealth, leaving you free to travel as you wish.

GM Notes - Level up

You won enough XP from this adventure to blow completely through two levels however this is not permitted by the OSE rules so everyone is now level 3 at 1 XP below level 4. So a relatively brief reconnaissance expedition and a safe return to a comfortable bed will see everyone making level 4.

Hit points rolled:

Angus 1d8+2 +7 hp
Fenella 1d6 +1 hp
Reme 1d8 +5 hp
Vlad 1d8 +8 hp

Fenella now has up to 2 first level spells and 1 second level spell and her THAC0 improves from 19 to 18 which leaves the whole party on THAC0 18.