

The Incandescent Grottoes

Session 2 29-6-23 The Dark Corridor

Next Session 13-7-23

After their fight with the ghastly maggotty things Vlad, Angus and Reme drink healing potions and eat holy wafers until they are restored to health but it was a truly traumatic experience, lying paralysed yet conscious while being devoured... the very thought of it raises a shiver as they exit warily into the corridor. Angus can't shake off the notion that there must be something in the room, they've fought and killed some monsters so there must be... something... right? So he searches the room and finds nothing while the others lounge in the corridor. Eventually Angus emerges and they go on to survey the other doors in the corridor. Clearing cobwebs away from the next door to the north reveals the inscription, "Master of Slime". They decide to try to open the door and Vlad, being careful not to touch anything unnecessarily, uses his crowbar as a lever in the recess in the door. After a bit of tugging the door begins to open, then suddenly flies wide open as a torrent of acidic smelling slime gushes into the corridor. They are all splashed badly by the acidic stream and all take damage, unfortunately for Angus his armour is also corroded (-2 AC) but fortunately the stream quickly slows and runs away down the slight incline to the west while seeping gradually into the white sand floor. All that remains is an acrid smelling empty room as Fenella heals herself with a potion and some wafers.

Sighing resignedly and nursing their acid burns, they turn their attention to the nearest southern door, with the partially legible inscription, "Mas... of ...gel...". Vlad follows the same crowbar procedure with the door as the others observe, poised to sprint away at the first sign of a splash or even a dribble. Fortunately, the door swings open easily and they are able to enter a room of the same dimensions and appearance as the others except for the ring of purple slime and seven small blobs of translucent jelly within the circle. The circle almost fills the room but there is a space of 2 ft between it and the walls. Examining the jelly blobs from outside the ring they can see they are vaguely rodent shaped. "It's controlling the rodents", says Vlad without expanding his theory any further. Angus crouches down and wonders what would happen if he set fire to the purple slime ring as Fenella and Reme hover cautiously in the doorway, guarding the corridor no doubt. Angus loiters a bit longer, thoughts of pyromania ever present but eventually joins the others as they go to look at the other south facing door to the west. Vlad easily opens the door and they see a largely empty room of the same type but with small piles of sawdust and wood chippings at intervals over the floor. Vlad and Angus search the room as Fenella asks, "is there any slime in there?... I don't want to get slimed". Vlad and Angus discover a loose flagstone and lever it up revealing a scroll and a 6-inch lead square engraved with a jelly-like creature covered in eyes and mouths with the inscription, "Final Dissolution Awaits Those Who Plead". They hand the scroll over to their Druid in residence and Fenella is able to read the symbols, identifying it as a divine cure spell that she could use as a one-off spell. Angus moans and mumbles about trading it to a temple for profit or something but the others just ignore him as Fenella tucks the much-needed cure into her pack. Somewhat encouraged by this discovery, Fenella also searches the room perhaps hoping to discover more scrolls but sadly she doesn't find anything new. The remaining door to the north (Master of Ooze) is opened with the Vlad safety method, revealing a room entirely filled with pale green jellied ooze, at least it's staying inside the room thinks a relieved Fenella. Angus pokes the wall of jelly with his unlit torch getting some of the substance on the end of it. Being Angus, he sets light to the torch to see how well the jelly burns but he can only conclude that his torch burns very well... it is a good torch... oh, with some jelly burning inside the flame. Peering into the jelly they can make out a few dark shapes suspended, so dropping the torch on the floor Angus borrows Fenella's spear since it is the only long item they have, to probe into the jelly. Taking care not to get any on his hands Angus uses the spear to tunnel into the jelly to the nearest object and after much twisting and wheedling extracts a jelly-covered silver casket and a jelly-covered spear. They take both back to the entrance pool and wash them off in the water.

Vlad checks the casket for traps and is absolutely certain that it is safe, so he opens it up. Inside is a snakeskin bound volume with some symbolic writing inside. Fenella confirms that it's not the sort of magic she can understand so they make a note to perhaps trade this as an arcane item. Returning to the room, Angus gazes yearningly at the remaining dark shapes but they are too far embedded. Vlad tosses a handful of the water moss onto the jelly noticing that it blackens and shrivels and gives off a nasty acrid smell, so probably toxic to living matter then. Realising it would take shovels and buckets to clear a way, they continue down the corridor to the east, passing a torch which is slowly burning out on the ground.

Reaching the shadows at the end of the corridor they enter into a larger room with 3 heavy wooden doors in the eastern wall. More alarmingly, standing immobile in front of the doors are a pair of skeletons, both covered in a shimmering gel, one green and one pink, both wearing a golden amulet. As they warily take in the scene, the skeletons gradually animate and turn to look directly at them. In a querulous, cracked voice the green one speaks, "Hello, yes?". A weird conversation begins with the skeletons standing their ground but not threatening the adventurers. They maintain they are the wardens of the doors and none may pass without The Master's permission. The pink skeleton seems to be irritable and critical whereas the green one is friendlier and more helpful. The adventurers chatter away with the strange wardens and as they try to talk their way past them they notice that both of the wardens seem a bit befuddled and confused. Angus decides to go for the big lie and declares that they are actually agents of The Master of Dissolution and they should therefore be allowed to pass. The green skeleton almost claps its bony hands in happiness at the prospect of fulfilling its destiny and trips lightly away as the pink warden more reluctantly shambles off to the south side of the doors where together, they resume their silent, motionless vigil.

Choosing the most northerly of the eastern wall doors Vlad tries the door handle and opens it without any problem, revealing a corridor of the same dark stone which eventually turns to the south. Advancing down the corridor they reach the bend to the south and just have time to spot a heavy wooden door at the eastern end before a jet-black sheet of slime drops from the ceiling, writhing and squirming as it attempts to envelop them! In time honoured fashion our heroes attempt to stab and slice their way through the dark slime but their most mighty blows have no effect... except for Vlad with the Sword of Sir Chyde! The magical longsword slices into the creature, wounding it badly as the party all take damage, staggering beneath the horrible thing attempting to envelope them as with a flourish Vlad deals the killing blow and the vile slime cascades to the floor. Breathless and battered our heroes ponder their next move in The Incandescent Grottoes.