

The Watch Campaign

Session 21

01 June 2015

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We search for traps around the tree that acts as the entrance to Farrolok's lair. We then head down the steps that are woven around the tree roots. The steps go thirty feet down. At the bottom, it's pitch black. Esmella summons a light spell. There's a corridor at the bottom that heads off 35 feet, then bears to the right. We can't find the aforementioned pit trap... curious. We press on down the corridor, and start to turn. No sign of any rooms yet, so no study.

Yorgill thinks there's something wrong with the passage. It's limestone - it's been carved, but not been carved. Something has made this without using tools. Perhaps made by magic, muses Nerull. Powerful magic. Yorgill notices that someone has been coming and going through here a lot recently. It's shiny down a particular path down the middle of the chamber. We decide to follow that path very closely.

After the turn, the path heads on another 25 feet and opens up in to a 20 ft square room. The corridor continues onto the other side. The room is completely empty. Was this once Farralok's study? Nerull casts *detect magic*, the room appears to be entirely magical. Could it be an illusion? The floor isn't there. An illusion of a safe floor!

Nerull and Flay recognise this. There is a safe ledge (about 9 inches wide) around one side. This must be the aforementioned pit trap. We shuffle around. On the other side Flay picks up Nerull by her ankles and dunks her in the pit to see what's under there. It's a 20 ft drop, full of spikes. Esmella and Adam won't come as they don't want to die. We tick the pit trap off our list and press on.

After the pit, the passage goes forward 10 feet and then turns to the right. Then on for 30 feet and makes a right angle to the left. Ten feet beyond the final corner is a door. The room looks like a kitchen. After a cursory examination, Nerull enters. The only exit seems to be a door on the left-hand wall. Nerull looks at the fire (it's cold), Flay opens a box - low quality salted meat.

Yorgill opens the door on the left-hand wall. There's a giant fireplace (the twin of the one in the other room). There's a large table. There's a gold-plated star on a stand - holy symbol of Tarrok. To the right of the door we came through, and the right of the door opposite that leads out of the room and two bookshelves filled with books. The books don't appear to be magical, but they are written in Lethum and all are on the subject of illusion magic. Nerull wants them all. But she can't have them all, we don't have the time to strip this place: we have a mission. Nerull finds a book that says *How to Make the Best of Silent Image*. When she takes it the ancient book disintegrates in her hands. Darn it.

Flay tries to deduce where Farrolok's spell-book might be. It's magical but can't be found with a *detect magic* spell so it must be hidden - by earth or stone seems unlikely, so by an inch of lead. Where would that be? They check the flagstones. No. We start checking the chimney when Amatlo casts *detect secret doors*. He finds a secret door under the table, about two foot

square. There's a lever in the fireplace to open it. Flay pulls it. The hole goes in for two feet and then opens up into a normal corridor. Nerull goes down to explore.

The passage way goes on about 40 feet, and there's another corridor going off part way down. Amatlo follows Nerull. He walks ten feet into the room and there is an ominous clunk. Amatlo is hit by several barbed darts. He collapses he floor unconscious. Nerull is also wounded. She drags Amatlo to safety and hands him to Flay. Yorgill performs emergency first aid and saves his life. And then Flay carries him across the pit back to Esmella. She casts the minimum spells necessary to make him conscious; sadly he's lost all his spells.

They return to the study. Flay opens the other door in this room - it's a bed chamber. Nerull detects magic in the room, but she can't see anything in there. We check for traps on the chest in the room, and are confident it is safe. Inside are some clothes and sheets.

Nerull goes back down the hole and goes around the trapped floor this time. She walks along the corridor which ends in a door. Flay follows. We open it to find an octagonal chamber, each wall has a bronze door on it with carvings on it. In the middle is a large pool of water, raised up with stone sides. Half a dozen skeletons are scattered across the floor.

There are seven bronze doors. Each has a different carving on it: a beautiful elven maiden; a table with food and wine; a crown standing on a sceptre; warrior/wizard on a large war horse; human maiden falling onto a sword; human climbing out of a window with a sack; a tower stretching up into the clouds. There's nothing magical in here. Nerull thinks it is beyond us so we retreat upstairs.

In the study, Flay tries to move the heavy golden symbol to Tarrok. It's covered in poison, but he's wearing metal gauntlets. He gets a cloth. Nothing under the cloth. We turn our attention to the shelf. Adam starts working his way through them, shovelling them all off. Philistine Adam destroys as many as can. Nerull rescues one - a book on illusionary walls by Felwyn Greyhelm.

Back in the room with the bronze doors. Nerull tries the door with the elven maiden. Inside the passage goes in five feet and ends in a wall shimmering in silver light. This could be a portal. The same shimmering portal is behind the next. Flay looks in the pond. Something in there? Flay sees something move. Something nasty, he says. So Nerull pokes it with her sword. Oh dear.

Two corpses heave themselves out of the water and engage us in combat. These are Adam's favoured enemy. In his excitement he smashes his mace into the ground breaking it into three pieces. Yorgill attacks and hits one of these things. Flay tries to help Nerull, but slices Nerull in the back of the head. Sorry. The battle continues. Everyone misses everyone else, until Nerull stabs the creature. We rally and kill the ghouls.

We check out the skeletons on the floor. One died by fire. Nerull looks into the murky water in the pool. She pokes and sniffs it. We open all seven doors and retreat to white door. We throw a stone through an opposite portal. The stone bounces off and lands on the floor.

The doors are 100s of years old. Who would have built this is in the Kavill Forest? The tree we came through was very old. The table is a similar age, the cross is about 500 years old and made in Nyr'Danr. What does this tell us? It dates from about the same time as the original

banishment of the Green Lady by Morgash the then Archwizard. The books have also been here for 500 years.

All the portals flicker with faint illusionary magic. The first door (elven maiden) is faint abjuration, the second and third doors also faint necromancy; fourth door Nerull isn't sure what the other magic is; fifth door is faint necromancy; sixth and seventh all faint necromancy.

All this data isn't really telling us anything. So Flay suggests it's time for some empirical testing. We get Nerull's cat to catch a mouse. Flay then chucks the mouse through the first portal to see if a living creature can pass through. The mouse explodes, and a wall of fire overwhelms everyone in the room. Adam and Yorgill go down. Nerull is reduced to the brink of consciousness. Flay tries to save them. Fortunately, they stabilise before he can kill them with his lack of first aid skills. He assumes he has a healing touch.

In his delirium Amatlo suggests going freelance, and becoming adventurers instead. No one will know if we just don't come back. Something else for Flay's little black book....

We rest and heal ourselves. We unanimously decide that this place is too tricky for us simple folk to work out... at least not in time to complete Torman's mission and get back to Rew in time for the trial. We intend to abandon the place and head off the following day.

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We take the heavy gold cross with us to present it to Duke Torman. Adam navigates us out of the woodland. By the evening we arrive in the village of Wyndham. We stay at the inn, the Darkened Habit. We are halfway to Hornwick.

Flay and Amatlo get their own rooms. 5 bronze for the stabling for 22 horses!! Everyone else in the common room.

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By the evening, we're in Hornwick.

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We set off to Urridge...