

The Barrowmaze

Session 90 08-04-26 Into the Barrowmaze

Next Session 22-04-26

Thursday the 8th day of Haenubrius 08:00, Helix, The Brazen Strumpet Inn

The Hammers spend a restful night in Helix with Bella particularly enjoying her prayers to St Ygg, since she now receives an additional level 2 spell due to her new status as a 5th level Cleric. She chooses 2 * CLW, Bless and Silence for today and eagerly anticipates destroying legions of undead alongside Gerald as they cleanse the Barrowmaze together.

Giant Toads

They set out for the Barrows but crossing the Westland swamps enroute to the Barrow Moor they are surprise attacked by two Giant Toads which leap into their midst.

Luna is wounded by the first Toad's bite and the second also strikes Bella, wounding her too. Recovering from the shock of the unexpected attack Leo ploughs in against Luna's attacker, wounding it. Morgaine attacks and strikes Bella's Toad. Fenella misses but Luna fights back at the now badly wounded Toad finishing it with her signature attack, a brutal dagger stab. Furious at having her undead cleansing delayed, Bella strikes back at her Toad and caves its skull in with the Silver Hammer of St Ygg. Gerald wipes Giant Toad blood and goo from his chainmail.

By 10:30 they arrive at the southwest corner of the Barrow Moor and checking the party state, the healers decide the party needs some help. Fenella casts a CLW on Luna and Bella also casts a CLW on herself.

They traverse the moor heading for the new northerly Barrow they have previously spotted in the deadly swamp. Again they find the well-concealed path winding into the swamp, providing a safe passage to the slightly higher grassy clearing where Barrow 35 is situated.

Barrow 35

Approaching the Barrow they see the cover stone lies broken a few yards from the entrance. The doorway yawns darkly ahead of them as Leo and Gerald turn to look at Luna. Performing her expected duties Luna moves to the dark entrance and quickly melts into the gloom within.

The Thief moves cautiously along a short passage, descending a staircase and pausing to listen before emerging into a larger circular area. She settles into a good concealed position a little further around the circular room and waits for the rest of the Hammers, with the intention of being a nasty surprise for any potential attacker as the noisier and well-lit main group enter the chamber.

She waits for a while and back on the surface the others also wait, both parties wondering what the other is doing as they gradually realise that they haven't agreed any plan of action. After about 10 minutes Leo concludes they have to agree this sort of thing in advance for future exploration and he and Gerald decide that the party should enter the Barrow to see if Luna is ok. Just as Luna is thinking of returning to the surface to fetch them, she hears the familiar muffled clanking of weaponry and armour as the party's light sources illuminate the room and the rest of them enter the circular chamber.

They see a heavy stone plinth in the centre of the room and to the side a smashed and ruined statue that looks as if it has been torn down from the plinth. They push over some parts of the broken statue to examine the remaining features which once would have been an impressive figure of Nergal the God of Death but now lies thoroughly vandalised and desecrated, much to Gerald's approval.

They search around looking for anything interesting. Leo thinks it's odd that there's just a statue here so he and Luna check around the walls. Luna also carefully examines the plinth, discovering a secret entrance which she triggers, causing the plinth to swing aside revealing a descending stairway.

Fenella, who has been examining the floor manages to discern that they are not the first to pass through this way, booted feet have recently passed to and from the secret entrance.

Through the secret entrance

They descend as stealthily as a well lit, heavily armed and armoured adventuring party can, finding themselves in an underground corridor which turns abruptly from the northerly staircase to extend into the darkness to the east. Luna instinctively wants to seek the comforting shadows but in the current situation, at the end of a 10 ft wide corridor with Shadwell's lantern and Fenella's continual light pendant shining brightly, she would have to move a quite a way forwards to reach any shadows, so she shelves this plan for now.

They pause to listen but don't hear anything so they continue east, finding a connecting corridor leading north and a few feet further, another corridor to the south. Leo goes another 20-30 ft east finding that the corridor continues into the darkness so they turn their attention to the nearby corridors. Gerald usually seems to prefer the south so with no reason not to they head south and after another 20 ft they emerge into an empty 30x30 ft chamber with doors on the southern and eastern walls.

Luna listens carefully at both doors but doesn't hear anything. Gerald and Leo search around the room looking for secret or concealed doors but don't find anything but Luna discovers a secret door in the southern wall, at the southeast corner. She also listens here but also doesn't hear anything. Gerald goes up to the door with Leo in support behind him and Luna indicates where the mechanism is located before retreating to a safer distance.

Double Whammy

Gerald manipulates the mechanism and a Glyph of Warding explodes blasting Gerald and wounding him badly (24 hp). The door slides open and two columns of Ravenous Zombies immediately marches forwards in response to the blast. In their surprise attack, the Ravenous Zombies discern that Gerald is wounded and immediately swarm around him.

Gerald is clawed for even more damage while four more Zombies miss but another strikes and Gerald is now badly wounded and in mortal danger.

Phineas and Luna run to attack in support of Gerald but both miss. Morgaine would love to attack but now Luna is in a melee position she can't get to a fighting space, so she hurls her Dagger of Throwing and strikes a Zombie. The dagger performs its usual trick of yanking out and spinning back into her outstretched hand prompting a satisfied smile from the tall dark mercenary. Shadwell retreats out of Zombie range but still carefully keeps the area lit with his lantern on a stick.

Gerald wants to heal himself but Leo shouts at him to get clear as he flattens against the wall to allow the grievously wounded Paladin to pass, pulling him clear before replacing him in the front line and giving the slow to react Zombies no chance to pursue. Safely behind the wall of steel that is Sir Leo, Gerald Lays Hands upon himself, healing the worst of his wounds as Leo swings the Sword of Sir Chyde and destroys the Zombie in a single strike!

Bella can see the front group of Zombies so she raises her holy symbol and calls for a Turn. She successfully Turns both of the Zombies within her view, as Fenella casts CSW on Gerald for a major boost to his health. The Zombies mindlessly try to attack but avoiding Bella at all costs they bump into each other pathetically. Since they are mindless undead they can't take an intelligent action such as reorganising themselves to replace their front line with unturned Zombies from behind.

A Zombie attacks Leo luckily managing to wound the Knight and gaining the interest of the rest of the ravenous mob, now attracted by the fresh wound. One immediately attacks but meets only Leo's deftly manouvered shield.

Gerald steps in to re-join the battle, slicing a piece off of the nearest Zombie as Leo strikes again wrecking another Zombie which drops instantly to the ground. Luna attacks whilst Leo complains that she's blocking front line fighters from engaging but she is rather chaotic and reckless sometimes and this time she delivers an excellent attack, wounding a Zombie.

Hurling her dagger, Morgaine strikes again, carving off more Zombie bits as her dagger flies back to her. Bella manages to get an angle through the doorway to hit a Zombie with her mighty Silver Hammer, smashing it hard as Fenella Shape Changes into a Bat and emitting high-pitched bat sonar squeaks, flutters to the attack.

The Zombies drool ravenously at Gerald, who is the most wounded of the party but they are unable to approach him because the terrifying cleric of St Ygg stands in the way so they attack Luna instead, both missing completely. Several Zombies bounce off of Sir Leo's armour and Gerald and Morgaine also miss their attacks.

Bella continues her attacks from the awkward through-the-secret-door angle smashing a mighty blow into the nearest Zombie and caving its head in and dropping it instantly. Fenella, not yet used to the unusual flying style of a bat misses her attack as she flutters around.

Leo smashes another Zombie into eternity as he calls out to Luna to step back so the front line fighters can attack and this time she disengages making room for Morgaine to enter the melee. More Zombies enter the room, most of them narrowly missing Gerald as Leo invites them in to meet his sword but one hits Gerald for yet another serious wound.

Morgaine steps in and attacks with her shortsword striking and wounding as Gerald takes revenge on his attacker, wounding the Zombie. Phineas misses with the Barrows Broadsword but Leo is there to almost effortlessly finish yet another Zombie in a single strike. Fenella still hasn't got the hang of bat flight; fluttering is tricky.

Bella charges right through the secret doorway and takes the battle to the Zombies. Hitting hard and rocking one onto its heels. A Zombie gets a lucky hit on Leo wounding him slightly as a Zombie attacks Bella, hitting a glancing wound as the stern faced cleric chants psalms of St Ygg in battle whilst brandishing her Zombie-killing Hammer.

Gerald is hit yet again and again cuts down his attacker in reply. Phineas moves in and hits, dropping a Zombie with satisfaction. Whistling a merry tune, Leo eliminates another.

Frantically fluttering Fenella power dives onto the last remaining Zombie and strikes, biting her sharp little bat teeth into the creature and finishing it off as the rest of the party are somewhat baffled to see a bat performing acrobatic loops in triumph as the last Zombie collapses beneath it.

Gerald regards his potion of extra healing and wonders whether to quaff the lot. "Oh look," says Leo, "there are some normal doors in here too."

Thursday the 8th day of Haenubrius 12:30, The Barrowmaze, room 189