

The Barrowmaze

Session 57 20-02-25 The Battle of Shrieken Mire

Next Session 27/02/25 18.45

Wednesday the 18th day of Setherius, 12:00, Shrieken Mire

A Hideous Giant

Facing the hideous giant creature at a range of around 200 yards gives the group a chance to quickly exchange plans before the lumbering monstrosity reaches them. Leo's imaginative idea to clamber onto Fenella's magical thorn barrier to attack the hopefully immobilised giant is quickly shelved for a number of reasons including practicality, sanity and gravity. They decide instead to keep to a simple plan of Fenella's Wall of Thorns to trap it and fight whatever is left of it if it manages to break free.

With their weapons drawn and battle ready as the thing barrels towards them, at 80 yards range Fenella unleashes her powerful Wall of Thorns spell, entrapping the giant up to its waist in the cruel sharp thorns. It bellows in rage and pain as it struggles violently, the thorns tearing and rending at its flesh as it forces its way painfully forwards.

Using the clasp of Elvenkind, Arnd becomes effectively invisible and goes about his stealthy sneaking business, moving closer to the wall of thorns ready to ambush the giant as the monster barges its way 10 yards through the thorns taking bloody damage as it struggles to the edge.

Leo jogs forwards, getting closer to the shaking and shuddering wall of thorns as Gerald moves into medium range for his bow, firing and proceeding to completely miss the gigantic creature. Uttering a suitably paladinic curse under his breath, he draws his sword instead as the bloodied Giant struggles to free itself from the thorn wall. Fenella stands by in support of Gerald as he rushes in, unfortunately again missing his attack so she hurls her Spear of the Druid, also missing the gigantic enemy as the spear disappears into the thorns.

Leo moves in to attack, slightly bumping into an invisible dwarf who is manoeuvring for a backstab and they both grumble at each other. Raising the sword of Sir Chyde high Leo strikes, wounding the giant which has already been quite seriously torn up by Fenella's magically created thorns.

Arnd makes an invisible backstab attack with his Stoutblade dagger, slamming the blade deep into the giant's flesh causing the creature to scream and look helplessly around itself for its other, invisible assailant.

Two Hideous Giants

Alert party members notice via peripheral vision and a horrible screeching bellow, a second hideous giant appearing over a rise in the ground about 100 yards away, also brandishing a club and moving rapidly towards the group.

In the melee, Leo strikes a mighty blow with the sword of Sir Chyde, slicing into his enemy causing shrieks of pain and rage. In fury, the giant strikes back at Leo, the huge club crushing down with the full force of Giant strength onto the Knight for a massive attack. Gerald gasps in horror at the thought of Leo's armour being dented as the mighty Knight sags alarmingly beneath the colossal force of the attack.

Gerald just about manages to avoid dropping his sword as he tries to strike but yet again fumbles embarrassingly as Fenella moves forward and lifts her skull of paralysis, eyeing along it to get a good angle on the second charging giant.

Arnd makes another invisible backstab attack driving the blade deep into the creature, dropping it dead to the ground, its last look is one of amazement at being destroyed by such puny creatures. The second giant arrives, careering around the thorns to attack the group that killed its partner. Raising its mighty club it lays into Gerald smashing the club down and wounding him quite seriously. Regarding the battle from 100 yards away Shadwell notices both front line Hammers are badly wounded and the second giant is as yet unhurt.

Dancing around, Fenella manages to line up a shot on the second giant without hitting any of her friends but sadly the giant shrugs off the effect of the sparkling violet cone of magic from the skull. Gerald attempts to strike back and yet again barely manages to hold onto his sword as he attacks. Leo thrusts forwards with his sword and also almost drops the blade as both of the fighters seem to have forgotten how to use their powerful magical swords.

Thurmaster's Finest

In the midst of the fierce battle they hear shouts and yells from the west as a group consisting of the now armoured Marlen and a party of Thurmaster guards, all wearing as much armour as they can and bristling with weapons, yelling "for Thurmaster!", charge into the melee, crashing into the gigantic figure.

A rain of blows fall from the guards and most of them indeed miss or are fended off by the Giant's tough armoured hide, but one lands and does damage and there are now a good number of targets for the horrible creature. Marlen, in his absurd metal cap and ill-fitting armour, strikes with a battle axe he can barely heft and cleaves deep into the giant, gushing blood as the creature howls and rages. Leo swings his mighty magical sword and misses yet again as the guards attack en masse for Thurmaster.

Arnd manoeuvres and strikes another deep serious wound into the giant which looks around baffled for a target and striking at random smashes into a guard, exploding his body into pieces in a single brutal blow. Tightly gripping his sword with both hands Gerald finally strikes with the black iron short sword for a godly rending tear of flesh as Shadwell cheers encouragingly, "good shot sir!"

A guard skewers his sword deep into the giant, with Marlen shouting, "well done men, kill this monstrosity!" as Arnd slams yet another brutal backstab into the creature, almost finishing it. The crazed and badly wounded giant, knowing it is done for, decides it will take one of its puny tormentors with it to Hell and that one will be Gerald. A cataclysmic strike with the Giant's club slams the Paladin to the ground, gushing blood as he lies unmoving, while the guard next to him drives home a desperate sword thrust, at last finishing the hideous creature which crashes to the ground with a huge cheer from the group and yells of triumph from Shadwell.

Rushing to examine Gerald they find although he is seriously wounded, if he is returned to a safe haven for bedrest, then healing, he should, by the grace of St Ygg, survive. With Marlen organising his men, they make improvised stretchers for Gerald and the remains of the fallen guard as the magistrate makes a speech, thanking the adventurers and congratulating his guards. Marlen explains that they can fill in all the necessary forms later but for now he must fulfil the requirements of the law.

In a peculiar little ceremony Marlen stands over the dead giants and formally charges them with breaking the laws of Thurmaster, murder amongst their many crimes and sentences them retroactively to death... "by swords and assorted weapons he mutters," as furiously scribbling, he completes his charge scroll with evident satisfaction. "Now we should get the injured back to town," he declares.

Before departing, Fenella wanders over to the impassible wall of thorns and casually strolls into it, completely unimpeded and unharmed. She quickly returns with her spear as the guards boggle at the sight of the Druid's powers and for good measure she also casts a CSW on Leo restoring the battered Knight to good fighting order. The group form up and head slowly back to Thurmaster arriving at 16:00.

Gerald is taken to his room and made comfortable, with his wounds cleaned, bound and dressed and the villagers turn out to celebrate the victory honouring the Hammers and their own brave guards and exceptionally, even their annoying magistrate.

Rest and Recovery

Thursday the 19th day of Setherius, 08:00, The Hound and Tails, Thurmaster

As Fenella casts a potent CSW on Gerald next morning, Arnd gently teases him for his battle performance. Still wounded Gerald insists on performing Laying On of Hands on another, healing Leo back to almost full health. Which leaves Arnd muttering, "that thinking of others will be the death of ye one of these days Gerald."

Tauster the Wizard comes to visit the party to congratulate them. He brings a bestiary of monsters with him to help identify the raiders. After hearing their description he shows them that they have defeated a pair of Fomorian Giants, the most evil and sadistic of giant-kin, a very nasty menace indeed. It appears these two had been carrying off livestock and wrecking buildings in the area around the Mire. They are known for operating in groups of two so it is very likely that this is the end of this particular Fomorian Giant menace.

Tauster confesses that he is impressed that Marlen and the guards performed so well. Even though Marlen is such an obnoxious git he at least he seems to have done the right thing when circumstances demand. Tauster informs them that the village and the area around are abuzz with the victory over the giants which has done their reputation in Thurmaster no harm at all he chuckles. And they have also even performed the miracle of having Marlen at least temporarily think well of them which for the old wizard seems to be the more impressive achievement.

They discover there is no Priest currently in the town and no proper church, only a small traveller's shrine to St Ygg. The villagers would usually wait for the travelling priest to visit to have a funeral but in the absence of such they would be honoured if holy warrior Gerald would lead the service to put Frederik to rest. Gerald is happy to do so and performs this sacred task with all due care and consideration, providing comfort to the family and friends of the deceased guard.

Marlen thanks Gerald for his kindness and then makes him fill in a form registering the Paladin as a proxy priest service licenced for spiritual activity within the walls of Thurmaster.

Leo hands out some gold to the guards who all try to turn him down at first but Leo's charismatic charm is at such levels of sparkling perfection that none can refuse him and forelocks are tugged and knees are bent as they accept his largesse. Approaching the family of the fallen guard Frederik, Leo is feted and offered a place of honour as a member of their family. Sir Leo and his friends will be remembered and honoured here for the rest of their lives. The Knight also makes a social club donation for the guards as a group so the long dreamed of billiard table will at last become a reality.

Gerald enquires if anyone in the village is suffering from any sort of disease. He is informed there is an old woman who is so very sick with an awful disease of the lungs that she is expected to die in suffering within the next few days. There is unfortunately no hope for her. Asking to be brought to this woman, Gerald Lays Hands upon the old lady and calling upon St Ygg applies his Cure Disease power restoring the astonished woman to health. The revels abound in Thurmaster as honours and thanks are bestowed upon The Hammers by an ever more grateful Thurmaster. They will always be welcome here and if they ever need help in any way, Thurmaster will do everything it can to aid them.

After six days in Haranshire, word is slowly spreading of the heroic deeds of The Helix Hammers.

Thursday the 19th day of Setherius, 18:00, The Hound and Tails, Thurmaster