

The Barrowmaze

Session 6 01-11-23 Spider Druid

Next Session 07/11/23 19.00

In world time 13:50, The Barrowmaze

Exiting the room, leaving behind a number of piles of bones that used to be animated skeletons, the adventurers turn their attention to the last door in the corridor which they open upon a filthy room bespoiled by giant rats which surge towards them as they open the door. A furious melee breaks out and Leo is bitten but his sturdy constitution shakes off any notion of disease as the party plough in. Reme fires one of his magical arrows killing a rat instantly as Gerald and Bella dispatch another two in a devastating first attack on the vermin. Astoundingly the rats decide to tough it out and stick around to deal with this powerful adventuring party.

Forcing his way through the threshold, booting dead rats aside Leo slices a rat in two as the others charge in, Fenella kebabbing a rat with her spear as Bella pounds another into paté with her mace. With his friends running about in front of him Reme decides not to risk a bowshot as Gerald and Leo take care of the last couple of unlucky vermin.

Leo pokes through the detritus and discovers a tarnished silver locket that is nevertheless of good quality, Shadwell notes it down and adds it to the plunder. Gerald has a look for secret doors but doesn't find anything so they return to the corridor and make their way south to the secret door where they made their entrance. Suddenly a freak blast of wind extinguishes Bella's torch but Shadwell's sturdier lantern survives the gust and anyway, she was just about to light a new torch.

They pass through the opened secret door and examine the closed easterly door taking the usual adventuring precautions. As Leo opens the door they are surprise attacked by a group of bizarre humanoid creatures bursting from camouflage that seem to be a mixture of different kinds of animal and human. With the benefit of surprise the first attacker swings his sword but almost drops it as he fumbles but the other two leaping to attack Gerald and Leo are not so clumsy and both the front-line fighters take wounds. As the fight continues in the doorway, Fenella hops back and forth lining up a shot with her sling which whistles wickedly to its target dropping a Mongrelman stone dead. Bella shoulders her way into the doorway and promptly crowns a Mongrelman with her mace, killing it instantly as Reme charges in, striking with his sword but the Mongrelman parries his attack. The Adventurers press forward as Reme strikes down his opponent, Fenella spears another and Gerald and Leo whirl about themselves, swords slashing as they fell another two opponents. Again the creatures crazily elect to stand their ground and within another few seconds it's all over. Six Mongrelmen lie dead as Gerald gives thanks to the powers above and using his Paladinic holy power, lays hands to cure Leo of his wounds.

Searching the Mongrelmen reveals nothing of value, just a few bits of battered armour and rusty weaponry so they leave them and continue through the next eastern door, emerging into a north south corridor with a door at the northern end. They note deep scuff marks in the stone floor leading to the door. The door opens into a rectangular room bedecked in shimmering cobwebs that hang above a stone slab upon which lies a desiccated robed form. Noting the cobwebs, Gerald is careful to check above for any lurking spiders before entering. Approaching the figure, Fenella notes the insignia of the green man upon his chest and the finely woven spidersilk cloak covering the body. As Leo carefully searches the room, discovering two secret doors, Fenella explains the practical elements of her neutral Druidic ethos to Gerald as she relieves the body of the fine cloak, noting how well it fits as the Paladin looks on disapprovingly. Leo springs the eastern-most secret door revealing a small secret shrine to The Green Man. Fenella makes her devotions at the shrine and feels the power and blessing of the mighty nature god are with her (see notes).

Leaving via the western secret door they pass through an empty room, exiting via a door in the western wall where they find a room with a group of 4 zombies lurching towards them. The slow undead are outpaced by the nimble adventurers who quickly pile in and attack, Leo landing a mighty blow that almost destroys the nearest Zombie. Bella raises her holy symbol high and calling down the power of St Ygg turns the lot of them causing them to flee to the corner of the room hotly pursued by the party making the most of the Zombies' distraction to murder them properly. In a hail of blows the undead are defeated and as Gerald again gives thanks, Bella is so happy she almost smiles.

In world time 15:30, The Barrowmaze, room 20 D1

Notes

Blessed by Silvanus, Fenella will automatically succeed at her next save against anything.

The Spidersilk cloak is proof against cold as per the spell Resist Cold.

Protected from cold, as follows:

Normal cold: Unharmful by non-magical freezing temperatures.

Save bonus: Gain a +2 bonus to all saving throws versus cold-based magical or breath attacks.

Cold-based damage: Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)