

The Barrowmaze

Session 100 12-08-26 Committee Meeting

Next Session 19-08-26

Monday the 19th day of Haenubrius, 17:00, Mazzahs' Tower, Helix

What to do about Mazzahs?

Gerald is strident in his opinion, "we are telling the authorities!" Fenella asks, "which authorities?" Gerald holds to his Law and Order ethos, "Ironguard Motte, of course." Alarming, Leo seems to be in support of this highly Lawful position, "we've got to report a missing person," he agrees, whilst recalling just a bit of his Chaotic nature, "you never know, what they might make of it," before following Gerald's Lawful lead, "yes, Ironguard Motte, I agree," he states firmly.

Gerald asks if they should package up the book and send it somehow to Ironguard Motte, Leo and Luna are not sure, Luna wonders if the book is dangerous and how to handle it, as the tome seems to gaze up accusingly from the floor. Gerald has a brilliant idea, "we label it, Do Not Open!" He goes on to enthusiastically explain, "We let the powers that be..., and Leo interjects in agreement, "decide... hmm, I guess we could do that."

Luna is understandably much less trusting of the, "...powers that be... we call for somebody to come and look into it? Hmm, maybe it's safer where it is?" Somewhat undecided, Leo finishes the thought, "so, don't touch it?" He goes on to wonder if the clerics of St Ygg might guard the, possibly wizard containing, arcane grimoire... Bella explains Othar wouldn't want such a thing in the church and she adds that Othar and Mazzahs are not exactly "best friends" either and that Othar whilst not wishing harm upon the weird wizard, generally disapproves of him, similarly to how he disapproves of Fenella, who seems to be reigniting the previously declining local nature religion that St Ygg has so successfully supplanted.

It dawns on them that they haven't actually done anything wrong. They brought a magical artifact to their friendly local wizard for examination and unfortunately it made him disappear. If anyone should be investigating the disappearance it should really be them, although they have a solid point that none of them is any sort of arcane Wizard. The three Magic Users that they are aware of are; Segrath, the court wizard and advisor at Ironguard Motte, Tauster over in Thurmaster and the villainous Jeleneth, whereabouts unknown.

Gerald decides that Fenella, "must know magical people" to which Fenella responds with her best, "how could anyone possibly be that stupid" look. Bella tells Gerald, he just needs to trust in St Ygg and Gerald replies, he does trust in St Ygg whereby Bella informs him, with a stubbornly firm glare, that he needs to trust more in St Ygg... and get back into his invalid's bed before he collapses!

Leo explains his concerns; they don't want to leave it around with Mazzahs "inside it" in case somebody wanders in here and maybe steals the book, which raises the question of, "is Mazzahs inside the book?" Leo recalls a similar incident when he was trapped inside a magical mirror, battling his evil clone, so Mazzahs must be "in" the book. Shadwell reminds them he carried the book out of The Barrowmaze in a sack and Sir Leo handled the book but didn't open it when he placed it inside the sack, apparently without any ill effect.

Gerald says they should read it and Leo says they can't read it, that's why they're sending it away, while Luna worries that it might not be something they can actually get rid of. It remains though, that none of them have looked inside the book so they do not actually know what is contained therein, they are basing their assumptions on the evidence that it looks like a wizard's spell book.

Gerald decides he will put the book into a sack, provided by Shadwell. He first wants to close the book but then becomes nervous of touching it despite Leo's contact with the tome doing him no harm, so he gets a poker from the fireplace and averting his eyes attempts to "poke" the book closed. With admirable dexterity Gerald neatly flips the book shut as Leo looks on wondering why he doesn't just use his hands.

Leo is satisfied that they can now go back to the Inn to write their letter to... er.... somebody. Gerald wants to wait a day, maybe Mazzahs will re-appear... in the sack perhaps? In first class senior management style, Leo quickly offloads the responsibility to Gerald, "you hold onto it then, since you're convalescing you can keep it and sort of guard it."

With a course of action finally selected, they consider the matter of what to do about the open door of Mazzahs' tower. They don't have a key so should they just leave the door open? For a while Gerald argues that he will sleep in the tower with the book but nobody else is impressed by the invalid's stubborn opinion and when Leo remonstrates with him, he agrees to return to the Inn, he is, after all, looking rather unsteady with all the excitement of deciding so many things.

Leo closes the door as they leave and it clicks as it locks securely behind them.

The Sons of Gaxx

Tuesday the 20th day of Haenubrius, 08:00, Helix, The Brazen Strumpet

After a good night's bed rest at The Brazen Strumpet, Gerald looks slightly less like a ghost and more like a stropky Paladin as he gradually continues to recover his health.

The rest of them leave Gerald snoozing in his bed (GM – Phineas is played by Simon) and set out for The Barrow Moor. Crossing the Westland Marshes, they encounter a group of undead, six vile Sons of Gaxx who loom out of the mists before them. Since both sides spot each other at distance, neither side is surprised.

Fenella holds back her spell for now and flings a sling bullet instead. The stone smacks into one of the enemies, clearly causing some damage, so they are vulnerable to mundane weapons. Bella raises her holy symbol high and Turns successfully, affecting one of the group of six. As the rest of them lurch closer, The Hammers see that they are quite hideous, infested with squirming grubs and maggots.

Phineas and Morgaine both miss their crossbow shots but Leo shows them how it's done as he destroys his opponent with a single mighty blow of his faithful Sword of St Chyde. Shadwell shoots a crossbow bolt, hitting one for a glancing wound, Luna looses her shortbow and hits, also for a slight wound but Sir Leo is proud of them both calling out encouragement as the previously Turned undead creature flees the field.

Fenella starts to cast a spell and gets it off almost immediately, before any enemies can react. Her Entangle spell causes writhing foliage to burst from the ground catching three of the enemy. Two of the three manage to partially move (at half movement) their way to the edge of the entanglement but the other is tightly pinned within.

Morgaine throws her dagger for a good hit as Luna jogs back into the main group for safety's safe and plants a bowshot nicely into one of the enemies as Leo dispatches another with a glorious swing, slicing the horrific thing in half. Fearing the entanglement could disarm her mace, Bella takes a shot with a sling at one of the trapped monsters but misses much to her annoyance. Phineas shoots a crossbow bolt striking for a good wound as Shadwell also shoots and strikes his enemy.

One of the partially trapped Sons of Gaxx breaks free of the Entangle and attacks Phineas with claws, teeth and its aura of Fear which Phineas resists like a champion. Perhaps a little over-confident, Leo somehow manages to miss his attack. Bella wants to run in to strike with her mace but can't get there in time so she flings a slingshot instead for a slight wound as Fenella misses with her sling.

Luna moves up to the nearest enemy and makes a melee attack with her magical dagger, slamming it to the ground and Morgaine throws her dagger into the Entangle to wound the one trapped inside, the dagger escapes the writhing foliage and tumbles satisfyingly back into her open hand.

Leo squares up to another undead as it moves towards him but his armour and fighting skills fend it off and of course the Knight is immune to its pathetic attempts to cause fear in his noble heart.

Phineas slams his Broadsword into the nearest enemy for a really excellent wound as Shadwell shoots again, striking his enemy and dropping it to the ground. Shadwell The Fighter is making a solid impression as the Fighter-in-training moves on to squarely earn his new place in the party! Phineas and Morgaine will be buying the drinks for their new comrade in arms yet again!

Grinning happily, Leo thunders up to the last enemy, trapped within Fenella's Entangle spell, and slices it to ribbons, leaving its remains draped hideously over the foliage.

They continue their journey unmolested, arriving at the moor and selecting Barrow 40 as their next target.

Barrow 40

Luna and Leo circle the barrow and locate the entrance. They find something similar to a previous Barrow; two heavy bronze, verdigris encrusted doors. They are bereft of any symbology, just two heavy doors, well-settled into the surrounding ground. There is no visible lock or handle and the doors meet tightly flush.

Deftly handling a crowbar, Leo manages to work it into the gap between the doors and he flexes his ample muscles, levering the doors whilst Luna digs into the surrounding turf to assist. With skill and strength in full play they take about 30 minutes to open enough of an aperture to force the doors.

Entering the Barrow, Leo leads to the top of the descending stairs where it occurs to them to send Luna in to scout so the Continual Light bearing team members retreat a little to allow Luna to descend into darkness. Shrouded in in her cloak of Elvenkind, she quickly melts into the inky blackness.

Returning after a couple of minutes she describes two large statues of the god Set and a door to the north and a door to the east, so they enter with their light sources active.

Leo notices the eyes of the two statues are the most splendid emeralds and noting the height of the statues, about 10 ft, he moves on. Luna listens at the eastern door, not hearing anything. She notices a lock and handle on the heavy bronze door. She tries to pick the lock but fails to discern the mechanism.

Leo and Luna move on to the northern door finding a similar door. After listening and not hearing anything, Luna successfully picks the lock to the northern door. Leo gazes into a 30 x 30 room, carefully tapping the floor with his sword and checking the ceiling and other potential ambushes before finding it all clear.

Moving further in they discover a large sarcophagus which Luna checks for treasure traps, not finding anything so the two of them lift the lid, revealing some skeletal remains and the glint of precious metal before they are attacked by two Clockwork Scorpion tomb guardians which spring at them, deadly poison dripping from their stings.

Luna takes some damage from the claws but dodges the sting and Leo's armour keeps him safe. Fenella steps in to try out her beautiful magical Scimitar, slicing the nearest whirring construct into its component parts, one down! Morgaine attacks with her dagger of throwing and strikes, destroying the other.

For a change, the skeleton within the sarcophagus doesn't rise to attack them so they are able to easily relieve it of its fine gold circlet worth 600 gp. With this room cleared they are ready to try to gain access to whatever lies through the eastern door.

Tuesday the 20th day of Haenubrius, 10:50, Clockwork Scorpion Room, Barrow 40