

The Barrowmaze

Session 103 02-09-26 Wandering Zombies

Next Session 09-09-26

Saturday the 24th day of Haenubrius, 11:20, Barrow 41, The Mimic Chamber

Gerald uses his loving hug of healing (Laying on of Hands) on Bella to restore her to good health for travelling across the hostile moor and marshes, and so they depart Barrow 41, noticing Barrows 43 and 45 in a brief clearing of mist before running right into five Ravenous Zombies.

Zombie Dismissal

Fenella immediately starts to gesture and chant as the Zombies lurch towards them and the Druid almost instantly unleashes an Entangle spell upon the advancing undead. Unable to resist the spell's effect, the Zombies are all firmly trapped within the entanglement. As Leo disappointedly sheathes his sword, Gerald strides towards the magical copse and hurls a flask of oil into their midst, quickly followed by a blazing torch. The Hammers stroll on their way leaving a blazing funeral pyre behind.

Helix

They arrive back at Helix feeling rather satisfied with their performance and cast their surplus cures on the wounded, buffing the team up nicely. Leo ensures their loot is banked at Hoffenungs where the halfling proprietor is delighted to see them and pleased to be of service. Gerald checks on the book beneath his bed, which is lying there safe and sound. Gerald indicates he would like to leave it in Mazzahs living room after having removed it previously from that very place. Leo points out the minor complication of the tower being locked up tight.

Luna wants to look inside the book and tells Gerald that they shouldn't keep ignoring it and leaving it behind. Gerald reluctantly agrees that she can try it but wants them to wait until tomorrow when everyone is fully recovered. Gerald tells Leo and Fenella about the plan but Leo is slightly bemused as to what he is supposed to do to help, "beat up the book if she disappears?" he drawls as Gerald blusters.

Gerald is fixated on opening the door to Mazzahs' tower from within so Luna can look at the book in Mazzahs' living room for some reason. Luna offers to climb up to a window to gain entrance if that's the only way she's going to be able to look inside the book.

The Tower and The Book

Sunday the 25th day of Haenubrius, 08:30, Helix, Mazzahs' Tower

After his recent battle experiences, Shadwell wakes as an improved Fighter (Level 2) but sadly he is still relatively vulnerable (1d8 rolled for 1 additional hp).

Arriving at Mazzahs' tower, the Hammers watch as Luna effortlessly ascends the wall. Leo still wonders why he's even there but shrugs and observes their Thief's impressive climbing skills. High above, Luna inspects the window but it's sealed with some sort of magic, "wizard locked, most likely," she thinks as she climbs back down. Since they're far enough from the centre of Helix not to hazard any innocent townsfolk, they decide to examine the book here so Luna opens the cover and gazes within.

Looking inside she sees a multitude of complex symbols and signs covering the pages... most importantly she does not disappear. After some thought Luna is able to confirm that this is indeed an arcane spellbook, containing many Magic User spells. It seems to be harmless, at least to a non-Magic User.

It begins to dawn on them that the disappearing trick might have been some sort of defensive trap to keep off rival wizards.

They discuss what to do with the book (again) at length as they wander back to the Inn, eventually deciding to return to one of Gerald's earlier suggestions of parcelling the book up and sending it to Ironguard Motte with an explanatory warning letter. Gerald initially thinks brilliantly intelligent Fenella should write the letter but then changes his mind realising that Sir Leo is better connected with the proper protocol at Ironguard Motte and Fenella is notoriously blunt which is probably not the right impression to give.

Comfortably ensconced within the Inn, they compose a suitable letter, warning of the book's potential danger to a Magic User and the circumstances of Mazzahs' disappearance. Leo signs the letter and they decide that Dalen, Lord Ironguard's secretary would be the best person to receive it so they address the package and covering letter to him. Hoffenungs handles their delivery, packaging it up securely and sub-contracting The Silver Standard Company to deliver it with an armed escort of their known mercenary guards. The trade caravan will depart at first light on Monday.

With this done they wash their hands nice and clean and get on with their day.

The Bad Luck Zombies

They set off for the Barrow moor, arriving without incident. Fenella reminds them of the covered mounds again and Leo and Gerald choose Barrow 38 as their next target. Unfortunately, they are rudely interrupted by a group of roving Juju Zombies which advance on them, unslinging bows as they come.

Fenella again starts to chant and gesture as Bella attempts to Turn Undead but fails and remembers that these particular Zombies are notoriously hard to dismiss through Turning. The Cleric is immediately rewarded for her efforts by an arrow from one of the advancing Juju Zombies.

Fenella's Entangle bursts from the ground in a 20 ft radius around the centre of the undead. The Zombies manage to resist the full effects of the spell but, they cannot shoot arrows while entangled and will have to struggle at half speed to the edge, so still a good outcome for The Hammers.

Gerald, recalling the previous entangle encounter, unstoppers a flask of oil and hurls it into the middle of the writhing foliage hoping that somebody catches on and throws a torch as three of the Juju Zombies free themselves from the grasp of nature. Leo moves up to the writhing entangle, lighting a torch as he goes before hurling it into the foliage as close to Gerald's thrown oil as possible. He is rewarded with a ball of flame igniting the plant growth with flames licking hungrily at the still captive Zombies.

A protracted exchange of arrows and crossbow bolts ensues where shot after shot from both sides goes wide as all of the Zombies eventually manage to free themselves, several of them taking damage from continued fire even after leaving the flaming entanglement.

Bella only manages a couple of hits with her mighty mace but each one finishes a Zombie. Leo is differently frustrated, hitting more times but mostly for low damage while Gerald seems unable to hit almost anything. The others also suffer from the bad luck curse although Fenella mostly targets wounded Zombies with her sling, kindly assisting them to their doom. Luna lands her fair share of shots but also takes multiple arrow hits and eventually decides to let the better armoured bear the brunt, sensibly retreating into cover as more of the Zombies fall to the gradual damage.

Eventually the very last Zombie falls to Phineas' crossbow, in a gruelling encounter that didn't seem quite that bad at the beginning yet developed into a slugfest that everyone would rather put behind them.

Sunday the 25th day of Haenubrius, 12:30, The Barrow Moor