

The Barrowmaze

Session 104 16-09-26 Heinous Harpies & Pathetic Skeletons

Next Session 30-09-26

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

As Fenella's Entangle spell subsides back into harmless undergrowth, they assess their injuries and under Bella's discreetly watchful gaze Gerald Lays Hands upon Luna, restoring her full health through his devotion to St Ygg.

Gerald follows up with an injury audit for the whole team as Leo and Morgaine dismiss their wounds as "just scratches" and Leo suggests moving on so they can continue to Barrow 38. They resume their trek across the moor, quickly locating Barrow 38's entrance slab. Gerald and Leo set to it, noisily hammering and smashing, which unfortunately attracts some wandering creatures as their luck turns, balancing their previously, mostly trouble free, moorland traversals.

Bursting from the low cloud, a flock of eight Harpies swoop cackling and screeching towards them.

Harpies

Seeing the party is closely grouped, Bella immediately starts to cast a Bless spell, chanting and gesticulating. As the Harpies descend Bella's Blessing blankets the Hammers, covering the entire party, granting attack and damage bonuses to all as Gerald shoots his bow hitting one of the attackers.

The adventurers spread out and prepare, immediately shooting their bows and slings striking some good initial wounds on the nasty creatures. They continue shooting as the first Harpy reaches Leo attacking him with both its claws and a rusty shortsword but the blows just slide off his fine armour as another Harpy tries its luck and fails similarly.

Avoiding a Harpy swoop, Gerald raises his bow and shoots the one he's already wounded, dropping it dead to the ground.

A third Harpy joins the attack on Leo, shrieking hideously in some sort of enchanted attack. Leo struggles against the Paralysing effect of the screech, successfully resisting the attack as the rest of The Hammers note this new threat.

Another Harpy attacks Gerald with its shriek and surprisingly overcomes the Paladin's strong resistance, to freeze him stock still in paralysis (90 minutes). Phineas takes some revenge against the Harpy who paralysed Gerald, hitting it with a well-aimed crossbow bolt.

Assessing the threat from the Harpies' screech attacks, Bella cleverly casts her Silence spell around the main fight, protecting several of the Hammers and most importantly Sir Leo, against the sound-based attack.

The Harpies swarm Leo, stabbing and clawing at him and as he is finally struck by a rusty sword for a slight wound, the mighty Knight mocks their paltry efforts. Unfortunately, further attacks also land and with four Harpies on him, each with three attacks there is actually a serious danger. As he takes more wounds Leo contents himself with mocking the confused Harpies attempts to screech attack within Bella's circle of silence, until he lands a good blow with the sword of Sir Chyde, still only wounding a Harpy.

A Paladin's Torment

Standing frozen in the battlefield Gerald tries furiously to force himself to move but to no avail as a sadistically gleeful Harpy attacks his completely helpless form but somehow misses! "My faith is my shield," Gerald thinks earnestly, and apparently at least some of the time, it is. Unfortunately, the faith shield slips a little as another Harpy viciously attacks him, agonisingly tearing hunks of flesh with its claws whilst across the battlefield both Leo and Luna take wounds.

Phineas, Morgaine and Shadwell all return shots, but they all miss to the sound of some highly choice swearing. Fenella hits again with her sling as Bella's mighty mace fails to connect but Luna's dagger strikes forcefully home. Somehow St Ygg seems to be back with Gerald in this dark hour and several seemingly obvious hits do not actually injure the paralysed Paladin! With growing frustration Morgaine, Phineas and Shadwell shoot again, and again all miss, causing several new entries in the swearing lexicon.

Bella finally hits with her mace but doesn't finish her enemy as Fenella scampers across the battlefield to cast CSW on Gerald who immediately cheats the rain of blows falling upon him as he gives thanks to St Ygg, his shield in battle.

Luna is hit quite badly and starts wondering about a retreat as the utterly helpless Gerald finally takes another wound. Meanwhile Leo is completely mobbed and takes wound after wound, his health perilously low from a thousand gnat bites as it seems to him.

Shadwell The Healer

The guards miss their shots again as Shadwell sees Sir Leo is in trouble and wonders why he's fighting next to a Cleric and is still so badly wounded. Shadwell however has a plan, he sprints over to the embattled Knight, surprisingly quickly for a small fellow and immediately drops his weapons! With his hands free Shadwell is able to pull out the Restorative Ointment from his backpack to slap some of the greasy mess onto an exposed part of Leo for a serious heal!

Appropriately refreshed Leo immediately makes a killing blow causing the Harpies to quail somewhat but their shaky morale holds and they continue the attack.

Seemingly all over the battlefield, Fenella gets in a CSW spell on Leo lifting his health significantly but the Druid gets a stab from a Harpy for her trouble. Both Leo and Gerald take several wounds as Phineas, sick of his useless crossbow, hurls it aside and draws the fine Broadsword they discovered in Barrow 41 and his blow slices into the nearest Harpy for a good wound. This is more like it he thinks to himself, perhaps I should be like Sir Leo and dispense with useless missile weapons?

Shadwell the healer again performs the slapping on of ointment for Gerald this time, propping up the vulnerable Paladin. Bella yet again misses with her magical Mace! Perhaps she is consumed with worry for her pathetically paralysed Paladin paramour?

Fenella is out of big cures and furious at being stabbed, so she draws her magical scimitar and slices into a nearby creature. It is clear that the Harpies bear multiple wounds, some of them injured quite badly but The Hammers need to kill at least another for them to consider their situation. As often happens, Leo rises to the occasion and immediately cleaves into a wounded Harpy, slicing it cleanly in two causing the rest to panic and with a furious flapping of blood-soaked wings, they swiftly flee into the cloud cover.

Gerald struggles to smile but can't manage it as he drips blood all over the place. They patch themselves up as they wait for Gerald to snap out of the paralysis and eventually, he moves again and immediately starts complaining about the pain of having Harpies tear at his flesh and then being swiftly healed by Shadwell's last ditch ointment. Ignoring him, Leo orders, "alright, let's go home."

Retreat

The real healers patch up the party on their way back, Fenella casts CLW on Luna and Bella does the same for Gerald and Leo as she reflects on casting all of her useable spells in one encounter, now if only she'd have been able to hit something with her mace, she sighs ruefully.

Since they hadn't fully cracked open the Barrow entrance, they hope that they will return to it in the same state, having covered it up as best they could. Travelling across the Western Marshes without incident they arrive at Helix by 17:30 safe and sound.

Monday the 26th day of Haenubrius, 08:00, Helix

The armed and guarded trade caravan containing their package departs for Ironguard Motte.

Since they intend to stay the day in Helix they use all of their healing spells. Gerald Lays Hands on Luna restoring her to full health.

Tuesday the 27th day of Haenubrius, 08:00, Helix

Fully restored and ready for adventure, Leo wonders which bunch of monsters will beat them up today. They cross The Western Marshes with no problem but halfway across the Moor they see movement ahead and prepare for battle.

As the two very normal skeletons emerge from the mist, there is a burst of nervous laughter before Fenella takes one down with her sling. Leo is laughing so much he misses the remaining one which Bella introduces to her Mace of Undead Disruption, destroying the poor skeleton about five times over, leaving a crater in the ground where she smashed it into dust!

They make it safely to Barrow 38, removing the last of the door without causing much noise apart from some relieved sniggering and giggling.

Tuesday the 27th day of Haenubrius, 11:10, Barrow 38 entrance