

The Barrowmaze

Session 106 07-10-26 Treasure of The Abomination

Next Session 14-10-26

Wednesday the 27th day of Haenubrius, 13:50, Barrow 38

Standing outside the barrow they wonder what to do about their grim escort of Draugr warriors. Gerald suggests blowing the horn again to see if it dispels them. Leo supports the idea but Luna thinks they should delay trying to dismiss the warriors until they are in a safer position, after all they provide eight more swords and axes; and more importantly, eight more targets for enemies.

Deaf to Luna's reasonable argument, Chaos Knight Leo still wants the horn blown again so Luna allows herself to be harangued into trying again. Summoning up a good lungful of breath she tries to blow the horn and instead of the mournfully sonorous tone of her first attempt, emits only the sound of somebody who doesn't know how to blow a horn, trying to blow a horn.

Leo wonders about somebody else trying to blow it, Fenella says she has read a book explaining that one blows a raspberry into a horn to produce a musical note, and Leo confirms from his squiring days that it is indeed the case. Attempting to demonstrate, Leo borrows the horn and tries to make a note, following the raspberry blowing technique, unfortunately he only succeeds in making a dreadful squealing noise.

Fenella has a try and manages to make a shakily resonant tone on the horn signalling a clear indication of their presence across the moor. They all simultaneously realise after the fact, that this wasn't the wisest thing to do, but in truth, The Hammers aren't the wisest party of Adventurers in general. Proving this, Leo wants to have another try but Gerald brings a stop to it, drawling, "are we really going to stand here all day blowing this filthy thing?"

This doesn't stop Leo's final attempt but he still fails miserably and finally sees the sense in getting off the moor after informing the entire circus of monsters, villains and whatever else lurks there of their presence. Wiping the now damp horn with a silken kerchief he hands it back to Luna as they head for the Western Marsh.

Guided by Fenella, they pass unmolested through the Marshlands with Gerald, Leo and Luna worrying about how they can explain their new friends to the townspeople of Helix. Glancing at Bella's scowl they realise Othar the Priest isn't going to like it one bit! Fortunately, the Draugr vanish into thin air without any fuss after just one hour so their problem is solved. They find themselves safe and sound back in Helix by 16:50.

As the others relax in the Brazen Strumpet, Gerald goes off to check Mazzahs' tower finding nothing has changed. Returning to the inn, Gerald asks if anyone has any cures left. Fenella casts a CSW and Bella casts CLW on Gerald healing his many wounds.

While they are eating supper at the Inn, they are joined by Hendon Caldwell, the Ranger of Helix and they chat for a while. He asks if they know what has happened to Mazzahs since his son, Yusuf, had been taking lessons from the eccentric Wizard. Leo confesses the whole story to their trusted ally as Hendon sits down to listen.

Hendon wonders if the problem hasn't become rather larger since they've involved Ironguard Motte but regardless he promises his discretion regarding the matter and just asks that they inform him of any developments. They chat amiably about family matters, asking after the Ranger's two sons Tamson and Yusuf. All is well with both boys and Tamson has been following in his father's footsteps and is indeed even now patrolling the woods. The young man has spoken well of his previous adventures with The Hammers however the Caldwell family's younger son, Yusuf, seems to be destined for a more studious future, hence his lessons with Mazzahs. With this Hendon bids them farewell and leaves.

Thursday the 28th day of Haenubrius, 08:00, Helix

Setting out once more, they cross the Marshes without incident, choosing Barrow 37 as their target for this expedition, locating the sealed slab entrance at 11:00. Battering their way in, they descend the stairs led by Leo, who carefully taps and prods the floor ahead with his sword, scanning above and around for monstrous ambushes as Luna complains about being a stealthy adventurer accompanying a party streaming continual light in every direction!

Ignoring Luna's complaints Leo notices two stone statues that have fallen to the floor, whether pushed or naturally disturbed he doesn't know, so he ignores them and continues his cautious advance. They notice a multitude of skulls and bones piled up around the edges of the chamber and also evidence of quite significant ceiling collapse from above with piles of rubble crushing the bones in several corners and edges of the chamber.

Fenella sniffs the air finding it musty and dry as she crouches down to inspect the fallen statues. A cracked and broken visage of their old "friend" Nergal gazes balefully back at her in both cases. Gerald thinks it was probably yet another chapter of the mysterious "civil war" between the evil death factions known to be vying for power in The Barrowmaze but he soon becomes distracted by a large black stone throne set at the far end of the chamber. Upon the throne sits a tall human skeleton, slumped to one side. Disappointingly the skeleton does not bear any weaponry or accoutrements, there are however, two large chests, one to each side of the throne, set against the western wall.

The Abomination

Leo begins to wander over to the northernmost chest but Luna stops him, reminding him of traps and her expertise at locating and removing them before investigating the throne instead, searching for traps and secret panels or doors but not finding anything. Leo steps closer to the northern chest apparently triggering the manifestation of the chest's guardian, a hideous 8 ft tall glowing skeletal form which nimbly lifts itself free of the floor in the middle of the main group of Hammers, its four weirdly tentacular arms lashing out towards them.

Bella immediately starts to chant and gesture with the intention to catch Phineas, herself and Gerald within the 20 x 20 ft box of her holy Bless spell. Fenella is worried about whether the skeleton on the throne might transform into something too and whether there might be even more undead yet to appear so she holds off casting a major spell.

Gerald attacks the creature that is menacing his Bella but his strike slides past the thing. Leo attacks and slices a fine blow into the ghastly apparition taking satisfaction that it seems to be damageable, one never knows after all.

Luna shoots with her bow over the others' heads but the monster is tall so it's an easy shot but she still misses. Bella's spell activates on Phineas and Bella herself since both Gerald and Leo are already in melee.

The Abomination lashes out with its four tentacles towards Phineas, its ghastly face grinning obscenely as the blows lash the brave Fighter. They all sense a chill about the creature, it reeks of negative energy causing Phineas to shiver as he is struck by multiple hits, wounding him down to about half of his health.

Fenella is next to Phineas and briefly considers cures but decides instead to attack with her magical scimitar. The enemy is a negative energy extra-planar creature so powering up her Veridian Whisper scimitar to a shining emerald fury, she strikes fiercely but again the agile apparition slips away from the blow.

Morgaine's dagger also tumbles past it but Phineas strikes with his magical Barrows Broadsword hitting the abomination for an excellent wound boosted by Bella's Bless.

Fenella attacks again and this time manages a fine slice into the Abomination, her sword destroying unnatural energy as it passes. Gerald misses yet again and even Leo swings wide of his target, "this thing is a slippery bastard," he curses beneath his breath.

Shadwell is hit by The Abomination and staggers back badly wounded as Bella's mighty Blessed mace smashes brutally into the glowing entity causing it to lurch back a step. Sensible Shadwell backs off and uses the cup of drinking to create Healing Ale which he quickly downs in one for a refreshing boost to his health.

As Fenella feared, four skeletons rise from the piles of bones and move to attack as Leo shouts out to Luna, "how about using the horn?" The Abomination lunges towards Gerald attacking with its devastating maw attack but Gerald stands firm and yet again his life flashes before his eyes as he fends off the ghastly creature.

Luna takes a deep breath and blows a sonorous note that echoes across the planes. An answering call is almost immediately heard as tendrils of black mist begin to waft around the battle.

Morgaine holds off a Skeleton long enough for Bella to raise her holy symbol, calling down the power of St Ygg. Instantly the four skeletons explode into dust as Bella's Turn destroys them.

Leo hits hard, joyously carving into the glowing green protoplasm as he sings a bawdy tavern song and the creature sways a little, struggling to maintain its presence on the material plane. Two Draugr warriors appear and join the fight as Morgaine's magical dagger slams home then yanks itself free to tumble back to her outstretched hand as she is joined by another two Draugr who immediately charge the Abomination.

As the rest of the Draugr appear they begin to land hits on the Abomination and although not as mighty as The Hammers they provide additional targets and still do their share of damage. Quivering in rage The Abomination attacks Leo with its four tentacles hitting with two of them.

Bella smacks The Abomination a Bless enhanced blow from her mace as Fenella strikes, almost finishing the thing off whilst Luna, noticing that the fight is almost done, sidles off to the northern chest and inspects it, finding it seemingly unlocked and un-trapped.

In the end it is one of their summoned chaotic Draugr that finishes The Abomination as it goes down in a hail of blows from all.

As a cheer breaks out from the main group, Luna opens the chest revealing a huge pile of gold pieces. 8,340 gp and has a little cheer of her own. Leo goes to the southern chest, throwing it open to reveal a hoard of valuable treasure. (See party google sheet for details.)

They need to spread the gold and treasure around themselves to carry the load but they can manage it all, albeit moving at a slower pace than normal. Leo wonders about burning the bones but Bella and Gerald advise that leaving them where they are is considered a reasonable burial site for unknown dead.

Loaded down with treasure, the Hammers depart Barrow 37. Luna tries to get the Draugr to help carrying the loot but it is clear from their lack of response that they are not bearers of burdens.

It is heavy going but they make steady progress until, trudging north through the Western Marsh, they are attacked by four giant Toads!

Thursday the 28th day of Haenubrius, 15:00, The Western Marches