

The Barrowmaze

Session 19 26-02-24 Blessed Solis

Next Session 07/03/24 19.00

14:30 Thursday the 14th day of Besemius, The Barrowmaze, corridor 78

Peering into the northern corridor Reme notices a lowered portcullis but the others don't seem interested when he mentions it. They seem to be more concerned with continuing along the corridor to the east so he moves back up to the front of the group standing alongside Leo next to a pair of doors in the southern wall. Opening the first door reveals a room with a pile of stone rubble in the centre. Using his sword, Leo cautiously taps the stone floor at the threshold but it sounds solid enough and nothing is triggered, so he enters the room closely followed by the others. On closer examination the pile of rubble consists of smashed up runic tablets of the type they have previously collected and indeed used. Gerald peers hopefully at the remains of the tablets but they seem to have lost any of their peculiar properties after being broken. Searching the room they don't find any secret doors but beneath the pile of rubble lies a silvered War Hammer which the party agree would be very suitable for Bella so she gratefully accepts the fine looking weapon as Fenella wonders how such a weapon ends up beneath a pile of shattered runic tablets.

Back in the corridor Reme opens the next door finding a chamber decorated with frescoes depicting worship of the dark gods. In the centre lies a motionless robed skeleton, a bowl filled with platinum pieces at its head. (150pp, value 1500gp). Searching reveals nothing further so they return to the corridor.

Again ignoring the northern passages they continue to the west, approaching a southern intersection. There is a half-opened door to the southeast and an open archway to the southwest. As Leo investigates the half-open door he notices a few copper coins strewn around. Entering they find a crypt with two demolished caskets. The stone lids lie broken on the floor amidst strewn about bones and a few handfuls of both copper and even some gold coins giving every indication of a hurried looting by visitors such as themselves. Searching more carefully also turns up a small black sapphire (65gp). Gerald finds himself wondering why the tomb robbers would have looted this room but not the one next door with richer pickings before realising he has no idea what the looters might have escaped with.

Exiting the crypt Leo checks to the south and confirms this is where they entered so they have indeed gone around the block. Returning to the archway to the west they observe a room with a round statue plinth in the centre, with the word, "Solis" engraved upon it. Above the plinth on the ceiling is a bas relief of a blazing sun. Fenella recalls that Solis is one of the historical names of an aspect of the sun deity. Looking around they are not too sure of what this construction might signify but eventually Gerald thinks to stand on the plinth and raising his arms to the heavens cries out "Solis" and is immediately bathed in the radiant light of the sun from above, receiving a blessing from the shrine. Impressed by this the others also have a go at it and are delighted to find that it doesn't appear to expire after a single use. Blessed and somewhat cheered up they proceed to search the chamber, finding a secret door in the west wall.

Going with a Bang!

As they open the door, the 4 inverted triangle skeletons lying in wait fall upon them but the adventurers are on their guard and get their blessed blows in first. Leo strikes with the sword of Sir Chyde, instantly finishing his nearest opponent which promptly explodes, injuring both himself and Reme. Reme swings and hits as Fenella misses while Bella's holy power bursts forth turning the 3 remaining skeletons.

As the skeletons retreat from the fearsome Priest of St Ygg she charges after them along with Leo and Reme but sadly Bella misses her swing with the new hammer as Fenella's hurled spear also misses, clattering to the ground. Gerald quickly sprints in, destroying another skeleton, which of course immediately explodes, injuring him. Leo kills another taking the damage nobly and reducing their opposition to a single cowering skeleton. Gerald shouts at everyone to retreat to missile weapon range but in the chaos of battle Fenella has already hurled her blessed slingshot, detonating the last skeleton right next to Leo and Gerald.

As the excitement subsides, Shadwell offers the severely battered Leo a CLW potion which he gratefully gulps down but the group are looking quite battle scarred and considering the hour, it is after all getting late in the afternoon, and in their wounded state, with only 1 remaining CLW potion, retreat seems like a very sensible option. Since they are quite a long way in from their usual entrance below barrow 12 they decide to head for the newly discovered barrow and excavate their way back to the surface. So after some confusion over which way to go and a confident reliance on the navigational abilities of a dwarf they've only recently met and at the bottom of a pit trap too, they set off to the east eventually arriving back at the stairway up to the barrow. Arnd immediately heads over to the exit and begins work prying and making lever and wedge points as the rest of the battle-scarred party hear the sound of scurrying and squeaking as 10 disease-ridden giant rats burst into the chamber and attack.

Getting Ratty

Again the adventurers are quick to respond and bloody battle is joined, with Reme and Leo quickly killing a pair of rats. Both Morgaine and Phineas take wounds but both resist the disease as the desperate fight continues, the crazed rats not even retreating after half their number are killed. Fenella dispatches another with a blessed sling bullet as with a flurry of attacks from the party, culminating in a mighty blow from Bella's new warhammer, the scurrying vermin are defeated at the expense of further minor wounds for the front-line fighters and guards.

Arnd calls for assistance, he needs the strongest in the party, so Leo, Gerald, Phineas and his good self square up against the slab, heaving mightily and with Morgaine shoving them from behind, they push the weighty stone slab up and up and finally over where it thuds heavily to the ground outside the barrow. The usual grey skies and mists greet them, a gentle rain pattering delicately onto the matted wet grass.

16:30 Thursday the 14th day of Besemius, The Barrow moor at Barrow Mound 16, on the surface.