

The Barrowmaze

Session 22 21-03-24 Fighting Fossils

Next Session 10/04/24 19.00

15.30 Sunday the 17th day of Besemius, Helix.

Arriving back in Helix they urgently seek out Othar, the town's Head Priest, who is enjoying his Sunday lunch in The Brazen Strumpet. Fortunately he is already carrying the spell Neutralise Poison since he had intended to use it on an injured caravan guard but it transpired that it wasn't needed, a stroke of luck indeed St Ygg be praised, so he hurries the adventurers over to the church and with due care and ceremony casts this powerful spell to restore Sir Leo's eyesight.

Leo gratefully makes a donation of 1000 gp to the church which Fenella also matches. Gerald, holding fast to his Paladinic oath, donates 466 gp to the church leaving himself a sum of 500 gp while Reme The Good continues his donations to the needy of Helix. Bella casts her remaining CLW on the still rather battered Sir Leo to restore him to something like his usual self as Gerald heads outside to limber up with some weapons practice before settling down to his time of prayer and meditation. In this frontier world of fighting Priests he is pleased to find a weapons training area within the church grounds. While he and Bella stay at the church the others head off to meet with their wizard friend, Mazzahs (The Magnificent).

The Wizard listens keenly to the account of their delvings, prompting them to expand and explain in more detail. He is particularly interested in the additional entrance they have discovered which seems to fit with in with his theory, Fenella's too, that the barrows and the underground labyrinth are inter-connected. He is also very interested in Sir Leo's battle with himself in the mirror and obviously pleased that the right one triumphed.

He casts a Read Magic on the Spellbook and identifies the following arcane spells:

Sleep

Light

Read Magic

Detect Magic

Web

Mazzahs agrees to store the Spellbook for them until they need it or find a buyer (he already has these spells himself).

Rejoining Gerald and Bella they dine at the Inn and turn in early.

Monday the 18th day of Besemius, Helix

At 07:00 they form up and depart Helix arriving at the Barrow Moors by 09:00. Another 30 minutes to get to Barrow 16 and they descend once more into the darkness below. Gerald is concerned about the door immediately to their north. It has gradually dawned on him that they have been adventuring in hostile territory with no idea of what lies behind this door and whatever it is might cut off their line of retreat to their new favourite entrance, so he'd like to know what's inside... right now in fact!

Leo listens at the door hearing the sound of trickling water but nothing else so he opens the door revealing a large alcoved room, 30 ft across and disappearing into the darkness at least another 30 ft to the north. They also notice, hauling themselves from various alcoves, at least 5 Skeletons brandishing swords advancing on them. The Skeletons have quite heavy calcification covering their bones, giving them a peculiar, fossilised appearance.

Fossil Fight

Sir Leo charges in and immediately destroys a Skeleton in a single blow as Gerald calls out to Phineus and Arnd to guard the back as he rushes forward himself. Leo is joined by Reme, Gerald, Bella, Morgaine and Fenella who stands off whizzing sling bullets about the place, striking one of the Skeletons and splintering some pieces from it. At the back Phineus lights a torch as the front line melee fighters rush in. Bella Turns successfully but only one of these more powerful Skeletons is affected.

Apart from Leo, it doesn't start too well with a series of misses from the Adventurers and both Reme and Morgaine are injured by the Skeletons' counter attacks. Gerald tries to Turn Undead and fails abysmally as it becomes clear they are fighting a total of 7 Skeletons including the one cowering from Bella's Turn. Lifting the silvered Hammer of St Ygg she advances and strikes at the helpless Skeleton and somehow manages to miss a target cowering in a corner. Muttering some very improper oaths beneath her breath she vows to do better!

Back in the centre Leo is almost amused at how the Skeletons bounce off his armour but is becoming a little frustrated at his own inability to return the favour so when he does strike a mighty blow he is somewhat surprised to see that although badly damaged, his target is still on its feet and swinging its sword, these Fossil Skeletons are tougher than the ones they have previously encountered. Fenella's sling strikes again, splintering more pieces from her chosen opponent, currently tied up in melee with Reme and Morgaine as Morgaine takes another bad wound.

Bella finally smashes her silvered warhammer into the Skeleton, destroying it as Gerald also connects, finishing a Skeleton in a single strike as Leo also slashes his enemy to the ground. Reme curses fossilised Skeletons as he misses yet again but he only takes a slight wound in comparison to another bad one on Morgaine who is now looking quite seriously damaged. Bella rushes over and casts a CLW in melee on Morgaine, alleviating her condition somewhat but the tall dark Fighter doesn't look like she could take another hit like that.

Noticing this, Gerald sprints around the remaining Skeletons to attack Morgaine's tormentor from behind but misses in this noble effort as Leo strikes down one of the two attacking Reme, and Fenella's sling finishes the other one, "heh, splintered to death", she cackles. With one Skeleton remaining both Reme and Gerald hit it but it comes down to Leo to land the killing strike as with a clatter of bones, the battle is over.

After a hurried discussion with Bella and against his usual instincts Gerald Lays Hands on Reme bringing the front line Ranger closer to health than Bella's CLW is able to do for Morgaine but in any event both of them look considerably improved.

Searching the room's 52 burial alcoves they discover:
58gp, Diamond Ring (500gp)

Bloodthirsty Spiders

Noticing a short passageway alongside a door to the east they decide to look at the door first and with the usual precautions they open it up, finding a 30 ft long cobweb-strewn corridor. As they take a few steps in Reme is suddenly attacked by a large spider dropping from the ceiling as another two of the creatures skitter across the webbing towards them. Before he can react Reme is bitten and the other two spiders instantly head directly for the already injured enemy. Still smarting from her earlier misses against the Skeletons, Bella stamps into the corridor and smacks one of the Spiders in mid-air with The Hammer of St Ygg, smashing it messily against the wall! Leo lances a precise sword strike to almost finish the second as Gerald destroys the third in a single blow. Struggling with the last spider, Reme holds still as Bella rather remarkably swipes it from him with her warhammer, crushing it dead.

Bella examines Reme who doesn't appear to be poisoned, "Makes a change", he wryly observes.

10:30 Monday the 18th day of Besemius, The Barrowmaze room 81A