

The Barrowmaze

Session 24 18-04-24 A Corridor Trap?

Next Session 24/04/24 19.00

12:10 Monday the 18th day of Besemius room 72, western door opened

As the rusted metal door scrapes noisily over the flagstoned floor, Gerald gazes into a gloomy passageway, immediately spying decayed humanoid bodies strewn about the corridor. Noting that there are multiple scrape marks across the floor and evidence of previous spiking, plus they found the door securely closed leads them to be suspicious of getting trapped in this corridor. Leo hammers in a spike and Gerald suggests that they split the party, leaving a few in the room to operate the levers if the door should somehow close despite the spike.

They discuss who should explore the corridor, front liners Leo and Gerald obviously but Gerald also wants Fenella's Continual Light along with them, since there is a chance of becoming trapped with only limited renewable light sources. Fenella readily agrees to join the exploration team musing on the value of the Continual Light cast on her amulet, surely their most valuable possession. Bella also joins the expedition for undead turning and spiritual inspiration purposes whilst wounded Reme hovers around the doorway reluctantly remaining with Shadwell, Phineus, Morgaine and Arnd to guard the lever room.

Exploring the corridor they notice 3 doors on the north side and 3 corresponding doors to the south. The remains appear to have been of an adventuring party; humans, a halfling and an elf, presumably they were trapped in this place. Exactly on cue they hear a screeching and grinding sound from the door which shudders on its hinges against the restraint of the spike. Meanwhile back in the lever room Reme and Arnd observe the 2 outside levers slowly descending, "the mechanism seems to be resetting", mutters Arnd. Amidst the rising sound of stressed metallic gears Arnd has a bright idea. Having paid close attention to the opening sequence he tries a variation on Leo's door opening solution, pushing the 2 outside levers up and then halfway down and with a smug grin of satisfaction feels them lock into place. The grinding immediately ceases and the anxious exploration party breathes a collective sigh of relief, now confident in the abilities of the base camp team to handle the door situation.

Lunchtime of The Ghouls

Making their way past the other doors they move to the end of the 100 ft long corridor and turn their attention to the southernmost door. Listening at the door they don't hear the 2 Ghouls lurching on assorted bits of fallen adventurer but when they open the door both the party and the Ghouls are somewhat taken aback by each other. Since the Ghouls don't immediately rush to attack, there are only two of them after all, an uneasy standoff ensues, the heavily armed and armoured Adventuring party regarding the two unarmed Ghouls. One of the Ghouls can manage the Common tongue and pleads to be allowed to leave, explaining they are only doing what Ghouls naturally do, tidying up the carrion flesh but Gerald is having none of this, he is a Holy Warrior and his calling is to the cause of Holy Law and he just so happens to have a Priest of St Ygg backing him up in the morality stakes, so no deal, "prepare to fight, foul undead!", he cries as the Ghouls rise and attack.

The first Ghoul snaps and claws at Leo but the Knight's fighting skills and fine armour protect him as the second one takes on Gerald, landing a paralysing strike that he shrugs off effortlessly. Bella moves into position and raises the holy symbol of St Ygg, turning both of the undead as Leo strikes with his signature mighty blow, destroying the Ghoul in an instant. Gerald's swing strikes empty air as Fenella stabs past him with the Spear of The Druid, skewering the snarling Ghoul for an almost fatal wound. In a flurry of vicious retribution the Ghoul strikes with claws and bite at Gerald, wounding him multiple times and paralysing him. As Gerald collapses, Bella storms into the room intending swift revenge but fumbles and misses completely, leaving Leo to perform the killing stroke ending the second Ghoul.

Swearing and muttering, berating herself for her clumsiness Bella solicitously attends Gerald, making his paralysed body comfortable and cradling his noble head on her lap. She declares he will recover but it will be about an hour before he can have a chance to resist the paralysation. Sir Leo decides they should wait here until Gerald is recovered so this they duly do and after an hour of frantic eye movement as the others search the room, Gerald fights off the paralysis and helped up by Bella, staggers to his feet. Reme pops his head around the door, "I heard fighting and I just thought you might need a hand" he declares, smiling helpfully and doing his best to conceal his multiple wounds.

Shadow fighting

Restored and reinforced they check the northern door which, now they examine it, they notice is actually ajar, with weird flickering shadows just visible through the crack of the door. Flinging the door open, they see 3 Shadows turning and grasping at them. Reme charges in and immediately strikes one of the semi-corporeal creatures for a serious wound. Fenella begins a Fairie Fire spell on the second and Bella tries to Turn but for a change fails to call down the power of St Ygg. Fenella's spell completes and the middle Shadow lights up beautifully, making it all too easy to hit however Gerald somehow still manages to swing wide as Leo takes on the third, surprisingly only wounding it. The Shadows strike back and Reme is hit, taking further wounds and feeling his Strength drain at the touch of the chilling undead thing. The others avoid the Shadow's grasping claws as with her work done, Fenella leans back against the wall, examining her nails as grubby melee ensues. Reme hits back at his assailant, neatly slicing it in twain. Bella, still fuming after missing the Ghoul runs in and flattens one of the Shadows as Gerald finally gets on target and shows what he can do when he does hit, The Black Iron Shortsword slicing brutally through the Shadow taking it down in a single strike of Paladinic fury as Leo politely applauds from the doorway.

Bella checks Reme and assures him that his full Strength should return in an hour or two but she also notes his gradually increasing collection of wounds. They search the room finding nothing other than distasteful bas reliefs of the uber death god, Nergal, lording it over the oppressed so they leave to explore further. Opening the next southern door, they find a crypt with two unoccupied stone slabs. The chamber is decorated with frescoes of the dead rising from their tombs so perhaps these particular corpses just did exactly that. They search but finding nothing move onto the opposite northern door. It opens easily and they enter a room with a large black urn and a low table which bears a scattering of silver coins. Gerald is a little cautious of the urn, imagining the silver as a possible lure which summons something from the urn perhaps? But Leo picks up the silver without any problem so they leave and move further along the corridor to investigate the easternmost pair of doors.

Ugh, Spiders Again

Choosing the southern door they open it up, surprising 2 Crab Spiders hanging from the ceiling which they know to be creatures with a deadly poison attack. Gerald cries out, "shut the door!" and Leo reluctantly complies against his Knightly nature of confronting things head on and preferably in single combat. Disappointed he looks enquiringly at Gerald who whispers conspiratorially, "exploding skulls", which first causes the Knight to smile at the clever idea of just blowing up the spiders with the exploding triangle skeleton skulls they have been carrying around all this time, but the smile falls from his face as he realises that these are dishonourable missile weapons to be used by varlets and scoundrels... no offence Reme, Fenella, Bella etc but they are against the Knightly code. Eventually after much gentle persuasion and solemn promises not to tell anyone, Leo miserably hefts one of the skulls and along with Gerald and Reme prepares himself to, sigh... throw... the exploding weapons at their foes.

Gerald flings the door open revealing... an empty room... but a plan is a plan and the three fighters hurl the skulls into the centre of the room causing a large chained explosion. Immediately the blast injures both Crab Spiders damaging their camouflage ability and revealing both of them hiding in ambush positions near the doorway.

Fenella Saves The Day!

Leo charges in, revelling in the glory of honourable combat and immediately misses as Fenella stabs past him, The Spear of The Druid claiming another victim as she instantly kills the poisonous creature in a single strike. The remaining Crab Spider drops onto Gerald biting him for a serious poison wound but the Paladin shrugs it off with a laugh, swatting it aside. The Spider scrambles up, finding Sir Leo momentarily off balance as it seizes its chance to drive its fangs into him, striking luckily despite his marvellous armour. As the toxin courses through his veins, Leo succumbs to the poison collapsing to his death as Fenella once again spears a vile arachnid, finishing it off in a gout of poisonous ichor.

Dropping her spear Fenella urgently turns her attention to the fallen Knight, immediately casting her Slow Poison spell. Miraculously Leo's eyes flicker open! Since the poison was from a natural animal Fenella is able to attempt to neutralise it with the use of herbs as an antidote. Having recently gathered these she still has a fresh enough supply and she is able to quickly prepare an antidote. Leo quaffs down the bitter-tasting preparation and thanks to Fenella's skill the foul poison is completely neutralised. Sitting back with a smug but relieved smile on her face Fenella puts this one down as one of the better days, multiple enemies speared to death and most importantly, a fallen friend saved.

"So... er, did we get them then?", mumbles Leo as the poison slowly fades from his body.

14:20 Monday the 18th day of Besemius, The Barrowmaze 73 Q2