

The Barrowmaze

Session 32 13-06-24 The Obelisk of Set

Next Session 20/06/24 19.00

Tuesday, the 26th day of Besemius 06:00, Helix

Bright and early on a pleasant summer's morning finds the Helix Hammers organising themselves before setting off to The Barrowmaze. Bella and Fenella perform their morning rituals and devotions and are rewarded with the following gifts of their respective deities...

Bella 2 * CLW

Fenella 2 * Faerie Fire, 2 * Slow Poison, 1 * Protection from Poison, 1 * Cure Serious Wounds (CSW)

Led by Reme's confident Ranger abilities they make their way back to the gloomy barrows moorland without incident, crossing to Barrow 20 and finding their secret sarcophagus entrance undisturbed. Using the hidden mechanism they reveal the entrance and descend.

Eager to get to the large area they have previously glimpsed to the south they go north and then west to the double doors and enter the north/south corridor where they defeated the Ghouls. Heading south they note two doors on the western side of the corridor that they have not yet explored so taking their usual precautions they enter both rooms, finding a pair of looted tombs, one less thoroughly pillaged which yields a haul of two copper rings of superior workmanship and therefore worth 20 gp each. Gerald notes some faded frescoes of gladiatorial combat and wonders if they are approaching some sort of arena. Leo searches both rooms thoroughly but doesn't uncover anything.

Arriving at the southern end of the corridor they are confronted by a heavy wooden door. Arnd gives it the once over and they open it to see an impressively large, vaulted chamber with a massive stone obelisk standing in the centre, surrounded by ornate columns. The whole area is festooned with broken and shattered bones with a series of skulls leering from their artful placement in various wall alcoves. The obelisk features runic engravings that immediately catch Fenella's eye but Leo enters first, looking around carefully for any concealed ambush or hazard.

With the area declared safe, at least for now, Fenella and Bella examine the obelisk. Due to Fenella's remarkable intelligence and knowledge of languages and scripts, she is able to get an idea of the meaning of many of the runes, Bella also aiding her in some of the religious iconography. Essentially the obelisk is a symbol of the power of the god, Set, one of the sons of Nergal, the other being Orcus. The shrine declares the power of death everlasting and through death, the power of the god, Set, over all life and other gods. It is a dark and boastful altar indeed thinks Fenella. While they examine the obelisk, Arnd searches it carefully but doesn't find anything unusual.

Leo and Gerald are examining the skulls resting in their alcoves when the southernmost door flies open and a column of armed and armoured skeletons begin to enter the room.

Reme rushes to the attack and immediately wounds one of the leading skeletons as Gerald charges the other landing a devastating blow with The Black Iron Shortsword, destroying it on the spot. Fenella jumps in next to Reme, missing with her spear as Leo barges into the corridor, stamping on the destroyed skeleton which seems to affect his balance since he misses his attack. Just behind them Bella raises the holy symbol of St Ygg and calls down his power, Turning all of the skeletons before them. As the skeletons begin to fall back they see, in the midst of the enemy, a dark-robed figure casting a spell, calling forth a wave of magical energy that washes over them, dropping Leo and Arnd to the floor but fortunately the others resist the effect of the Sleep spell.

Reme pursues the retreating skeletons but quickly finds himself in the dark, Gerald proceeds more cautiously, stepping over the prone Leo and peering into the gloom as Fenella turns the corner lighting the corridor, revealing the dark Magic User casting another spell! She quickly thrusts with her spear but misses as the spell completes and a Magic Missile streaks from his outstretched hands striking Reme. Infuriated, Reme swings back at the robed figure but misses as Gerald rushes down the corridor slashing the Magic User and calling out, "Phineas, to me". The loyal henchman immediately runs towards Gerald as Fenella strikes with The Spear of The Druid, killing the robed figure instantly.

Bella runs into the corridor, kicking Leo as she passes, guessing the spell used against them and hoping this will wake their absent Knight. With torch and holy hammer held high, she pounds down the corridor in pursuit of her sworn enemy the undead. Leo climbs to his feet and following Bella's good example Shadwell kicks Arnd, waking him to a chorus of complaints before the Dwarf, realising what is happening, sets off to join the fight.

Gerald, Phineas and Fenella move down the corridor with Bella, chasing the rattle of bones compelled to retreat from the Cleric's godly power as Arnd covers the room end of the corridor while Reme rushes up to join Bella, spying the group of skeletons and continuing his run of bad luck as he misses again. Gerald and Fenella also attack, missing as well and provoking a heavy sigh from the newly recovered Leo who bodily hauls Gerald out of the way and showing everyone how to do it (when he's awake at least) smashes the skeleton into dust.

Cornering the skeletons at the end of the corridor The Hammers try to finish them off but spend an inordinate amount of time missing and generally getting in each other's way before finally, with blows from Fenella, Leo and a particularly brutal strike from Gerald the last skeleton drops to the floor as the raucous sounds of battle subside, echoing along the corridor. Gerald warily regards the six unexplored doors leading off the passageway.

Tuesday the 26th day of Besemius 10:00, southern corridor 46