

The Barrowmaze

Session 38 01-08-24 "Shut the Door!"

Next Session 08/08/24 19.00

Wednesday the 27th day of Besemius, 14:10, The Barrowmaze Room 286

Searching the demon statue room they find short corridors to the north and south, both passages ending with a locked door, also there is a longer eastern corridor leading to a bricked up archway. They discover no secret doors other than the one they used to enter. Gerald suggests trying the southern door so after listening carefully Arnd tries to pick the lock but fails so they try their luck at the northern door where Arnd is able to improve his average, springing the lock without any problem. Before entering they pause to consider the implications of their new location. They have come to these rooms via a series of natural cave passages, a short cut in effect, so they have no idea of what sorts of creatures and dangers might be waiting for them here. With this in mind Reme cautiously pushes the door open.

They see a dust covered hexagonal room lined with shelves of scrolls and manuscripts and a heavy wooden door to the north. After Reme and Leo check the room for obvious traps and pits, Fenella eagerly enters and rifles through the documents. Quite quickly she identifies several documents that appear to be of historical significance and also one related to the process of mummification that would fetch an excellent price. Satisfied that they have adequately searched the room, Fenella bags up the documents and stows them safely in Shadwell's Bag of Holding.

They turn their attention to the northern door which is unlocked so Leo opens it revealing a 10 ft by 10 ft square room with heavy oak doors to the west, north and east. Peculiarly the door to the east is crusted with a light rime of frost. Testing the doors, Leo discovers that all three are locked so Arnd tries his skills against them all, managing to unlock the doors to the west and east however the northern door proves resistant to his skills. Still, with three locks successfully picked in half an hour, Arnd has every reason to be feeling proud of himself.

The Battle of The Runic Golems

Choosing the western door, Leo and Reme cautiously push it open. The room is also hexagonal and there is a large open sarcophagus near the far wall but what catches their attention are the two large man-like figures, apparently constructed somehow of the stone runic tablets they have been finding within the dungeon. Multi-coloured lights and runes appear to dance over the tablets as the heads of the constructs rise and focus upon the intruders. "Shut the door!" yells Gerald but Leo and Reme do as their chaotic instincts urge and charge each of the Runic Golems with swords raised, making their first attacks before the just activated Golems strike.

Sadly, Leo completely misses the hulking Golem as Reme strikes for some light damage which the Golem seems to completely ignore. At the doorway, Gerald, not for the first time wonders whether adventuring with Chaotics like Leo and Reme is any sort of a good idea as he rushes in to join Reme in battle, striking a fierce blow which sends chips of stone flying.

Back in the square room Fenella casts a Faerie Fire spell on the Golem fighting Leo, lighting it up with a vivid violet aura that makes it much easier to hit as Arnd hurls his magical dagger at the brightly illuminated construct striking true and splintering off shards of stone as the dagger falls to the floor. Bella runs in to support Leo, landing a mighty blow with The Hammer of St Ygg but the Golem seems to be only slightly damaged by their efforts as it occurs to The Hammers that they are fighting a new class of enemy in this encounter, an enemy much tougher than they have previously experienced!

Leo's Golem swings its hulking fist at the Knight but he ducks under the blow as the other one smacks Reme for some damage. As the blow lands, a peculiar focus of the Golem's internal light effect streams down its arm and over Reme and as he is struck he feels himself resist the magic that is generated when the Golem hits. Squaring up for the big blow Leo swings again and despite the brightly glowing monstrosity looming before him, somehow misses as Fenella's second Fairie Fire goes off, similarly lighting up the second Golem with her attack bonus spell.

Perhaps shaken by the blow he received, Reme also misses as Gerald ploughs in with another good strike but still the Golem is hardly bothered as the battle rages on. Fighting alongside Leo, Bella smacks the Golem a good one courtesy of St Ygg and again chips of stone fly out but the thing just seems to keep fighting despite taking all this damage. If only it could be hit by something that would really do a lot of damage she thinks.

By now the adventurers have surmised that these Golems will only be hit by magical weapons, so their guards Morgaine and Phineas can't aid them in this fight, instead they take up station with crossbows raised back in the scroll room as Arnd dithers a little alongside faithful Shadwell in the square room, lantern on high, as the dwarf wonders how he can help now he's thrown his only magical weapon.

As the Golems fight back Leo is struck hard by the hulking monstrosity's fist for a significant wound. The lights surge down the Golem's arm and Leo fails to resist the Silence Spell which has now been cast upon him as an eerie silence falls around him in a 15 ft radius.

Reme is struck hard by the second Golem and again the lights flash down the construct's arm and this time Reme fails to resist the Hold Person spell, becoming effectively paralysed in place. Both paralysed and now badly wounded, Reme's position looks bad but Fenella runs in and casts Cure Serious Wounds on the stricken Ranger, healing his wounds and keeping him on his feet albeit still paralysed from the Hold Person spell.

The first Golem smashes its mighty fist into Leo, who again succumbs to the spell but fortunately for him it is (randomly) the same Silence Spell so there is no additional effect. Stuck in place, Reme can do nothing to defend himself as the Golem smashes into him yet again.

Gerald, fumbling around in his backpack, produces a vial of Oil of Slipperiness and proceeds to carefully pour it, regardless of his own safety in the raging melee, at the Golem's feet. The oil spreads in a pool around the Golem as Bella casts a much-needed CLW on Leo.

Leo takes another blow from the first Golem, this time managing to resist the spell effect, while the second Golem, attempting to step closer to Reme to finish him off, slips on the incredibly slippery oil and crashes to the ground! Fenella instantly stabs it with her spear sending stone chips flying. Leo finally hits for at least some damage with splinters flying as Gerald slashes at the fallen Golem again spraying stone chips around the room. Bella, now out of her own CLWs, casts one from the scroll, bringing some relief to the battered Leo.

As they sense the tide of battle shifting The Hammers seize the initiative as Fenella and Gerald stab hard at the fallen Golem while over at the first Golem Leo returns to form, missing again. Bella casts another scroll CLW on the Knight who is at least soaking up all of the Golem's attacks.

Fighting back, the first Golem misses Leo too, perhaps it's catching, while the second attempts to stand up on the now ultra slippery floor, comically collapsing in an embarrassing flurry of flailing stone arms and legs. Stuck in place, Reme laughs appreciatively at the results of Gerald's clever plan.

Fenella gives it the Druid's best with her spear, finally finishing the fallen Golem in a shower of stone chips as Gerald rushes over to join Leo, smashing his Black Iron Shortsword into the thing in a shower of tiny stones but sadly Leo still can't hit anything. Arnd finally spots his dagger lying on the ground and runs in, scooping up the magical weapon and stabbing the Golem. Bella misses her Hammer attack as the Golem tries to smash Leo but it really does seem to be catching since it misses by a mile.

Frustrated and furious, Leo takes a bead on the battered construct and yelling a fierce (silent) battle cry, finally... finally... cleaves into his enemy, smashing it to the ground to finish it off!

Gerald Lays Hands on the badly wounded Ranger providing his wondrous healing while the others, breathing heavily after their exertions guard the area as Gerald and Arnd search the sarcophagus. Reme will be stuck in place for about another hour so Gerald and Arnd take their time, searching thoroughly and producing a magnificent haul from the sarcophagus of a long interred noble.

Platinum Nose Ring and a Huge Exquisite Ruby (6,300gp),
Coral Cloak Clasp (400gp), Jade Bracelet (800gp), Platinum Goblet (900gp), Silver Scabbard inlaid with
Small Black Opals (1,600gp), Silver Bracelet (600gp) and a Jade Ring (600gp)

After an uneventful hour Reme is able to move again, still chuckling at the thought of the Golem's comedy pratfalls, and they can again hear Leo muttering about his luck as they admire their rich haul of treasure and the two defeated (7HD!) enemies.

Wednesday the 27th day of Besemius, 16:00, The Barrowmaze Room 286-Q2