

# The Barrowmaze

Session 40 14-08-24 Hahaha, Mr Bones!

Next Session 22/08/24 19.00

Friday the 29th day of Besemius, 10:30, The Barrowmaze Room 286-D4

## The Cold Room

Seeing Bella collapsed upon the rubble, severely wounded, Gerald anxiously rushes over and performs the Paladin's power of Laying on of Hands, miraculously healing the stricken Cleric back to walking wounded. Fenella strolls over and completes the rescue operation with her Cure Serious Wounds spell returning the grateful Bella back to full health. Reme totters back onto his feet dripping blood and seeing no cures are forthcoming quaffs his potion of healing, restoring most of his health.

With the excitement of the desperate battle over they notice that something contained in the broken sarcophagus is glowing brightly, also noticing that the temperature in the room is uncomfortably cold, much colder than it was when the first group of Leo, Reme and Bella entered. Leo now recalls it getting colder during their fight with the Greater Crypt Shade and as far as he remembers, the sarcophagus wasn't glowing when he entered. Leo has Arnd check the sarcophagus for traps and after a brief inspection the dwarf gives the all-clear so Leo looks inside, seeing a brightly glowing broadsword and a large pile of gold coins. Removing the sword he carefully examines it, leaving Shadwell to count and store the 3459 gp in the Bag of Holding.

It's a very nice Broadsword with a blue coloured hilt wrapping and engravings of snowflakes and icicles delicately worked into the base of the blade. Reme as the party broadsword user takes an immediate interest and Leo hands over the brightly glowing weapon to the Ranger. Since they don't know the clearly magical sword's properties, other than a propensity for emitting light Reme decides the best way to find out is to use it in battle so he hands over his Barrows Broadsword to the guards and they decide between themselves to have Phineas use it.

Reme and Phineas proudly make a few practice strokes with their fine new weapons as the others notice that it seems to be getting a little less cold in the room, and is that new sword glowing a little less too? In any event it is still uncomfortably cold here and after a quick search they exit the chamber returning to the scroll and manuscript room. Leo wonders about breaking down the locked northern door but Gerald has become convinced that their short cut through the caves has brought them into a more challenging area of the Barrowmaze and while they have so far managed to get lucky and rich, their luck could be about to run out. "We can always return when we have gained some more experience," Gerald explains and the others broadly agree with him, the last two fights have been a little too risky, even with the marvellous rewards so they leave via the secret door behind the statue of Zuul the demon and traverse the caves emerging into the large eastern chamber (47) with the vault passages. As they leave the cold room behind them the new broadsword's glow gradually dims down to nothing.

Entering the chamber there is a strong gust of wind that leaves them anxiously looking back down the tunnel for any possible whirlwind pursuers but there isn't anything visible and after a few minutes they just put it down to the weirdness of the Barrowmaze. Heading west they return to the obelisk and pillars room close to where they defeated the necromancer and his undead servants. Gerald points out they haven't yet explored the western side of this area so they move cautiously into the similar large vault on this side of the central chamber.

## **Skeleton Guardians of The Vault**

Spying vault passageways to the north and south, Leo heads towards the northern one and is rather pleased to see a file of skeletons dressed in rusty armour and brandishing swords suddenly animate and march down the corridor towards him. Fenella moves up to cover him and notices a similar line of skeletons now moving out of the passage to the south as Reme runs into the light, backing up Fenella. Noting multiple groups of undead Gerald decides to deal with the southern group in proper Paladin fashion, rushing in and calling down the power of St Ygg as he brandishes his holy symbol before him, turning the entire group of four!

Phineas and Morgaine move into covering positions as the first skeleton strikes and wounds an indignant Sir Leo... "lucky scoundrel!" he exclaims as Fenella's Fairie Fire spell lights up the target for him. Leo strikes and hews down his opponent with a mighty blow from the Sword of Sir Chyde as Gerald works his way down his passageway smashing into the turned and cowering group of undead, destroying the first of the group with the Black Iron Shortsword.

Out in the main chamber the others are surprised to see two more groups of skeletons emerge from a second set of vault passages marching to engage them but fortunately not managing to strike any of the Hammers in their first attack. As Fenella moves back in a fighting withdrawal, Bella, standing proudly in the centre, raises her holy symbol and calls down the full power of St Ygg on the hated undead, utterly destroying six of the eight attackers in one magnificent action!

In the side passages Leo and Gerald are making heavy work disposing of their skeletons and hearing the sounds of battle behind them they both correctly assume that others are occupied in a similar fashion, nothing to do about it except fight on.

After Bella's amazing intervention they see yet another wave of eight skeletons marching to attack from the final set of passages, so that's ten of them remaining for the group in the main vault. Reme takes a swing with his new sword and sadly misses on his first attack as he is joined by Phineas whose attack also goes wide. Arnd shows them how it's done, severely damaging one of the skeletons with his magical dagger but Fenella is hit by her pursuing enemy's rusty shortsword for a nasty wound.

The battle rages on with everyone both in the vault and the passageways making rather a big deal of fighting a few lowly skeletons including Leo taking even more "lucky scoundrel" hits until the tide turns in their favour with Arnd, Bella and Morgaine striking down their opponents while Reme swings with his new sword, killing one of the skeletons at least twice over! Fenella takes revenge on her pursuer as she strikes decisively with the Spear of the Druid dropping her enemy in a single strike.

Gerald emerges from the now skeleton free passageway as Leo destroys the last of his while Reme, swinging fiercely with his beautiful new sword notices the significantly higher damage he seems to be dealing as another skeleton disappears in a shower of bone chips while the party swiftly finish off the remaining undead.

Morgaine does a victory dance on the crushed and scattered bones waving a femur above her head... "hahaha, Mr Bones, not so good for you eh!" she laughs, grinning broadly.

Friday the 29th day of Besemius, 11:30, The Barrowmaze Vault 44