

# The Barrowmaze

## Session 42 05-09-24 Sir Guy and The Fount of Law

Next Session 12/09/24 19.00

Sunday the 1st day of Setherius, 10:30 The Barrowmaze Northern Corridor 109

Leo and Fenella methodically search the corridor as Gerald stands nearby, tapping his foot and twitching slightly. "So, they've got away then haven't they," he snaps at the typically relaxed Leo and somewhat other-worldly Fenella, who, completing their search, cheerfully declare the corridor free of secret doors. Containing his disappointment Gerald reluctantly agrees that they should revert to exploration rather than hot pursuit so they form up in a suitable order and set out further to the south with Gerald striding purposefully forward, almost out of the light before noticing an unpleasant odour emanating from a dimly visibly open area in front of him. As the light catches up, they can see a typical larger burial chamber with side passage vaults but this one has sprung a leak, with dark peaty water dripping down from the ceiling forming a sizable pool on the floor. It is from this pool that the dank foetid odour emanates.

### Leaping Leeches

As they cautiously approach, three wriggling forms burst from the pool and attack with their sucking mouth parts gaping greedily... Giant Leeches! Surprised by this The Hammers are momentarily on the back foot as the Leeches attack.

Bella is struck and the creature's teeth gouge into her flesh as it fixes tightly onto her neck, gulping down blood while Leo and Gerald both fend off their respective attackers. As the party draw weapons and prepare to attack, the Leeches spring forward again unsuccessfully while Bella claws at her throat where the monster continues to feast on her lifeblood.

Aiming carefully Fenella lines up her spear and stabs at Bella, hitting the clinging Leech for a serious wound as Leo scythes with surgical precision into the same Leech, killing it in a shower of blood as it drops from Bella's neck while Gerald misses the Leech attacking him. Reme spots his target and striding fearlessly into the knee-high smelly water attacks the third Leech wounding it. Still bleeding copiously Bella nevertheless attempts a swing with her hammer but misses. Gerald is attacked but again parries the creature as Fenella stabs again wounding a Leech which Leo promptly finishes off with a mighty swing of The Sword of Sir Chyde. Reme misses his attack as the last Leech hits Gerald and attaches. Leo slices into it almost killing it in a single blow and Reme is on hand to finish the job with Frost Brand.

Dressing their wounds they look around finding that despite the foetid pool taking up a fair portion of the room they can still access the alcove passageways, one of which Fenella has noticed goes back further than the rest. Searching the smaller alcove passageways they discover...

265 gp, an Electrum Necklace (50 gp), a Diamond (90 gp) and a Silver Goblet (300 gp).

Shadwell carefully stows the loot in The Bag of Holding as Leo mentions that there seems to be a secret door in the southern wall while Gerald and Fenella explore the longer passageway to the west, ending with a small chamber to the south where a pile of rusty armour and bones lies piled in a carelessly dumped heap.

## **The Quest of Sir Guy**

Rising from the pile of armour and bones a spectral figure coalesces before them, raising a hand in greeting as it speaks. It is the ghost of Sir Guy de O'Veargne, a holy Paladin of St Ygg charged with a special mission to lead a small group of warriors into The Barrowmaze to destroy an unholy pit, The Pit of Chaos, used by the forces of evil to summon forth vile entities and demons from the distant planes.

He senses that Gerald is the bearer of the orb he calls, "The Fount of Law". This is the holy weapon previously borne by himself in order to destroy the Pit of Chaos but he and his party failed in their attempt, fighting through many evil creatures and undead only to fall before reaching the Pit. As they are joined by a curious Bella, the ghost of Sir Guy appeals directly to Gerald as a Paladin of St Ygg to take on this quest and finish what he started but failed to complete.

Gerald, of course, immediately agrees committing himself and by extension The Hammers to this noble endeavour to finish what Sir Guy attempted in the name of St Ygg.

The ghost explains that The Pit is to the northwest in the Barrowmaze and they should seek it there. As they get closer the Fount will guide them. If they can reach The Pit, Gerald is to hurl the Fount into its depths in order to destroy the portal to the evil planes. They will then have done what he could not and must return to speak with him before he can depart this existence. With this, the ghost fades and vanishes.

Emerging excitedly from the passage and with a renewed sense of purpose in his stride, Gerald asks Reme to check for any recent tracks at the southern secret door. The Ranger confirms no evidence of recent passage as Gerald sighs in disappointment, for now at least, the battling cultists seem to have evaded them.

## **Further Delving**

Opening the secret door reveals a 30 ft corridor to the south with a chest placed in the middle of it, they approach carefully and Arnd gives the chest the once-over, pronouncing it safe and unlocked. Inside are 4 small potion vials containing a pale red liquid of a type they are intimately acquainted with, potions of healing. Fenella and Bella take 2 each and the party moves to the southern dead-end of the corridor. They are having none of this nonsense though, and a quick search exposes a secret door which they open, finding a long corridor to the east and a short (10 ft) one directly opposite.

Leo again organises the secret door searches and is rewarded by the discovery of a secret door directly to their west and another at the end of the short dead-end ahead of them. Gerald has to admit that there is something to be said for the pause and search method even though he would have dearly loved to corner some wounded cultists instead. Leo politely doesn't mention Gerald's recent lecture on certain party members rushing recklessly into battle.

Choosing the western secret door they manoeuvre it open and stand on the threshold of a short corridor leading into a larger space to the west. Leo makes his usual floor and ceiling checks and is rewarded by spotting a lot of 3-inch diameter holes drilled into the flagstones of the corridor. Arnd comments, "Aye, that's a spear trap for sure," and quickly sets about finding and disabling the mechanism. With the trap disabled they continue into a familiar burial chamber with passageway alcoves which they search, finding 650 gp and a Jade worth 100 gp.

As they are preparing to leave, a fierce gust of wind blows through the chamber extinguishing Bella's torch. Shadwell's lantern remains lit and Fenella's light is magical so they still have plenty of light, standing alert, prepared to battle whatever it may be. They wait a few minutes but nothing looms out of the darkness so they conclude it's just one of those bizarre underground labyrinth things that they have experienced before. Bella lights a new torch and they exit this chamber to examine the southern secret door.

## **Flagstone Golems**

This door opens on a largish room with an angular side to the west and a door in the southeastern corner. Entering, they are somewhat surprised to see portions of the flagstoned floor rise and assemble into two humanoid forms which move menacingly towards them brandishing their great stone fists. Leo is pleased to take the first one's attacks and with his armour and practiced combat abilities shrugs off its lumbering blows. Gerald is thrilled to bits since he is aware, thanks to Mazzahs, that the Fount of Law will protect him in melee with various types of enemy, including constructs such as these... they will not be able to hit him! Luckily for the others on this side of the room the Flagstone Golem chooses Gerald as its target and of course fails miserably to connect.

The Hammers counterattack with Gerald striking his stony opponent a goodly blow with The Black Iron Shortsword while Reme, swinging Frost Brand smashes into the other. Using all the skills of his Knightly training and raising The Sword of Sir Chyde in a suitably Damoclean manner, Leo strikes down to destroy the Golem. Wisely following the front line's shouted advice, "we've got this back off", Fenella and Bella retreat to the corridor. Again the Golem tries to hit Gerald but it's an impossible task and both of the heavy fist blows seem to just slide off him. Gerald however has no such problem and strikes and wounds the construct, staggering it back. Reme misses with his attack but Sir Leo is on hand to deliver the final blow, smashing the Flagstone Golem to pieces.

They proceed to the door in the southern wall. Gerald opens it but notices a mechanical click as he gets it halfway open. Freezing still, he is quickly joined by Arnd who identifies a mechanism that is designed to cause the door to slam shut after somebody enters through it. Presumably they are then trapped in the chamber and killed by the Golems. "Clever little trap but we came in the back door," chuckles Arnd as he wrecks the mechanism.

## **One Last Room**

They emerge near the corner of a passage going to the west and south with doors on the north and east. Deciding that given the advancing time, party wound situation and the fact that Reme and Leo are affected by Mummy Rot disease and therefore cannot be cured of any wounds, they should look at only one more place before leaving The Barrowmaze for today, hopefully without any unpleasant encounters. So, opening the northern door find an otherwise nondescript 10 x 10 room except for the gleam of gold from the northern wall. Entering, they discover 10 decorative gold scarabs are inlayed into the walls and estimating their worth at 100 gp per piece they take the time to carefully pry them out. Shadwell stores them safely in The Bag of Holding as they prepare to depart.

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