

# The Barrowmaze

## Session 49 24-10-24 The Pit of Chaos

Next Session 31/10/24 19.00 Halloween Special

Thursday the 5th day of Setherius, 11:40 The Barrowmaze, Before the Doors

### **Before The Doors**

Huddled cautiously before the great doors and speaking in furtive whispers they prepare their plan of attack.

Fenella suggests they all check their belongings to make sure that they don't overlook any item, magical or mundane, that might aid them. As they are checking their gear they are reminded of Fenella's potions of clairvoyance and perhaps more interestingly, invisibility. Leo wonders if Fenella shouldn't just go invisible and cast her spells but they remember that once an attack is made the effect of invisibility will end... still, quite a good way of ensuring a surprise attack so maybe they should divide the potion into sips for ten minutes of invisibility for some of the group and also for Shadwell since he is the only non-combatant and would be quite well protected by invisibility. Arnd of course will be practically invisible himself with the use of the clasp of Elvenkind and knows very well what to make of this advantage.

Bella reminds them that the last thing she will do before they breach the doors is to cast her Bless spell as Reme unhitches his shield from his pack and prepares himself as a sword and shield fighter for a change. Gerald and Leo both recall the Oil of Slipperiness and after discussion decide to hand over the vial to Morgaine, Gerald of course will be wielding his Black Iron Shortsword and the Fount of Law.

Bella casts Bless upon the group and Fenella dispenses five sips of invisibility to Herself, Bella, Shadwell, Morgaine and Phineas with the plan being to protect the spell users during their first casting and have the support guards Morgaine and Phineas as a hidden reserve. Leo and Reme put their burly shoulders to the great doors and heave them open as Gerald steps through the centre, boldly brandishing the Fount of Law and shouting, "in the name of St Ygg, prepare to face JUSTICE!"

### **Into The Pit**

They see a very large vaulted chamber, 100 x 100 ft with a massive pit in the northern centre of the room, around which are four huge columns decorated with the screaming faces of tortured souls. The pit is a mass of twisting blackness, refuse and body parts swirling in a strange unnatural miasma. It radiates an air of chaos and evil and its ornate stonework is decorated with runes and teeth-like projections. Further to the north lies a 20 ft tall statue of the demonic Nergal, crouching balefully over the pit, before which gestures a robed skeletal Priest wearing a bright diadem and chain of office. The chamber is full of skeletal and zombie-like creatures capering and dancing to the sound of an other-worldly piping which emanates from the pit and as they watch they hear and feel a deep thunderous "boom" and three more skeletal things clamber out of the pit to add to the mob now facing them.

The pit glows with a awful, sickly red phosphorescence which flares up as The Hammers burst into the room, bathing everything with its hateful intense illumination. In response the Fount of Law issues forth a brilliant white radiance as Gerald holds it high, challenging the Pit and its forces of evil and chaos. Caught between mighty powers of Lawful Good and Chaotic Evil the air becomes charged with a greasy electrical static that thickens and compresses the atmosphere making it hard to force movement through its molasses-like texture for both the heroes and their enemies.

Immediately after they enter, invisible Fenella begins to chant and gesture, choosing the western side of the hall for her spell's target. Bella raises her holy symbol high to Turn the other side but feels the way to St Ygg is blocked and her holy powers come to naught as the mass of undead advances regardless. Frustrated and furious with this outrage she grips her hammer and steps resolutely forward. Gerald, Leo and Reme, with their invisible guards Morgaine and Phineas guarding the flanks, grimly force their way forwards as Fenella's spell completes, a Wall of Thorns erupting in the western half of the chamber climbing the gruesome columns and enveloping and imprisoning the mob of undead on that side of the room as they are torn and rent by razor sharp thorns and briars while the evil skeleton Priest shrieks in hateful rage.

Reme defends himself against a skeleton's swipe, fending off the blow as Leo swings on a skeleton sending splinters of bone flying as he finishes it in a single blow. Reme thrusts back at his smashing it to pieces as the Frost Brand sword claims yet another victim. Fenella steps forwards fondling her spear yet reconsiders and instead casts Faerie Fire at the skeletal Priest hauling itself through the thick air, lighting the fiendish thing in a bright violet aura. Bella furiously slams her hammer into a Zombie that dared defy the will of St Ygg sending it staggering back as she is joined by the invisible Morgaine, striking with her short sword to finish it off, becoming visible and grinning widely at Bella. Phineas, supporting Leo fires a crossbow shot which flies alarmingly slowly through the air unfortunately missing his target. Gerald notices from the corner of his eye how Phineas' arrow was slowed and despite dearly wishing to throw the Fount decides to keep pushing ahead regardless to make sure it goes exactly into the pit. With an invisible Arnd guarding one side of him and his good friends Sir Leo and Reme on the other he pushes forward. Leo swings mightily with The Sword of Sir Chyde shattering a skeleton into a million pieces as Reme strikes with Frost Brand destroying another of the incoming mob.

Leo hisses to Fenella, "do the skull thing" and Fenella realises that she has the skull of paralysation on a chain around her neck. Lifting the skull she shouts the magical word and wills it to activate, sending a beam of paralysation streaming 60 ft out into the mob of undead, freezing most of them and also catching the gesturing Priest in the rays and paralysing it as well. Bella, facing down two still mobile skeletons slams her hammer into the grinning skull before her, wounding it as Morgaine joins her, destroying the damaged skeleton with her shortsword. Switching back to his magical Barrows Broadsword, Phineas attacks another mobile skeleton, one-shot smashing it to pieces in a fountain of bone shards. Invisible beneath his Elven cloak, Arnd strikes in a backstab attack on one of the paralysed skeletons instantly murdering it on the spot as the others just see it collapse for no apparent reason. Morgaine ducks a skeleton's attack as Fenella notices her Wall of Thorns has now stopped shrieking and shaking and stands still, the scene of a serious undead catastrophe.

### **"Back to The Abyss!"**

Gerald forces his way the last few steps through to the Pit of Chaos and drives the now blindingly bright Fount of Law into the Pit shouting, "by the power of St Ygg, back to the abyss!"

There is a tiny moment of stillness and silence, then a colossal surge of energy, a brilliant flash and blinding burst of light as they are hurled to the ground by a massive shock wave that briefly knocks them all senseless.

Climbing unsteadily back to their feet they can see the entire area is now covered in a fine white ash, spreading outwards from the remains of the pit in a burst pattern. Their enemies are destroyed, marked just by smudges in the ash where they were smashed apart by the power of the Fount of Law as it detonated in its intended purpose. The pit is now just dust on the ground and the statue of Nergal lies cracked and shattered before them, gradually disintegrating into ash. Patting themselves down they find that those of a Lawful alignment are completely unharmed by the force of the blast although the others have taken a few cuts and bruises as they were hurled to the ground. The only remaining strangeness is that Gerald is still glowing brightly from the power of the Fount although it does appear to be gradually subsiding. Gerald turns and strides purposefully to Bella, taking her in his arms as she melts into him and kisses her with gusto and passion. They both come up for air smiling and laughing as the others join in their laughter.

Leo saunters over swinging the platinum diadem and chain of the priest of chaos (5000 gp value) as Fenella admires the remaining ash outline of her very own natural murder machine.

Gerald turns to the others, "we need to lay Sir Guy to his rest" and they agree, so forming up in their usual marching order but with their still glowing Paladin at the front they set out for the chamber containing the remains of Sir Guy. Enroute they encounter a gaggle of battered animated dead, streaked with white ash but the undead take one look at the advancing Hammers before turning and running. Continuing without further incident they make their way to the foetid pool room and Gerald and Bella attend upon Sir Guy's remains. The spirit manifests for the final time, warmly congratulating them on their achievement in destroying the Pit of Chaos. He presents them with the one item he has managed to protect from the ravages of the years, his winged helm, a magical +1 helm usable by any warrior with the ability to use plate armour.

Before he departs, Sir Guy warns them that although they have destroyed a great evil today, during his many years here in The Barrowmaze he has discerned a rising greater evil further to the eastern part of The Barrowmaze. He advises them to leave, celebrate, rest and train and adventure away from here to become stronger and more powerful... for one day, he is certain that they will face this evil. With this the shade of Sir Guy de O'Veargne, fades into his peace with St Ygg.

Leaving the small chamber behind they make their way back to the surface and ably led by Reme return safely to Helix two hours later.

Thursday the 5th day of Setherius, 15:20 Helix.