The Barrowmaze
Session 5   26-10-23   Bane of Skeletons

Next Session 01/11/23 17.00

In world time 11:40, The Barrowmaze

After their decisive victory over the pack of Skeletons they search both rooms thoroughly but don't uncover anything of interest beyond the trap mechanism they are already aware of. Since it raises and lowers a hefty slab of stone they don't mess around with it, instead returning to the main corridor. They notice a door to the south and just a little further along, an open passageway leading north. Deciding on the door they check for traps, no traps are discovered and the door opens easily enough into a 20 x 20 ft room that Shadwell carefully notes down as, "room 4". The room is littered with cracked old bones and detritus so they carefully move further south opening up the door on the far side of the room.

They emerge into an open area at the western end of another long corridor with a door to the southwest and several other doors along the northern side of the corridor. The southwest door, standing at a 45-degree angle takes their fancy so they approach, taking the usual precautions before passing through into a T-junction with a dead end to the east and a door to the south. If in doubt go south seems to be the maxim so they open the southern door emerging into the end of a corridor with a door immediately to the east. Leo spends a few minutes searching the corridor and is rewarded with the discovery of a secret panel in the stone facing on the northern wall. Examining it closely he can discern the mechanism, which he uses to open a secret door to the north. Beyond is a 60 ft long corridor with 3 doors leading off the western wall.

Pausing at the first door Gerald asks for silence as he listens carefully with his ear pressed tightly against the door. At the edge of his perception he fancies he can hear an intermittent scurrying sound but not from this room, from further away perhaps. Trying the door Leonidas finds it's locked so hurls his burly frame against it, crashing and breaking it loudly open, revealing a 20 x 20 ft room. The walls are covered in a faint runic script and a human skeleton lies motionless in the centre of the room. Searching cautiously they are pleased to find the skeleton doesn't move or attack them and possibly even more pleased to find the 2 * Electrum Bracelets (52 gp each) the skeleton is wearing. Relieving the skeleton of its burden, Shadwell packs them into the expedition store and checks the find into his ledger.

Not Skeletons again!

As they move to examine the next door they are surprised as it is torn open from within, revealing a mob of skeletons armed with swords. The first of them stabs Gerald wounding him badly. Leo ducks his assailant noting that since they are blocking the doorway only two can bear weapons upon them at a time... bad tactics skellies, he thinks as he cleaves the nearest one in two, shattering its bones as Fenella's spear stabs past his ear. Standing next to Fenella, Bella has a good enough view and raises her holy symbol calling down a mighty doom upon the hated undead. St Ygg does not disappoint and the wave of holy power causes a frenzied panic in the skeletons as she turns every single one. Gerald smashes into his opponent and is annoyed to find it still standing as Leo shoulders his way into the throng of panicked undead, striking this way and that. Fenella, Bella and Reme charge in, stabbing and smashing about them as Fenella's spear takes out one skeleton and damages another. Gerald terminates his assailant with his black iron blade before smashing another to the ground. The party quickly finish off the trapped skeletons and as the strident sounds of battle die down, Bella casts CLW on Gerald, 1d6+1, rolled 3 = 4 hp (see note) fussing over him as they search the skeletons, finding 400 sp, 20 gp, 2 * Platinum Necklaces (174 gp each), a Runic Tablet and a vial of a pale violet liquid, a potion of some kind!

In world time 13:50, The Barrowmaze, room 21 D2

Notes
I neglected to play Bella in character, she would have cast this spell immediately after combat, so I did it retroactively.