

The Barrowmaze

Session 88 25-03-26 Return to The Barrowmaze

Next Session 01-04-26

Monday the 5th day of Haenubrius 08:00, Helix

The Hammers spend a couple of days settling their affairs, travelling to Ironguard Motte to finish their contract with The Golden Lion Inn and move their base of operations back to the somewhat less salubrious and more cramped equivalent accommodation in Helix. They return with Phineas and Morgaine and prepare themselves for another trip to the Barrow Moors.

Wednesday the 7th day of Haenubrius 08:00, Helix

In the absence of a Ranger, they are guided through the treacherous moorland by Fenella, arriving at the southwestern corner of the Barrow Moors in about 3 hours. They stand a moment surveying the grim, mist enshrouded moorland ahead and below them and decide they will start by investigating some of the unexplored Barrow Mounds.

Crossing the open moor unmolested, they visit Barrow 24 and discover that it's rather familiar, in fact they have previously looted this barrow, although since it was a few months ago it's not really surprising that they need to jog their memories a little. They continue on to Barrow 25 and note they have also previously visited this one. (Marked wrongly as sealed on the map, now corrected). Next, they try Barrow 34, which is in fact sealed so they set about smashing down the slab of stone blocking their passage. Leo and Gerald get busy with their crowbars and sledgehammers and about 30 minutes and a lot of noise later the stone door lies shattered at their feet.

Clearing aside the rubble, they descend into a chamber with a cracked and broken statue in an alcove on the eastern wall, a rotting tapestry covered in mould hanging on the southern wall and short flights of stairs descending to stone doorways in the western and northern walls. The lower levels are flooded to about ankle depth and the chamber smells damp as a result. Fenella follows Gerald and Leo into the room holding her lit pendant high to light the entire chamber. Luna comes down to examine the statue but doesn't find anything. Leo swipes the tapestry aside, getting a face full of mould spores as a result, however he is too tough to be affected by them... this time. Luna searches the wall behind again finding nothing.

They decide to explore to the west so Leo descends to the stone door hefting a sledgehammer. Taking a big swing, he crashes it into the door, which slowly rumbles open; since it was neither locked nor sealed in any way. Completely unfazed by this Leo stows the hammer and moves into the next chamber. Entering a more spacious half hexagon room, he notices a wall and ceiling collapse to the north and a raised dais to the west with a stairway leading up to it. The dais is around 5 ft high so he can't yet see what is on top of it and the lower portion of the room is unsurprisingly ankle deep in water and contains a few half-floating, rotted mummies and mummy parts. Leo notices water trickling into the crypt from the rock collapse to the north.

The Mummy and Friend

Gerald, Fenella and Luna join Leo in the crypt whilst Shadwell, Phineas and Morgaine stand at the top of stairs in the entrance room with Shadwell taking care to allow the two guards an easy path into the chamber. Gerald strides boldly to the top of the dais stairs, briefly observing a white sarcophagus, two statues of helmed warriors in ceremonial dress and some other objects at the far wall before an animated Mummy arises from the sarcophagus. The hulking figure is adorned with a silvery metal skeletal raven skull mask and leaps from the tomb and lurches rapidly towards Gerald, its arms outstretched. Its right hand clawing eagerly for flesh whilst the left hand tightly grasps some type of figurine. Luna notices Gerald react and she immediately and instinctively hides in shadows and moves carefully to the dais to observe from the south side, avoiding the collapsed ceiling on the north.

The guards remain on standby as Gerald attempts to Turn Undead against the Mummy but he is unable to affect it. Leo shoves past Gerald and raising his sword charges to the attack cleaving a mighty blow into the undead thing causing it to spasm and twitch, groaning mournfully. Bella attempts to Turn Undead on the Mummy but she also fails. Muttering grimly beneath her breath "I must do better, I must do better," she readies her Silvered Hammer of St Ygg. Fenella flings The Spear of The Druid at the Mummy but she misses and the spear clatters to the ground behind the creature.

The Mummy hurls the figurine at the floor next to Leo causing a mighty Golem to rise from the stones which immediately attacks Leo with its giant stone fists. Gerald calls Morgaine into the fight and she enters the chamber taking aim with her crossbow but missing the shot. The Golem smashes its mighty fist into Leo, hitting him hard as the Mummy presses its attack on the embattled Knight, rending him with its dripping claws and inflicting its terrible rotting disease. The undead thing attempts to terrorise Sir Leo, which has absolutely no effect as his knightly training and noble heart render him immune to all supernatural fear effects. Gerald attacks and hits the Mummy, carving the Black Iron Shortsword into it as Bella, on the floor level below the combat and seeing that Leo is injured rushes in to cast CLW on him. (see endnote).

Fenella unships her sling and shoots, hitting the Mummy as Leo takes his revenge on the Mummy's disease ridden body, striking a brutal blow with his magical sword and finishing the creature. It collapses, groaning and wheezing mournfully to the ground. Luna manoeuvres around deciding to climb up the dais and hoping she's still concealed in shadow attacks the Golem. Backstabbing from concealment with her magical Stoutblade Dagger she just misses as the Golem battles Leo. Morgaine also clambers up and trampling on top of the defeated Mummy attacks with her magical dagger but misses as the Golem steps aside.

Fenella has a shot at the Golem with her sling and hits it but there is no effect since the sling bullet is non-magical and the Golem is immune to mundane weaponry. The Golem slams its fist into Leo wounding him even further and somewhat staggering the Knight as his answering swing misses its mark. An eager Phineas bursts into the chamber and raising his magical Barrows Broadsword attacks from below the Golem but misses from the difficult angle below the dais. Gerald moves forward, unknowingly barging Luna out of the way and making her visible then striking the Golem for some good damage. With Gerald fighting in front of her, Luna can't really get in to attack so she jumps down near Phineas and moves next to Bella where she can attack the Golem from below, shanking it good and proper! A trick she learned in prison perhaps.

Bella takes inspiration from this excellent attack and swings her hammer from below, missing as Gerald strikes again chipping more pieces off the Golem. Leo winds up and slams down his sword, rocking the Golem on its heels as Fenella gets a CLW in on the wounded Knight. (see endnote). Phineas attacks again from below but misses again however Bella trying the same attack from below hits and smashes some stone chunks off the Golem. The Golem continues to attack but Leo avoids the blow, leaning back and mocking the Golem as he laughs in its face. Morgaine tries to stab with her dagger but misses as indeed does Luna from below whilst an attentive Fenella stands by with her powerful cures at the ready. (see endnote).

The Golem attacks Leo again, rocking him back with the force of the blow. Gerald, standing right next to the Golem misses his attack as does Phineas but Bella's Hammer again smacks into the Golem demolishing more layers of stone. Seeing the battered state of the Golem and blinking the blood out of his eyes, Leo squares up and delivers a colossal blow, crushing the Golem to the ground and rendering it into rubble.

Morgaine does her victory dance on top of the Mummy laughing her head off and cheering, "Sir Leo the hero!" as Gerald tut tuts at Morgaine's continued lack of respect for the dead. Gerald calls down the power of St Ygg and Laying Hands on Leo cures the Mummy rot disease. Immediately after, the Paladin heals Sir Leo, restoring an impressive amount of his health. Searching the area, they examine the Mummy's mask, which is made of platinum and is worth 3,400 gp. There are also 4 ivory canopic jars with gold lids in the form of mythical creatures, worth 1,250 gp each. Gerald kicks through Golem rubble finding two runic tablets.

Wednesday the 7th day of Haenubrius 13:10, Barrow 34 Room 2

Mummy Rot and Healing: *Anyone hit contracts a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic.*

This was all done a bit "out of order" in the fight with the Mummy but I'll let it stand for this encounter so I've re-ordered Gerald's healing actions and let the various CLWs function as intended.