

The Barrowmaze

Session 89 01-04-26 The Ghastly Barrow

Next Session 08-04-26

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

Gerald discovers two runic tablets in the rubble remains of the Runic Golem which he manfully resists reading, although the 50/50 risk described by Mazzahs the Wizard is somewhat enticing. With a grim shudder he hands them over to Shadwell who packs them carefully along with the rest of the plunder.

Gerald suggests searching the room and Luna takes a look around, using her heightened elven senses to search but she doesn't find anything. She does however notice that the collapsed ceiling to the north side of the chamber doesn't look very stable so they leave the room and return to the entrance hallway where they decide to investigate the stairs and doorway to the north.

Gerald realises he isn't the best at listening at doors and whispers loudly to Luna, who comes over and listens at the door, not hearing anything. As Luna steps back, Gerald and Leo prepare themselves and push at the door, which swings open revealing a 10 by 10 room, also ankle deep in water with another door on the eastern wall. There are shelves around the room holding hold scroll tubes, old mouldy tomes, and papers. Whilst most of them have been spoiled by water some are of value as historical documents which Fenella and Bella both decide would be of interest to historians, perhaps the Church of St Ygg even, and they should fetch around 200 gp. Unfortunately, there are no magical scrolls.

Turning their attention to the second door, Luna listens but doesn't hear anything so Gerald and Leo square up and push it open, revealing a corridor heading in a southeasterly direction. They move cautiously along the corridor for about 30 ft before encountering another door where Luna listens and hears some decidedly monstrous sounds of slurping and munching upon something. She takes a few steps back to make space for the heavy metal part of the group, spearheaded by Leo and Gerald who boldly push open the door revealing a larger chamber where two Ghoul-like creatures are greedily devouring the body of a fallen adventurer. The two warriors are simultaneously hit by an absolutely horrific stench of rotting carrion.

Ghastly!

The nearest Ghast (the hideous stench gives them away) drops the leg it was chewing on and leaps to the door threshold to attack, choosing Leo as its target. Now in melee with the Ghast Leo gets the full stinking assault and is promptly nauseated, which will reduce his attacking efficiency (-2 to hit while in melee with the Ghast). Fenella can just about see what's happening from further down the corridor but with the door threshold blocked by the others she remains on standby.

The other Ghast sprints right at Gerald who is also horribly nauseated and thereby disadvantaged in his attacks. Bella can see the activity ahead well enough so she raises her holy symbol and attempts to turn the two Ghasts but this time she fails to call down the wrath of St Ygg.

Gerald also attempts to turn the Ghasts but fails similarly in his attempt. Leo raises the sword of Sir Chyde and strikes but misses as the Ghast wriggles slimily around the blow. Phineas can just about see enough to get a crossbow shot off but misses and Luna sticks to the same strategy as Fenella, staying put since there isn't any room to manoeuvre

Morgaine runs forward and tries to see ahead and since she's quite tall, she can see just enough to throw her returning dagger at the enemies, so she lets fly at the Ghast fighting Gerald and the dagger thwacks into the surprised creature which is even more surprised as the weapon yanks itself out and flies back to Morgaine's outstretched hand. Observing from the back Luna thinks, "hmm, returning dagger, very nice." Perhaps more affected by the stench than he first thought, Leo misses again as Phineas tries another potshot with his crossbow and this time the bolt strikes home, hitting the Ghast engaged with Gerald.

Gerald attacks, missing his stab as the Ghast before him cackles in glee attacking with its bite and claws. Gerald fends off all three attacks and has his own laugh back in the Ghast's hideous face. Bella tries a slingshot but misses as the other Ghast attacks Leo striking with a bite and attempting to paralyse but Leo resists the effect. Bella tries another slingshot and it smacks satisfyingly into the Ghast causing a shriek from the vile undead. Leo swings and lands a colossal blow at last, rocking the Ghast back on its heels with the brutal savagery of his attack. Gerald also tries to attack but misses, however both Ghasts are quite damaged by now so they each begin to consider their odds in this fight.

The second Ghast bites Leo and finally manages to paralyse the mighty Knight, immediately turning its attention to Gerald just as its companion already attacking Gerald decides that given the state of its injuries it's time to beat a hasty retreat, so it flees further into the chamber, vanishing into the shadows. Morgaine slings her dagger again, missing but of course it flies back into her hand regardless while Phineas can't get a clear shot now Gerald's Ghast has fled.

The remaining Ghast attacks the nearest new target, which is Gerald. It hits with its final claw attack but Gerald resists heroically and outright refuses to be paralysed. With the extra space available Gerald dashes around the back of the other Ghast making space in the doorway for the others to get into the fight as he strikes with the Black Iron shortsword, stabbing deep into the Ghast's disgusting body. Bella sees the gap and charges in next to Gerald, her Hammer of St Ygg raised. She overcomes the revolting stench and attacks with no penalty, smashing the Ghast's head to a disgusting pulp as it falls, properly dead, to the ground.

With his peripheral vision as he ran into the chamber, Gerald noticed the other Ghast disappearing into a slimy burrow hole in the northern wall so he warns Bella to watch her back, as it all goes quiet and Leo overcomes the paralysis. Looking around they can see bones, rotting limbs and other carrion detritus littering the room. Leo gazes at the burrow, attempting to force the Ghast back into the room by sheer strength of will but it seems it has scarpered.

Fenella lectures the party that this is obviously a Ghoul-type larder where they can stack their prey to rot disgustingly before returning to devour them and anyone with a nose could note the lack of the full putrid odour that signals a Ghast is nearby... clearly it is not.

Leo wonders about spiking the door closed after they leave as Gerald searches grimly through the nasty remains on the floor, finding a potion on the dismembered body of a fallen adventurer. The potion is a familiar light red colour which Fenella recognises from previous testing and usage as some sort of healing potion. She takes the potion from Gerald and sniffs and takes a tiny sip and recognises a strong version of a Potion of Healing, typically termed a Potion of Extra Healing (3d6+3 in one dose or 3 * 1d6+1 in thirds). Fenella thinks it would be a good idea to give it to one of the front line fighters and the group decide that Gerald should have it.

Luna searches the walls discovering a selection of skilfully worked funerary figures in various materials, easily worth a few hundred gold pieces. Shadwell carefully packs them up and they return to the surface and the familiar gloomy drizzle.

Speedy Juju Zombies

Looking around they are able to see several newly visible barrows, including one to the north just inside the deadly bog area... and it's open too so they decide to take closer look. Enroute to the barrow they are attacked by a group of 5 Juju Zombies which scamper towards them at their eerily accelerated pace, much quicker than normal Zombies. Fenella starts to mutter, chant and gesture; clearly beginning a spell so the front-liners hold their ground knowing what is likely on the way from their Druid.

Bella moves out a few steps to get a clear line of sight for her attempt to Turn which unfortunately fails. Luna notices that despite the gloomy weather there aren't any significant shadows so she moves into the cover provided by Gerald and Leo. Phineas takes a shot with his crossbow, hitting but doing no damage (corrected from the session - Juju Zombies require a magical +1 weapon to hit).

The first Zombie lurches speedily for Bella, a hated Cleric of St Ygg and claws a nasty wound into her as another races for Leo its jaws champing for human flesh but finding it is quite difficult to bite through full-plate armour! Leo returns the compliment cleaving his sword through the awful monster which is quite injured but still fighting strongly.

Another Zombie runs to Gerald swiping eagerly at the Paladin of Law but it misses and then... Fenella's Wall of Thorns spell goes off! An absurdly large tangle of precisely targeted razor sharp brambles and thorns burst from the ground, enveloping all of the Jujū Zombies and almost taking the eyebrows off Bella, Gerald and Leo in the front line as awful shrieks of horror and pain are heard from the undead trapped within. As they struggle, they just take even more damage and within another 20 seconds Fenella's murder hedge has done its grisly work, fully dealing with all of the Jujū Zombies.

With the Zombies disposed of, Fenella is able to closely examine the deadly bog ahead, finding a narrow concealed pathway through the terrible pools and quicksand that leads to the open Barrow within. They decide to come back another day for this one so they head back across the moors without any trouble, then navigating through the more normal swampland and back to the road also without incident.

Returning to Helix they trade their loot to the usual contacts, Turgen's Trade goods, via the Silver Standard, Mazzahs for the runic tablets and canopic jars and The Church of St Ygg purchase the historical documents.

Fenella casts a CSW on Bella and another on Leo bringing them both to a much better state and they settle down for the evening and a decent night's sleep at The Brazen Strumpet, regaining more health overnight.

Thursday the 8th day of Haenubrius 08:00, Helix, The Brazen Strumpet Inn