

The Barrowmaze

Session 9 30-11-23 It looks 'armless

Next Session 07/12/23 19.00

In world time 12:30, The Barrowmaze, corridor room 5

As he refills his lantern, Shadwell reminds the Adventurers that he has 6 potions of healing in his pack... just saying. Noting Shadwell's prudence, they discuss crossing the pit trap using the newly invented, "Leo's pit trap spanning device", eventually deciding that Reme will stow his weapons and haul the two planks around for the short time it will take to reach the pit. Arriving at the pit they firmly lash the planks together, making a 12 ft long walkway that will take them over one at a time providing they don't stress the joint too much. They cross without a problem and stow the 12 ft long lash-up in a handy alcove, just a little further down the southern corridor.

Exploring further, the corridor turns to the southeast, emerging after about 30 ft into a large triangular room with doors to the northeast and south and a large statue of a demonic gargoyle leering down at them from the southwest corner. The posture of the statue suggests it is looking into its left hand however the figure is missing its left arm near the elbow.

Gerald considers smashing this symbol of demonism but perhaps he realises just how much noise it would make, how large it is and quite how many Gerald's would be needed to purge this place of unpleasant demonic symbolism. In any event, he decides not to, for now at least and goes instead to listen at the northeast door, where silently thanking himself for suppressing his destructive urges, he hears a low muttering of multiple bestial voices behind the door. Arranging themselves for battle, Leo and Gerald kick open the door and surprise a group of Mongrelmen, crouched in the centre of a small chamber.

Taken off guard the Mongrelmen lose 2 of their number immediately courtesy of Leo's mighty sword blow and Reme's deftly aimed arrow shot but Gerald and Bella begin an unfortunate series of elaborate misses with perhaps a little demonic gargoyle statue aura affecting their aim. Regardless of this, Gerald is tough and well armoured with his battered old magical shield so he ploughs into the thick of battle usual, however enough Mongrelmen blows land to injure him quite severely. Noticing this, Reme drops his bow and joins the melee, killing one of the beast men as he strikes but still Gerald is being struck repeatedly so Fenella stows her sling and casts a CLW on the beleaguered Paladin, when suddenly, yelling a battle cry of St Ygg, Bella rushes in to heroically support Gerald by completely missing her mace swing. Grumbling about tactical amateurs, and with a brief apology for manhandling the lady, Sir Leo hauls her out of the way and lands a killing blow to finish off their opponents.

Bleeding copiously Gerald reluctantly accepts Shadwell's and Bella's exhortations to quaff a healing potion. In the end it takes 2 potions to put him back into fighting shape as he wonders if perhaps a little more combat practice and a little less praying might be a good idea in future while Fenella scowls at her "useless" sling and Reme collects his used arrows.

In the meantime Leo has searched the room and found a secret door on the eastern wall so after listening and hearing nothing he springs the door, revealing a mob of skeletons rising up from a mound of bones. Making up somewhat for earlier embarrassment Gerald quickly smashes one to smithereens as a delighted Fenella does the same with her spear while Reme badly wounds another. Bella calls down the power of St Ygg and yet again turns the whole group, which immediately flee the fearsome cleric into the far side of the room beyond the secret door. The party charge, Leo warning, "don't get in front of me!" as he ploughs his way through the skeletons smashing them apart. Reme and Fenella finish another between them as Gerald stands his ground and within a few moments it is all over for the skeletons as the Adventurers are once again victorious.

In world time 13:30, The Barrowmaze 31 D5