

The Barrowmaze

Session 91 22-04-26 Realistic Statuary

Next Session 29-04-26

Thursday the 8th day of Haenubrius 12:30, The Barrowmaze, room 189

Gerald extravagantly gulps down an entire potion of Extra Healing, taking care of the worst of his wounds.

Fenella says, "squeak squeak squeak," before she remembers that she's a bat and resumes her human form, suddenly lighting up the room as her continual light pendant reappears. Chuckling to himself, Leo joins Bella in the Zombie ambush corridor. Gerald reminds them to search the bodies of the fallen, "so do it then," replies Leo, peering down the corridor. Gerald and Shadwell make a quick search but they don't find anything on the Zombies so Gerald joins Leo in the corridor and Shadwell follows them with the lantern.

Luna scouts ahead, discovering an open hallway and noticing four doors, one of which is ajar, and one open threshold where a door once stood. As they enter, it becomes clear that the southeastern door is actually a rusty old portcullis. Looking through they see a larger, featureless room.

Ochre Jelly Lite

GM note - The Ochre Jellies should also have been immune to all weapon attacks, even magical ones, except for cold or fire however I am not going to penalise the party for my mistakes so the XP will stand. However, consider these to have been Light-Ochre Jellies, if you meet them again, striking with lighted torches and/or flinging oil might be a good idea.

Pulling the slightly opened door they glimpse a runic tablet on the floor just before a quivering Ochre Jelly lashes out with its grasping pseudopods. Fenella, having never encountered an Ochre Jelly before, wisely decides to stay further back and observe what it does before committing to an attack while Phineas and Morgaine guard the rear as per standing orders. The Ochre Jelly strikes Luna and immediately clings to her, emitting a strong acidic stench as her leather armour corrodes and her flesh burns.

Leo swings the sword of Sir Chyde, slashing effectively into protoplasm, clearly doing damage but the creature splits! Four additional smaller Ochre Jellies now quiver before them with the original one still tightly clinging to Luna as it melts her armour. Fearing that it might multiply even further Luna stabs at it nevertheless but with the awkward angle she misses the mark. Gerald attacks on her behalf, slicing into the protoplasmic creature and noting with relief that it doesn't split again.

Morgaine steps into the room on standby should she be needed in the fight while Phineas maintains the rearguard. Fenella sees Morgaine move in and asks her to fight alongside Bella, then the Druid steps forward and stabs at one of the Ochre Jellies hitting a good strike on one of the weaker clones.

Leo again slices into Luna's attacking Jelly wounding it significantly followed by Bella who slams her hammer down just missing as it wriggles to avoid her. Gerald's black iron shortsword whistles past Luna's ear, slicing the Jelly off with surgical precision as Luna steps back gratefully, the creature splatting harmlessly onto the floor.

Fenella stabs again, her spear finishing off one of the clones in short order. Bella takes aim from the doorway and despite the awkward angle delivers a solid splat with the Hammer of St Ygg. Gerald moves forward, slashing his dark shortsword in a lethal arc, destroying another clone.

Morgaine arrives at the melee as Leo swings and the flashing Sword of Sir Chyde annihilates another clone in a single strike. Gerald strikes from the cover of his black iron shield, stabbing and damaging another Ochre Jelly clone followed by a mighty blow from Sir Leo destroying the last creature.

Keep Taking The Tablets

Gerald collects the Runic Tablet, finding himself casually glancing at it and suddenly he is reading the now brightly glowing runes! His eyes glaze over and his mind is filled with information, some sort of history relating to a thing called, The Tablet of Chaos. As the runes evaporate and disappear and Gerald's sight returns he realises he now has further knowledge that given a good night's sleep to process the information, he will be able to fully comprehend.

After Luna listens at the two remaining doors Leo leads the searches. One of the doors is jammed shut due to a water leak from above so Gerald and Leo force the door, finding only bones and rags.

Gerald starts to worry about the two unopened doors they have left behind back at the site of the Zombie secret door so having searched the area around the portcullis they return to the room and Luna listens at both doors again, not hearing anything. Leo and Gerald decide to leave the eastern door for now so they take Gerald's favourite direction and open the southern door, revealing a corridor. They move down to a t-junction with a dead end-to the east where a slightly ajar door is set into the southern wall. The corridor continues to the west into the darkness.

Luna listens at the door and doesn't hear a thing so Leo eases the door open to reveal a 50 x 50 ft room with multiple statues of Valkyrie warriors, broken down with age and replete with lichen and mould. Both the floor and the statues are liberally adorned with guano. In the northern corners there are two similar statues, these set into columns, that are also broken, however the two statues in the southern corners are intact. Leo approaches the one in the southeast corner which suddenly animates, raising its sword and advancing on him as its sister in the southwest corner also steps forwards menacingly from its column.

Caryatid Columns

Leo swings and strikes a mighty blow but feels his sword shudder under some terrible stress as it connects with the animated Caryatid Column. Luna backs off as Phineas follows Gerald's orders, shooting with his crossbow but failing to hit. Fenella keeps clear as the Caryatid attacks Leo but misses him. Morgaine also misses as the other Statue moves forward. Gerald attacks the other Statue and misses.

Bella charges to attack the one attacking Gerald but the blow glances off as Leo slams another great cleaving blow into the Statue, his sword shuddering alarmingly under the strain but absorbing the load. Phineas misses his shot as Leo avoids the Statue's counter-attack.

Gerald is hit and wounded as Fenella attacks in melee, hitting the Statue and noting with alarm, the violent stress delivered as her spear connects. Morgaine shoots and misses, Luna looses an arrow at short range striking the Statue but the non-magical arrow shatters. Gerald strikes with his sword further damaging the statue, his sword shuddering with the stress but absorbing the strain on the blade.

Morgaine misses with her dagger as Phineas attacks with his magical broadsword, especially eager to hit since Morgaine missed, he strikes a powerful blow that sends splinters of stone flying and also causes a weird spasm along his sword arm with the unnatural stress on the Barrows Broadsword. Luna flings her magical Stoutblade Dagger at the statue but misses, the dagger clattering to the floor behind the statue while the eerily impassive Caryatid attacks Leo, wounding him only slightly.

The Spear of The Druid's Valiant End

Fenella attacks again with her spear striking a strong thrust, causing the statue to split and collapse in pieces to the ground. Tragically, in its final act as the destroyer of the arcane living statue, the Spear of The Druid shatters into tiny pieces, forever destroyed as Fenella wails, "No! No! No!" Scowling in hatred at the remains of the horrid statue she kicks the stones and gravel across the room.

Gerald hits the remaining statue hard, his sword still enduring the strain. Bella comes over to support Leo and Gerald with heals if necessary as Leo strikes another huge blow, his sword ringing with the resonance of the strike, leaving the statue tottering and almost finished. Leo swings again and utterly destroys the remaining statue, the sword of Sir Chyde thrumming with the stress of the blow but holding its form.

Gerald sadly passes on his condolences to a gloomy Fenella, still glowering at the remaining bits of the statue she hasn't yet kicked around the room. Thus slightly placated, Fenella reflects that at least she's alive and loaded down with Druidic powers, plus she's in exactly the right place to get some sort of new magical weapon, although she doubts anything will reproduce the spear's wondrous 10 ft strike range.

Looking down the southern exit to this room they see extremely realistic statues of a knight drawing a sword and a dwarf swinging an axe and in addition these "statues" appear to lack any sort of base or plinth... Gerald concludes that these could well be petrified adventurers and with the current battered state of the party they decide to withdraw for now.

Helix

Fenella casts CSW on Leo, hanging onto her final CLW just in case and they move cautiously back to the stairs leading up to Barrow 35. They emerge from Barrow 35 and cross the Barrow Moor and Westland Swamps without incident, arriving safely in Helix a few hours later.

After using up all of their remaining cures The Hammers are still in rough shape so they consider taking the next day off. Bella casts her final CLW on Gerald, smiling fondly as she does so.

Gerald makes a short visit to Mazzahs to babble about having read another Runic Tablet and possessing some new knowledge that he is yet to make sense of, but although the Magician is always interested in information he mostly has trouble suppressing his chuckles when he hears Gerald has read yet another tablet.

Thursday the 8th day of Haenubrius 18:00, Helix, The Brazen Strumpet Inn