

The Barrowmaze

Session 94 20-05-26 The Longest Battle

Next Session 27-05-26

Saturday the 10th day of Haenubrius, 14:40, The Barrowmaze, rooms 207 and 208

The Battle of Room 208

The fight continues with the Hammers reaching the conclusion that with the alarm clearly having been raised and the number of Skeletons pouring into the room, although not an immediate existential crisis, does seem to warrant a tactical withdrawal as even Gerald grudgingly admits.

Leo quickly orders Morgaine to hold the oil of slipperiness ready and attack the Juju Zombie assailing Bella, before he disposes of another Juju Zombie with a mighty blow from the Sword of Sir Chyde. Back at the doorway Luna stabs her Zombie assailant, avoiding its attack and Fenella the Wolf savages a Zombie.

Bella is awfully tempted to slam the Juju Zombie next to her but instead calls down St Ygg's power on the Cult Skeletons. She Turns and destroys 3 of the Cult Skeletons as even more Skeletons pour into the room jostling for position.

Wolf Fenella mauls another Juju Zombie to its second death as Phineas steps over to support Luna, attacking her assailant Zombie and hitting it for a serious wound.

A Cult Skeleton battles Bella, fortunately missing her as Gerald tries to goad it into attacking him instead. Leo comments dryly, "you have to hit it first to get it to notice you," before wounding another Cult Skeleton and sending bone fragments flying. Bella is attacked and takes another wound, slamming back with her Mace of Undead Disruption to badly injure the remaining Juju Zombie.

Luna fights her attacking Zombie, destroying it instantly with the Stoutblade Dagger while Morgaine supports Bella, slinging another dagger attack at a Cult Skeleton, dropping it in a pile of bones as her Dagger tumbles back to her outstretched hand. Phineas can now easily see into room 208 so he moves in and alerts Fenella to the waves of Skeletons attacking before shooting a crossbow bolt at the attackers striking one of them. Leo calls for Fenella to get in then swings at the nearest Skeleton damaging it.

More skeletons march into the room mobbing around Leo but between his evasive skills and fine armour they don't bother him too much although a multitude of small wounds is beginning to add up.

Bella grimaces as a Skeleton deals her a glancing wound but she counterattacks towards the last Juju Zombie slamming it down to dust with her new Mace of Undead Disruption.

More clear misses continue all round for the Skeletons and The Hammers – they all seem to be just missing the target or only inflicting light damage, just chipping tiny pieces off each other.

Some of the Skeletons take an interest in Shadwell who is one of the two light sources and they rush to attack him. Phineas notes this with alarm as Shadwell shimmies to avoid the attack. Just outside, Fenella transforms back into her human form and assessing the situation in the other room prepares to cast her Wall of Thorns.

Leo is doing a fine job tanking a mob of Skeletons that are all having a tough time hitting the fully armoured Knight, although sufficient attacks are getting through to slowly inflict enough damage to be of serious concern as the battle continues and indeed by now most of the Hammers are looking rather battered.

Gerald utters several distinctly un-Paladinic oaths and profanities as he misses again... surely due to some curse against Law and Good in this very room! Apparently, it even affects quite a few of the Chaotic Neutral Skeletons!

Phineas defends Shadwell but doesn't manage to land a hit as their resourceful retainer once more ducks and weaves to avoid attacks from the Skeletons. Bella detonates another Skeleton with a mighty crash as the mace lands brutally upon its enemy of choice!

Luna nimbly escapes multiple attacks and stabs at a Skeleton as she goes by, hitting and splintering bone causing it to sag, badly wounded as Morgaine, Gerald and Leo all suffer some more serious injuries. Gerald is worried about Shadwell being threatened so directs his attacks to the northwest where their faithful torchbearer and bookkeeper is dodging and weaving from the attacks.

The Wall of Thorns Exit Strategy

Fenella has assessed the room and now casts her complex pattern for Wall of Thorns, covering the largest block of Skeletons in the eastern side of the room, plus a few of them in the centre but also using her line of sight to include some of the reinforcements trying to enter in the room to the east.

The writhing mass of razor sharp brambles and assorted thornery erupts into existence from floor to ceiling into the form created from the Druid's mental map, trapping the majority of the advancing Skeletons tightly in its deadly embrace and completely blocking the entrance to the east, overflowing into the next room to trap some of the Skeletons there as the raw power of nature humbles the undead and the necromancy that would seek to usurp the natural order.

Shadwell steps back a couple of paces, lifting his lantern high to cover the battle as Morgaine throws her dagger to support Leo, smacking into one of the Skeletons, rocking it on its heels before the dagger flies back to her.

Gerald struggles on with 5 Skeletons attacking him, reciting psalms to St Ygg to keep his spirits up. Bella attacks and smashes yet another Skeleton to destruction in a single blow as even Fenella's completely non-magical, rubbish spear, hits and damages a Skeleton.

Shadwell manoeuvres a bit into a safer location whilst also providing light and Gerald hits for a paltry amount of damage in efforts that more resemble sculpture than battle as the adventurers fend off attacks from the remaining Skeletons.

Luna calls out a warning as her Darkvision spots a group of Zombies, perhaps... approaching from the north.

Saturday the 10th day of Haenubrius, 14:50, The Barrowmaze, rooms 207 and 208