

The Barrowmaze

Session 98 29-07-26 Barrow Wight

Next Session 05-07-26

Saturday the 17th day of Haenubrius, 12:20, Barrow 28 (32), The Wood Golem Chamber

Searching Barrow 28 (32)

As Fenella admires her beautiful new scimitar, "Viridian Whisper" the rest of them search the chamber, no secret doors or concealed compartments are found so they move back along the corridor, past the statue and turn their attention to the rest of the barrow, closing the sarcophagus as they depart which constitutes the sum total of their veneration of the departed Druid's resting place, whose weapon Fenella now wields, no doubt to even greater glory.

They choose the westernmost exit from the entrance chamber and Luna scouts ahead, pausing just within as Gerald joins her and their combined weight sets off the old double crossbow trap which attempts to fire from both north and south. Gerald's southernmost trap makes a comedy spring noise and a broken crossbow bolt pops out of a hole in the wall, falling limply to the floor. Luna however does not fare so well as she is struck by a full power crossbow shot causing her to glare accusingly at Gerald, who innocently replies, "what?"

They go on to examine a stone sarcophagus on the northern side of the room which they open, finding 68 gp scattered around but no body. Returning to the entrance chamber they explore the northern corridor, finding some dusty burial alcoves but they all appear to be empty. They search the area and indeed there is nothing there, so concluding that this was a false tomb to gull grave robbers, they exit the barrow and turn their attention to the next likely candidate, Barrow 30.

Barrow 30

Leo and Gerald locate the sealed entrance and set about it with sledgehammer and crowbars until the slab yields after 30 minutes or so. Entering the dark corridor, they find the air inside very dry and foul as if some sopping wet filth and disease had dried out over many years and corrupted the air within, it is thoroughly unpleasant. Entering into the first chamber they note exits to the west and east, and an alcove to the north. They observe a series of bas reliefs on the walls, streaked and obscured with dried filth, depicting a parade of sick and diseased people, some with their hands raised in supplication or worship.

They choose the short western passage, stepping down to a heavy door. Luna searches around the door and also listens, without discerning anything. Gerald and Leo approach and opening the door see another door immediately to the north as the corridor continues west before turning southwest into darkness.

Leo almost ignores the northern door but Gerald calls him back. Gerald then starts calling loudly for Luna, who is standing right behind him, startling the Paladin as she acknowledges. Whilst Gerald natters on about invisible Thieves she puts her ear to the door and glares back at Gerald until he shuts up, before listening carefully. She doesn't hear anything so Leo pushes it open revealing a longer set of shallow stairs leading down to a chamber where four mummies lie on four stone slabs. Four dull silverish pots stand on the floor, each below its respective mummy.

Lazy mummies

"Oh god, they're all going to get up aren't they," mutters Leo causing nervous laughter throughout the party, however as they cautiously approach, these mummies seem to be staying put.

Disease-immune Paladin, Gerald, observes whilst Leo looks inside one of the pots, seeing a pile of dust-covered and dull silvery coins. Cognisant of the dangers of disease associated with mummies, he tips the pot over with his armoured foot causing some coins to spill out onto the floor. Snapping out of his reverie, Gerald remembers he's a Paladin and picks up one of the coins for closer examination. Rubbing off some of the grime and dust reveals a perfectly fine platinum piece, worth five gold coins.

Following Leo's suggestion, Shadwell provides a separate bag just for the platinum coins. Gerald goes around bagging up 35 pp from each pot, 700 gp worth, quite a nice haul for enemies that didn't do anything.

Luna cautiously searches around the room keeping well clear of the mummies but doesn't discover anything secret or concealed. With the mummies remaining pleasingly inanimate the somewhat relieved Hammers depart and continue along the corridor to the west and then southwest, reaching a large open chamber with two long tables and many shelves along the walls.

The shelves contain a bewildering array of what they take to be mummy preparation materials. Fenella and Bella begin to carefully examine the grimy containers, looking for anything useful or valuable with Luna on hand to assist in deciphering the labels with her thiefling languages ability. After just over an hour their combined talents have revealed:

Ointment of Healing (4 doses), Incense of Meditation (4 sticks), Dust of Disappearance (2 uses), Dust of Sneezing and Choking (2 uses).

Satisfied with their take, they return to the entrance chamber, resisting the urge to go outside and have a breath of fresh air, they descend the stairs to the east to a T-junction.

Looking north they see a door so they approach and Luna has a listen, not hearing anything. Leo tries the door but it's locked and it's a big stone door, heftier than even the entrance slab, so not so amenable to being easily demolished. Luna tries to pick the lock but doesn't manage it so they decide to leave it be for a while and head to the southern end of the corridor where it turns to the east, ending at a rectangular room that appears to be a library. The walls are packed with shelving and there are hundreds of dusty scrolls, documents and books.

Between Fenella, Bella and Luna they are a pretty effective book and scroll reading team so they set to it as the others loiter around. They discover quite a lot of the documents are dedicated to the devotional worship of an entity known as Impurax, a god of pestilence, disease, rot and decay. Gerald scowls and mutters a battle prayer to St Ygg to boost his spirits as he assesses the flammability of the library, particularly in this ultra dry and noxious atmosphere, planning ahead he calls it. In the meantime, the intellectual team fail to work out some of the more interesting tomes but they do manage to discover a peculiarly designed key concealed behind the books.

Leo suggests that they could return to Helix and come back the next day to investigate behind the heavy stone door, after all they have the key and the door is extremely sturdy and patience is a virtue. Gerald scoffs in mock horror at the suggestion... "no, we do it now," he insists. Leo has an eerie feeling of déjà vu at this, having definitely heard it more than a few times before. Luna is also curious to see what's behind the door and Bella assists Gerald's argument by casting her CLWs on Phineas and Luna, buffing the team back up to more or less full health so Leo shrugs and drawing his sword nods with a smile towards the corridor.

Barrow Wight

Leaving the library, they return to the stone door and with himself and Leo at the door, Gerald turns the key. The door swings open and a hideous undead creature launches itself at him, its jaws gaping to an unnaturally wide angle in its lust to devour the choice dish before it! The creature claws at Gerald, its attacks missing the mark but it also catches him in its deathly cold gaze and Gerald feels a wave of malice and hatred wash over him but his sheer strength of will and devotion to St Ygg and Lawful Good triumph and the holy Paladin is unaffected by the undead's baleful glare!

Bella raises her holy symbol high and chanting a prayer to St Ygg calls down the power to Turn the undead. With all of her attention focussed on a single enemy, it is a mighty force indeed but still this hateful creature resists and remains in the fight, and worse, the abyss gazes back at Bella, as the creature fixes its glare on her. The brave Cleric meets the undead's stare and stares back with her own strength and devotion to life and love, and the power of St Ygg to back it up. In triumph, she also resists the dreadful gaze of this fearsome high-level undead, a Wight, which is once more denied!

Leo is caught by the Wight's gaze attack as he makes to move into the room and is instantly paralysed. Summoning up his own considerable resolve and strength of will, Leo struggles to break the effect, feeling that it will soon collapse against his resistance but unfortunately just for now he is blocking the doorway. Gerald swings and rages in fury as he misses the capering Wight which leers, mockingly at him as it dances around his bright elven sword. Gerald takes another swing and this time he strikes deep, dealing a serious wound to the Wight who suddenly doesn't look half as amused.

Morgaine moves up, ready to move into any combat space as soon as it is possible to do so. Luna shouts out to Leo, "why were you standing still?" and Leo calls back, "it's got a gaze attack," before plunging into combat. He lands a good hit on the Wight which is sure it just paralysed that guy so why is he taking chunks out of me!? In its continued hatred of the Paladin, the Wight again grasps at Gerald, first missing but then impaling him with its sharp claw, which grips tightly into flesh, causing a gout of blood as it rends his flesh, even worse, Gerald feels his entire body chill as the ghastly vampiric creature sucks away his life force.

It lashes out again at Gerald, hitting and wounding him quite badly and gorging on yet more of his essence, weakening the brave Paladin. He feels cold and dizzy as the others stare on in alarm at Gerald's ghostly pallor and chilling cold aura. Bella rushes into position and with a battle cry of "for Gerald and St Ygg!" swings the mace of undead disruption, smashing into the hated creature which staggers back from the blow. Leo manoeuvres but misses the staggering Wight that must now know it is defeated but still fully intends to drag Gerald down to hell as it goes. Morgaine however has other ideas and springs forward, striking brutally with her magical dagger, ending the Wight's existence with a look of utter contempt.

Bella squeals in alarm, rushing to Gerald as he slides down the wall, leaving a trail of blood, his face pale and drawn as he struggles to marshal his severely depleted life force. Bella attends him urgently, her face a mask of horrified concern as she assesses the full extent of his injuries.

Leo looks around the chamber noting an opened ornate sarcophagus and various rotting baskets and fragile-looking funerary urns. Luna joins him and helps him search, finding a scroll inside the sarcophagus. She can see it's in common but the words just don't seem to make any sense to her. Fenella takes a look and says it's a Clerical spell scroll and it looks like there might be four spells on it which Bella would be able to cast. For the moment however, Bella's full attention is on her patient as she bandages his wounds. Gerald mutters on to Bella about wanting the library to burn and Leo agrees to do this to let Bella continue to care for her patient.

As the others depart, Leo sets the library alight, noting the flames licking greedily along the walls before departing with haste. As they leave the area they even now begin to see plumes of dark, foul smelling smoke billowing out of the barrow.

They journey over the moor and cross the Westland swamp, noting the column of black smoke towering over the barrow moor before leaving it behind and returning to Helix.

Saturday the 17th day of Haenubrius, 17:50, The Brazen Strumpet, Helix