

The Barrowmaze

Session 102 26-08-26 The Mimics of Barrow 41

Next Session 02-09-26

Tuesday the 20th day of Haenubrius, 15:30, The Brazen Strumpet, Helix

Following their battle with the Stone Guardians of Barrow 40; the two Hammers most involved in that frustratingly constrained corridor fight, Leo and Bella, are sorely in need of rest so patching themselves up as well as they can, they eat a good dinner and turn in early.

Rest & Recuperation - Wednesday the 21st to Friday the 23rd day of Haenubrius

Rested from their night's sleep and the miraculous healing of Gerald's Laying on of Hands and Fenella and Bella's cure spells, they are well enough restored to take time over breakfast to congratulate themselves for the impressive haul of gold they took from Barrow 40's shrine to Set, 3000 gp and a gold circlet worth 600 gp which is added to their ever-growing hoard at Hoffenungs.

Leo recalls that equipping themselves with a few war hammers might be a good idea should they face such a blade resistant enemy in future. Switching to even a non-magical bludgeoning weapon would have had a much greater effect on the Stone Guardians than the quartered damage from edged weapons.

Browsing the available arms at Turgen's Trade Goods they decide on war hammers as the most appropriate given that their party name is The Hammers, so the fighter types all equip themselves with a war hammer as an alternate weapon.

They check on Mazzahs' tower and find it still quiet and locked up tight, just as they left it so they spend the remainder of the day in rest and recovery, making use of the restorative powers of Shadwell's Cup of Drinking and again retiring early after some good food and drink.

They continue resting up for another two days just to get everyone completely back to fighting form, using all of their restorative abilities to get everyone fully healed.

Barrow 41

Saturday the 24th day of Haenubrius, 08:00, The Brazen Strumpet, Helix

With everyone ready for action The Hammers set off for the Barrow Moor.

They transit the Western Marshes without incident and choose Barrow 41 as their next target. Enroute, Fenella reminds them of the yet to be explored covered barrows and they discuss a future unearthing of some of them for which they will require additional support, probably a wagon, some workers led by a Dwarf for locating the entrance, and maybe additional guards. They agree it is about time they uncovered at least some of these barrows but for this morning's expedition they will address the sealed Barrow 41.

Leo and Luna set to the entrance with their customary enthusiasm, cracking open the stone slab and revealing a descending stairway. Luna scouts ahead but quickly returns explaining that there is a light source inside the barrow, so her Darkvision is not effective. With this in mind the whole party descends, emerging into a 50 ft diameter circular chamber, the centre of which is illuminated by a phosphorescent dome of shimmering blue light, the source of the barrow's light. Within the dome stands a large, decorated sarcophagus and four good-sized wooden chests, apart from this, the chamber is featureless.

Gerald stops Leo from advancing further and uses his Detect Evil ability to scan the entire chamber but he doesn't register any evil intent within the barrow. They notice that the luminescence reaches to around 10 ft from the enclosing wall, leaving a circular path 10 ft wide where they can walk without coming into contact with the strange light.

Leo directs them to keep to the path while they examine the room more closely, searching as they go. After a thorough search they don't find anything hidden but they notice that the items within the shimmering light are not old or decayed like so many of the things they have discovered, but instead they seem to be brand new and unused which leads Gerald to wonder whether time might be suspended within the strange blue light.

Luna suggests they could throw something into the light and see if anything happens. Gerald and Leo think it's a good idea, after all, Leo has nothing to fight and he's having trouble thinking of anything else to do so the Knight takes an unlit torch and tosses it into the light. It flies normally through the air, bounces off the sarcophagus and comes to rest on the ground, all apparently as one would expect.

Gerald reaches out to touch the light. As his hand moves tentatively into the shimmering glow, the light suddenly winks out. Luna immediately goes to her "safe place" and scuttles halfway up the wall, glancing around warily. The scene remains exactly the same but now lit by The Hammers' bright light sources rather than the phosphorescent shimmer.

Leo moves closer to examine the nearest chest and pokes its lock with his sword, causing an immediate transformation of each chest into some sort of ghastly creature with a huge slavering maw, lined with sharp pointed teeth and a slimy writhing pseudopod which lashes out at Leo.

Mimic Mauling

Leo dodges the eagerly squirming appendage with his customary martial grace and raises his sword as Morgaine makes the first attack. The tall dark mercenary throws her magical dagger and the weapon plunges deep into the Mimic for an excellent wound but remains embedded in the creature, quivering as it attempts to return to its mistress. Morgaine's expression turns to bitter disgust with the week she's been having as her hand moves towards her crossbow.

Leo swings and strikes hard, spurting ichor from the creature but his sword remains stuck firmly to the Mimic. In the bright light everyone sees these two attacks and what happened, in both cases the creature was wounded but the weapons used were stuck fast!

Clever Fenella decides not to risk her beautiful new scimitar and instead attacks the nearest Mimic with her slingshot, thwacking a sling stone hard into the thing, squirting ichor onto the floor as it shudders from the wound with Bella doing the same for another good hit whilst Luna slides down from the wall and takes a bowshot at the Mimic attacking Leo and Gerald. The arrow slams into the Mimic causing it to shake in pain and fury.

Fenella is attacked by a lashing pseudopod but the smirking Druid just steps to one side, avoiding the clumsy blow. Gerald takes a couple of steps back and raises his bow, shooting from point-blank range yet still managing to miss the large quivering creature before him as Shadwell is attacked by a Mimic's pseudopod ripping his armour and flesh and wounding him quite badly.

Leo avoids yet another Mimic attack, chuckling in satisfaction to himself as he steps aside. Phineas tries to support Shadwell, firing a crossbow bolt but it goes wide as Shadwell, attempting to manoeuvre finds himself stuck to the creature so has no alternative but to fight back, unfortunately missing with his sword.

Morgaine takes a few steps away and attacks with her crossbow striking and wounding her enemy with a snarl of vengeful satisfaction. Luna also shoots at Shadwell's attacker but misses, clearly Shadwell is in trouble! Seeing this, Fenella is able to disengage her Mimic and with her high mobility is able to run over to Shadwell casting a CLW on him, propping up the beleaguered Fighter.

Gerald avoids a Mimic attack as Shadwell is hit again and sags against the wall, blood freely flowing from his wounds.

Bella and Gerald both manage to miss their attacks as Leo, fed up with having his sword stuck to the Mimic, pulls out his new war hammer and slams it down onto the offending Mimic finishing it with his mighty blow. As the creature expires Leo manages, with some difficulty, to retrieve The Sword of Sir Chyde.

Phineas shoots at the Mimic aggressing Shadwell but yet again he misses! Shadwell pulls out his old shortsword and strikes the Mimic but now his sword is stuck fast and he is out of melee weapons. Seeing Shadwell's grievous condition, Fenella takes a step back and begins chanting and gesturing.

Luna also misses Shadwell's attacker along with all of the other Hammers who are trying to lift the danger from their inexperienced comrade.

Meanwhile at the north of the chamber the creature attacks Bella, lashing out and wounding her and entrapping her with a sticky pseudopod as Morgaine is hit similarly and stuck to the other Mimic. Bella smashes into the Mimic with her magical mace wounding it badly but sticking the weapon to it.

Fenella's Wall of Thorns spell goes off, erupting from the stone floor and trapping two of the Mimics in its writhing thorns of doom. As the spell completely imprisons them it deals severe damage to both Mimics. Shadwell is ripped off the Mimic and slides bloodily down the wall as the Mimic tries to attack him from within the wall of thorns and is instantly ripped to destruction by the razor sharp thorns as the second Mimic trying to attack Morgain is sliced up similarly and instantly killed.

Leo has his sword back and raising it high, slices down into the last Mimic, sticking it again to the creature but hurting it badly. Morgaine retrieves her magical dagger and flings it but misses! Suppressing his laughter Phineas shoots a crossbow bolt, striking the Mimic. Leo attacks with the war hammer but misses.

Shadwell sits quietly, humming to himself in a slowly expanding pool of blood as Fenella urgently casts CSW on the fallen Fighter. Shadwell's wounds close as a forest green Druidic shimmer passes over him, healing his body and restoring him to as good as new. Fenella hoists him back to his feet with a satisfied smirk.

Out of melee weapons, Bella punches the Mimic for a small amount of damage. Luna, Morgaine and Phineas all attempt to hit the last Mimic but embarrassingly for them they all miss leaving it up to the newly restored Shadwell who moves to join Morgaine, getting a clear shot with his crossbow and he hits! The crossbow bolt almost finishes the Mimic but it is still just alive and trying to eat their Cleric. Gerald is not standing for this so with his gaze tightly locked onto the enemy he charges in swinging his bright Elven blade to destroy the creature attacking his girlfriend... at last!

Probably worth it

Recovering their weapons, they go to the sarcophagus and heave the lid off. Within are the skeletal remains of a long dead warrior with a fine looking broadsword resting on its chest. The sword looks as good as new and beautifully made.

They also find two large ceramic pots at the feet of the body, each contains 1,000 pp in each pot, a total value of 10,000 gp, a veritable fortune!

Saturday the 24th day of Haenubrius, 11:20, Barrow 41, The Mimic Chamber