

The Barrowmaze

Session 3 12-10-23 The Second Expedition

Next Session 17/10/23 19.00

In world time 08:00 in Helix

Angus pays the outstanding amount of 56 gp for their accommodation and board, plus the retainers' wages and loot. An agreement is made to rotate the payment liability, each party member will pay the expenses in (presumably alphabetical) order. Bella seems keen to go out into the field again and offers to accompany them but Tamson has duties at the mill. The party gratefully accept Bella again as a hired retainer, 1gp per day and a half share of treasure while Tamson reluctantly returns to his more mundane responsibilities.

Since they are a party with two Rangers and a Druid their new understanding of this land allows them to be pretty sure of the route now they have travelled it with Tamson as their guide. They feel a growing affinity with the environment around the Barrows and will improve their navigation to the point of a 2 hour trip under normal circumstances each way to and from the barrows.

The priests make their devotions and acquire their spells...

Fenella (Druid)
2 * Faerie Fire, 2 * CLW

Bella (Cleric)
2 * CLW

Scorpion Trouble

They travel without incident to the Barrow Mounds noting the dank grey mists that cover the ground and hang like a shroud over the landscape. Angus suggests going to open the nearest sealed barrow to the east since he is not very impressed by the already opened barrows, surely there couldn't be anything worth finding there. Vlad is also in agreement and the others have no objection so they set off to the east towards the nearest sealed barrow, passing south of the dark, imposing standing stone looming out of the mists.

Arriving at the sealed mound (barrow 10) they are about to get to work on the door when they spot a Giant Scorpion the size of a horse, skittering rapidly towards them. Drawing weapons and raising shields they move to face the terrible creature.

Acting quickly, Fenella lets fly with her sling but misses. Reme's shot with his new enchanted arrows slams home causing the creature to spasm horribly as Vlad and Angus step into the front line to strike, both missing as Bella's sling bullet hits the monster.

Rearing up before them the Scorpion strikes at Vlad with its claws, grabbing him and rending through his armour as the stinger plunges down striking at the brave warrior... Vlad collapses, lifeless, overcome by the Scorpion's vile poison.

Hurling Vlad's body aside the creature turns to face Angus, flailing with its claws and deadly stinger but the nimble Ranger dodges the blows and swings but misses as Fenella, Bella and Reme return fire, perhaps stunned by Vlad's demise, they all miss their target!

Pressing its attack the Giant Scorpion claws at Angus, grabbing him with one claw and striking him with its awful stinger but Angus's famously tough constitution shrugs off the poison although he takes terrible wounds from the attack. Fenella casts a Faerie Fire spell, illuminating the monster and aiding the attack as Reme's arrow flies true and Bella draws her metal-shod club and races in, striking the creature in melee.

The monster claws at Angus again but he parries and evades the attacks as Reme strikes again with another magical arrow, Bella smashing it with her club as Fenella's sling bullet whizzes by.

Finally the adventurers manage to get their attack in first but tragically they all miss as the Giant Scorpion seizes Angus in its claws, slamming the stinger down into his struggling body, overcoming his resistance as the stalwart Ranger slumps dead in the claws of the beast.

Writhing in pain from its many injuries the monster drops Angus's body, turning as Fenella lets fly with her sling finishing the horrible creature in a flurry of spasming limbs.

Ruefully they gaze over the scene of destruction, two fallen comrades and the awful creature still twitching. As Fenella and Bella attend to the dead, Reme manages to retrieve 3 of his magical arrows that he can use again and Shadwell lashes up a rope sling arrangement allowing them to share the load of the two big armoured bodies and their gear as they trudge mournfully back towards Helix, arriving there safely some 4 hours later.

In world time 16:00, back in Helix

Notes

RIP Vlad and Angus, fierce warriors and loyal friends.

So many unlucky rolls. They were good characters, now enjoying Valhalla I imagine.

The survivors will encounter two suitable replacements in the town of Helix soon after the unfortunate expedition, we are having a roll up session on Sunday. I leave it to you as a party to concoct a suitable fiction on how Fenella and/or Reme might know these these new characters.

New PC's will start at the halfway XP point of the next level below the lowest party member level. In this case the group is level 4 so the new characters will be level 3.