

Winter's Daughter

Session 1 27-4-23 An Inheritance

Next Session 4-5-23

Following the death of an elderly, long-lost relative, Fenella the Druid is bequeathed a small inheritance. Among the papers and oddments she receives is an old charter, accompanied with a family tree proving her to be a distant descendent of one Brigford the Wise, brother of Sir Chyde. The charter shows the location of the tomb where Brigford is interred alongside his brother, noting that the fabled sword and ring of Sir Chyde are (legally speaking) the property of the inheritor. The documents claim that the ring has the power to open a doorway to the Realm of Fairy.

Fenella gathers together a group of her loyal and trusted adventuring friends to make an excursion to find this tomb, setting out to the Dolmenwood forest to see if this inheritance does indeed have some worth.

The group of 1st level adventuring friends are...

Fenella Fielding	Druid
Vlad	Fighter
Reme	Ranger
Angus McFluffin'	Ranger

They arrive in the Dolmenwood to seek out this tomb of Sir Chyde, hoping to recover the sword, ring and perhaps some other tomb goods. They pass a camp of charcoal burners about two hours back up the track who will be in the area for a few days and able to provide basic support and shelter to fellow travellers for a few coins. They also have a visiting young cleric with them should some healing or ministration be required.

Eventually they discover a clearing with a stone circle and further away a barrow mound, this must be the tomb of Sir Chyde. The clearing is eerily silent without any sound of woodland animals. As they go to investigate the stone circle they stop short seeing a central slab upon which lies a slime-coated animal skeleton, surrounded by a vague green miasma. Fenella thinks this might be the work of the sinister local druidic cult known as The Drune but judging by the tracks that Angus and Reme find, if it was the Drune then they left some hours ago. Angus is slightly disturbed to see the skeleton twitch a little then subside so they decide to avoid the stones and head for the mound.

Heading towards the mound they notice a metallic clanking from the trees surrounding the clearing and move cautiously to investigate. They discover a number of metallic owl figures hanging in the manner of windcatchers in the trees, making a persistent soft clanking throughout the clearing. The metal is identified as thinly beaten iron and as they reach out to take one they feel a deep chill to their very bones as their fingers come into contact with the metal, it quickly subsides however and since no other ill effects are noticed they bag some of them up thinking that they might be useful against any potential fairy foes and their well-known dislike of iron. Vlad, Angus and Reme take one each in their backpacks but Fenella decides to return hers to its place theorising that they might well constitute some sort of anti-Fae ward which she doesn't want to disturb too much.

Turning their attention to the burial mound they notice a huge granite slab blocking what they take to be the entrance. It is overgrown with lichen and sweet-smelling wild roses. Leaving this for a while they search around the mound perimeter coming upon a hole in the ground to the northwest side of the mound. The hole in the dirt is just about 2 feet wide and looks to be some sort of burrow, indeed there are slime tracks leading away from it into the forest. Angus lights a torch and looks down but can't make out much other than a narrow tunnel descending into darkness. Returning to the entrance they unpack their crowbars and set about clearing the undergrowth and prising the slab from its entrenched position. It's hard work for Angus, Vlad and Fenella working on the slab as Reme keeps watch but eventually after more than an hour they manage to lever the slab far enough that it falls back down towards them before thudding impressively onto the grass.

The entrance to the tomb is revealed, dusty stone stairs leading down into darkness.