

The Barrowmaze

Session 2 28-9-23 The Barrow Mounds

Next Session 12/10/23 19.00

In world time 11:30

Emerging triumphant from their first Barrow Mound they discuss their options. They could return to Helix right away since they suspect that they would benefit with experience from their recent encounter and level the party, however they are here now at the Barrow downs and it seems a shame to trek 2 - 3 hours back to Helix immediately after arriving so they decide to head northeast to the next nearby barrow. This one is also sealed so Vlad and Angus set about sledgehammering and smashing their way in. 20 minutes later they stand on the dark threshold and as Shadwell lights his lantern they cautiously descend.

Inside is a single circular chamber with a heavy wooden sarcophagus located in the centre. They approach and begin to lift the lid, which flies off as the beserk Zombie within emerges and attacks, clawing brutally at Angus! Bella swiftly raises her holy symbol, turning the undead and causing the thing to recoil in terror from the power of St Ygg as Reme and Vlad pile in with Fenella's sling bullet whizzing by them and striking the retreating Zombie. Both Reme and Vlad land mighty blows, quickly finishing the undead creature. The Zombie is dressed in tattered robes and is wearing a gold necklace with a jade scarab (100 gp) and a plain unadorned ring. Fenella takes the ring, hoping they might be able to consult the Wizard in Helix to check it for magic as Shadwell tidily packs up and jots down a record of the grave goods.

Emerging into the dreary daylight they can see a few more barrows through the mist and to the east a standing stone. Taking a circuitous route they exit the barrows scouting out the land for future expeditions. As they leave, Bella casts both of her CLW spells on Angus to restore him to fighting fettle which is fortunate since wending their way back through the bogs and mires they encounter a troop of 6 Skeletons armed with rusty swords which quickly rush to attack the hated living creatures.

With 3 Rangers in the party they are so very unsurprised and quickly rush to the attack as Angus tears in, finishing a Skeleton with one blow. Fenella's sling bullet scores a hit as Reme finishes the job. Tamson fires an arrow as the party charge the remaining Skeletons with both Vlad and Bella only hitting empty air. A furious melee breaks out with some spectacular misses by both sides and a jubilant Fenella nailing one Skeleton with a single sling bullet but in the end the Skeletons lie smashed to the ground. Without even a scratch on their armour the party return in good spirits to Helix arriving in the early afternoon.

Bella and Tamson depart for the church and mill respectively as the party head to the Wizard's tower to consult Mazzahs The Magnificent who turns out to be a magnificently dotty wizard who is interested in items and information that the party might be able to extract from the Barrow Mounds. He confirms the increase in frequency of undead walking the moors and wonders what might be the reasons behind this, perhaps their explorations might yield some answers? He casts Detect Magic and Identify on the ring revealing it as a Ring of Protection +1.

In world time 08:00, the next day (due to levelling).

Notes

After a night's rest, the party ascend to level 4.

HP rolls...

Fenella 6

Vlad 3

Angus 1 +2 con bonus for 3 total

Reme 5

Fenella now gets 2 * 1st and 2 * 2nd level spells

Vlad, Angus, Reme saving throws improve - I have already updated the character sheets

From 12,13,14,15,16

To 10,11,12,13,14

Loot after Delve 1...

Ring of Protection

Grants a measure of protection from harm:

- Armour Class:** +1 AC bonus.
- Saving throws:** +1 bonus to all saves.
- Ring of Protection, 5' Radius

Allies within 5' of the wearer also benefit from the ring's protective power. For example, two characters fighting beside the wearer of the ring would gain the protective benefit.

<https://docs.google.com/spreadsheets/d/1fl7Uo1UB3j5L9sKgCXYcDhh6YhGvg7m5NRtn-eRAMQk/edit?usp=sharing>

Item	Value gp	Creatures defeated	Value xp	Total xp
Gold Pieces	50	Skeletons * 2	10	20
Amphorae * 2	100	Zombie	20	20
		Wandering Skeletons * 6	10	60
Total Loot	150		Total Enemy XP	100
Total Loot and Enemy XP	250			
Number of characters	5	includes 2 * 1/2 retainer shares		
XP each character	50			
GP each character	30			
		Adventuring retainers for this delve		
		Bella XP	25	
		Bella Loot GP	15	
		Tamson XP	25	
		Tamson Loot GP	15	
		Items		
		Ring of Protection +1		