

Winter's Daughter

Session 4 15-6-23 Joining The Party

Next Session 22-6-23 The Incandescent Grottoes

We find the party in the chapel side room, stowing their finds from beneath the loose flagstone. Fenella lights a new torch and they examine the old writing desk against the south wall. The desk is decorated with carved celestial beings and features one central drawer. Vlad, Angus and Reme all attempt to discover a trap and all are equally sure there isn't one so Vlad tugs at the drawer discovering it is locked. One crowbar intervention later the remains of the desk yield a mouldy old book, the pages decayed and stuck together rendering them illegible however a thin brass sheet is discovered folded inside the cover. It is inscribed with a scene of a hunting party with hounds and a short pastoral poem about Sir Chyde hunting with his dog Flaegr. The second dog's name! As they are congratulating themselves on their find, a section of the ceiling comes crashing to the floor and three squirming tongue-like worms about 4 feet long fall from the debris and launch themselves at the group, gaping maws full of sharp teeth gnashing ravenously as they attack. Angus and Reme step forward swinging their swords mightily and are lucky not to pull a muscle as they connect with absolutely nothing. Fenella, despite also carrying the torch easily spears one of the wormtongues killing it instantly as Vlad despatches another with the mighty sword of Sir Chyde, what a wonderful weapon it is! The remaining creature tries to squirt acid at Angus which he deftly avoids before finishing it with a swift slash of his sword. They leave the chapel side-room, encountering the dancing skeletons floating down the corridor but as before they leave well alone and they pass each other without incident. Reaching the statues room Angus finds himself driven to search the tapestry in some sort of carpet-orientated penance for ignoring it earlier. He examines it carefully to ensure that the spores won't burst in his face then cautiously peers behind it, seeing... a mouldy wall.

The Tomb of the Knight

Returning to the hall of hounds they march up to the heavy stone doors and speak out the names of the hounds with only a brief loss of confidence as regards pronunciation. The doors swing majestically open so they must have done well enough and they proceed through the threshold entering into a broad circular room with a large stone coffer in the centre and a portrait of a by now familiar female figure hanging on the north wall, below which kneels a semi transparent ghostly figure. The figure slowly stands and turns to regard them. It is indeed the wizened, faded, forlorn ghost of Sir Chyde who greets them in a whisper and begs them to aid him. His ring... The Ring must be returned to the land of Fairy and to the hand of his Princess. Meanwhile Angus is appraising the potential value of a pair of 4 ft tall silver candlesticks he has noticed before thinking better of looting a tomb in the presence of its owning spirit. The group quickly agree to help the shade of the knight and they heave the stone lid from the coffer... well, Vlad does, the rest of the party just put their hands on it and go through the motions. As Vlad sets the heavy lid down they see a dusty skeleton within, upon its wrists a pair of copper bracelets and upon its finger a bronze band in the form of woven branches with a bright moonstone setting. Fenella says they want the ring and nothing else so she carefully removes it watching as the ghost fades into nothingness. While her attention is averted Reme and Angus relieve the skeleton of the bracelets noting the owl engravings with amethyst settings as eyes.

Mushroom Time

Vlad suggests it's time to go and "join the party" and the others agree so they descend via the mirror room to the candle gateway and pass into Fairy. As Fenella frets about her more light fingered companions removing the bracelets they approach the tower and are again greeted by the hulking moss troll and his goblin rider. They try to offer up a few objects as potential invitations, even showing the ring but the affable goblin is not swayed, it's a mushroom or an invitation and since they don't have invitations, well... Angus bravely steps forward and is given a mushroom which he quickly eats, it is delicious and apparently very nourishing too since he feels positively excellent after eating it (+1 permanent CON). The goblin gestures him through the doorway and offers the sack to the rest. Fenella eats one as suddenly her pretty nose begins to grow, extending a few centimetres and forming into a little scowling Fenella face which begins to berate the flustered Druid in a squeaky, whining voice as the goblin waves her through the door looking hopefully to the two remaining adventurers. Vlad eats a mushroom and suddenly grows to twice his normal size, his clothes splitting and armour bursting from his expanded frame. With what little remains of his modesty he stoops and steps through the door. Reme eats his and instantly becomes completely transparent, effectively invisible. A set of Reme-shaped, walking clothes and armour is waved through the threshold.

The Tower

They enter a combination entrance hall and kitchen where Fairy chefs are busily cooking and preparing dishes as servants ferry them up a set of stairs ascending around the northern wall. As they briefly pause to appreciate the delicious aromas emanating from the kitchen, Angus again warns the group about eating or drinking in the lands of Fairy so they continue, carefully ascending the stairs to the sound of Fenella's nose constantly harranging them for their poor choices and lack of progress. They emerge into a large feasting chamber, amply bedecked with luxurious dishes, mountains of fruit, ice wines chilling in buckets and sparkling spirits in crystal decanters. Arrayed around the room politely conversing sotto voce stand an impressive array of Fairy knights and nobles with attendant guards and servants positioned around the walls. Some of them notice the party enter and nod politely apparently unfazed by a mostly naked giant, a set of walking clothes and a woman with a nagging nose. Angus enquires regarding the princess and another set of stairs is politely indicated. The whole place has an other-worldly feeling to it as if things are both near and far or big and small all at the same time. Purposefully the party ascend to the top floor of the tower.

They enter the bedchamber of Princess Snowfall-at-Dusk, a large circular room bedecked with rich wall hangings of pale azure sparkling with a clear light. A large, canopied bed stands prominently, also covered with the same sparkling material and decorated by a gentle fall of tiny snowflakes that seem to eddy and swirl around the room. The princess herself stands resplendent before them, beautiful and other-worldly she turns slowly to face them, a hopeful look of anticipation upon her face. She greets them in a soft melodius voice asking hope above hope that they bring her something. They present her with Sir Chyde's ring which she takes, wrapping her fingers around it and holding it to her bosom as a tear sparkles in her eye. A breeze swirls around the room, the sound of far off bells and trumpets calling as, in flurry of snowflakes the figure of the ghost of Sir Chyde materialises in the room, becoming ever more real, more present and vigorous with every passing second until the restored form of the knight, now strong and sturdy stands before them in the chamber. The lovers reach out to each other and embrace for a long moment, long enough for Angus to suggest that now might be the time to leave but finally they part and smiling, face the adventurers to offer their heartfelt gratitude for bringing them together again. The Princess offers them a present of one of her fabulous jewellery boxes as a reward and kindly dispels the afflictions caused by the peculiar mushrooms much to everyone's relief. Angus in particular is delighted to find he is not affected by this particular magic, his "affliction" being both permanent and desirable. They converse for a short while with their hosts, the princess warning them that the power of the ring had pulled this domain of Fairy closer to the mortal world but now that the ring is in Fairy the two worlds will drift apart and the gateways will fade within a day or two closing this pathway to the domain of mortals.

The adventurers bid their goodbyes and leave, with the friendship and gratitude of the Fairy Princess and the Knight and of course, their splendid jewellery box. They travel back through the portal for the last time and emerge into the tomb. Angus tries out the holy wafers and discovers eating one restores 1 hp, they now have 18 remaining after his experiments. They are able to return to the charcoal burners camp to hire a wagon and spend a day or so ~~looting~~ tidying the tomb of all its valuables. In a not far distant town they are able to trade the items as they fit.

Thus ends the adventure of Winter's Daughter.

In the jewellery box:

30 ice-jewels (200gp each)

12 necklaces of fairy silver (150gp each)

a sapphire set in a platinum brooch (1,000gp)

Final Treasure / XP

Item	Value gp		Creatures defeated	Value xp	Total xp
The Freezing Mirror	1000		Tomb Guardian Object * 4	10	40
Silver Holy Symbol	50		Wormtongues * 3	19	57
Gold Leaf Stamped Prayer Book	500				
Copper Bracelets Owl Design with amethyst eyes * 2	2000			Total enemy xp	97
Portrait of the Princess	1500				
Pair of Silver Candlesticks 4ft high	400				
30 * ice jewels	6000				
12 * fairy silver necklaces	1800		Item		
Platinum Brooch with Sapphire	1000		The Sword of Sir Chyde	+2 Longsword	
Total Gold XP	14250				
Total all XP	14347				
XP each character	3587				

Referee's Notes

Everyone makes level 2 hurrah!

Vlad, Angus and Reme will improve THAC0 from 19 to 18 (I am using modified THAC0 tables not the OSE default)
 Fenella will now have 2 * 1st level spells instead of 1
 You will also get to roll for increased Hit Points which we will do at the start of the next session.
 We will perform any close of adventure housekeeping / treasure shareout before...

Dispensing entirely with backstory we will find you at the entrance to the Incandescent Grotto with any sensible book equipment and supplies you would like.

Awarding XP in Old School Essentials – extract from the rules

All characters who return from an adventure alive receive experience points (XP). XP is gained from two sources: treasure recovered and monsters defeated.

Treasure that PCs bring back from an adventure is the primary means by which they gain XP—usually accounting for 3/4 or more of the total XP earned.

Non-magical treasure: Characters gain 1 XP per 1 gold piece (gp) value of the treasure.

Magical treasure: (e.g. Sword of Sir Chyde) Does not grant XP.

The XP awards for treasures recovered and monsters defeated are totalled and divided evenly between all characters who survived the adventure—**this includes retainers**.

Awarded XP is always divided evenly, irrespective of how the players decide to divide the treasure.

The referee may optionally grant XP bonuses to players who did particularly well. Likewise, players who did not do their share of the work may be penalised.