

by Tixellanif

The Search for Flowers (Alchemical Chemicals)

1 April - 15 May 1996 A.P.

GM: Struan Judd

The Party:

Cameron McTavish	Dwarf	<i>Ice</i>	
Dillon	Human	<i>Mind</i>	
Dimagi	Elf	<i>Air</i>	
Galland	Elf	<i>Illusionist</i>	
Michael	Halfling (Gnome)	<i>Mind</i>	
Stein	Dwarf	<i>Earth</i>	Party Leader
Tixellanif	Human	<i>E&E</i>	Military Scientist/Scribe

The Objective, to find some of the following plants:

Black Mushroom	Caverns, crypts etc	
Fire Lilly	Volcanoes, old forest fires	<i>we found these to be sentient</i>
Snow Lilly	Underwater (fresh)	<i>we found these to be sentient</i>
Spider Plant	Enchanted Forest	
Mandrake Root	Dire Oak, Oak (at midnight of new moon - next is the 18 th)	

Secondary objectives:

<i>Blood</i>	<i>Powders</i>	<i>Items</i>
<i>Dragon</i>	<i>Dragon Bone</i>	<i>Basilisk Eye</i>
<i>Goblin</i>	<i>Dryad Hair</i>	<i>Gryphon Feather</i>
<i>Ogre</i>	<i>Gargoyle Horn</i>	<i>Manticore Tail</i>
<i>Pegasus</i>	<i>Leprechaun Hair</i>	<i>Roc Feather</i>
<i>Unicorn</i>	<i>Unicorn Horn</i>	<i>Scorpion Tail (min 1 in)</i>
		<i>Hippogriff Wing</i>

Places visited:

On route: Monk's Corner, Gugnir's Hope (Dwarven), Amba, and another big town between Amba and the plains!.

The Pallisades

Mount Dersai

Mount Brandon

The Ruby Lake

A Castle on Mount Dersai - possibly belonged to Dersai (and Brandon?), old old Mage of many flavors, air, fire, water, celestial etc.

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People met:

The Tree A Greater Summoner who resides in the forest around the Ruby Lake with his/hers/it's 8 acolytes.

Ashen Shugar Hero in a very fetching (untarnished) gold plate armour, riding Ryleth

Ryleth A golden dragon, with graceful moves, and sleek lines.

Rastus Ranger travelling from the Hills of the Half Horn, a Dwarven town.

Sable A shiny black Gear Falcon, friend and companion of Rastus.

Neville An outrider for a caravan that plies it's trade across the plains.

Things met (besides the objectives):

Wolves inhabit the plains

Goblins inhabit the hills surrounding the plains, certainly the northern parts around the Pallasades.

Hobgoblins not seen, but some tracks with the Goblins suggested they were there.

Gorillas (sentient) inhabit the mana zone of the forest on Mount Dersai, the speak fluent Elf, and some Common. They have eradicated the area of the dangerous Spider plant.

Dryads in the forest around the Ruby Lake, we found them to be courteous. We know two names Amanda (no longer there) and Florence

Pixies in the forest around the Ruby Lake, we found them to be a pain.

Leprechauns in the forest around the Ruby Lake, we found them to be a pain too.

Nixies not seen, Rastus said they live in the Ruby Lake, and its shore

Fossirgrims not seen, Rastus said they live in the Ruby Lake, and its shore

Big Cats, Bears inhabit the forest around the Ruby Lake

The party has been assembled to aid Master Gosfred *of the Seagate Alchemist Guild* to look for the items detailed above. In recognition of my past contribution to "The Seagate Times" (recounting the time I was nominated for the Star of Alusia), I was made Party Scribe. Below is a rendition of the party's exploits. Further details are supplied separately, (script in *italics*).

The group that assembled on the first day of April 1996 AP is a mixed bag of races and abilities.

Stein, a dwarf *Earth Mage/Fighter* was made Party Leader.

Tixellanif, as well as scribe, I was also assigned Military Scientist in deference to my recent training in that subject. *I started life as a poor E&E, after my first two adventures, I learnt a lot. I am still a poor E&E, but well trained in fighting, military scientist, and healer.*

Dillon, a fellow human *and Mind Mage*.

Dimagi and Galland, two Elves. *The former is an Air Mage who's main ambition is to add the title "Skree Slayer" to his name. The latter is an Illusionist.*

Michael, a Halfling that think's he's a gnome, *the fact that he's a Mind Mage makes it perfectly clear.*

Lastly we have another dwarf, Cameron McTavish, *an Ice Mage, and as befits his race, a fighter too.* He has a strange accent, one which I havn't heard in my studies of

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the Dwarven tongue.

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Session 116/12/96

1/4/96 - 2/4/96 Our first port of call is to be a forest on Mount Dersai, way off to the west of Seagate. We have to go through the plains to the west, and past a lake. During our journey, we stay nights at Monk's Corner and Gugnir's Hope (Dwarven).

3/4/96 - 5/4/96 We pass through Amba (about 20 households). Note there is another town (say 30 households) nearer the plains.

Session 223/12/96

Further westward, we go. It is pouring down all day, seriously dampening my clothes and I fear they may lose their sheen. We see the plains 5-10 miles away, camp under rocky outcrop. Dimagi says we should expect rain, as we hit the plains, the sun shines brightly. We hear the cry, and see the tracks of wolves, but are not attacked.

Sat 6/4/96 Dimagi predicts that the weather looks fine, might stay fine, but it might rain - some prediction! During camp (near the base of a cliff), there is plenty of thunder and lightning, the horses are a bit edgy. During the night, Dimagi and Galland heard something fall off the cliffs. To their dishonour, they decided to investigate. To their credit, they woke two others (Michael and Cameron) to carry on the watch at the campsite.

Dimagi and Galland find the cause of the noise - a tree had fallen off the top of the cliff (lightning strike) and then they found that the tree had squashed a wolf. Now wolves normally run around in packs, this was no exception, as Dimagi was to find out. Galland yelled "look-out" but too late, a wolf was on Dimagi. Fortunately Michael and Cameron heard the yell and woke everyone up. As we rush towards Dimagi and Galland, a flash of lightning silhouettes more wolves in the way, just before Michael was about to stumble on them. Dillon, is to carry on to help the badly mauled Dimagi, whilst the rest of us deal to these three. Dimagi and Galland finish off their wolf, Michael, Stein and Cameron take care of the two wolves attacking Michael, who charged the biggest. I took out the third wolf, my newly learnt fighting skills proving surprisingly useful.

Sun 7/4/96 We go past some cliffs (The Pallisades) and around some swampland. Reaching the foothills on the other side of the lake, someone asked "what nasty things live in mountains" well, being a humorous fellow I jokingly said "Dwarves". Then the weirdest thing happened, a large ice hammer shattered inches away from my head. Cameron said it was nothing to do with him, and that I should learn not to offend Dwarves. I think it pretty poor when a party cannot bandy idle chatter around to wile away the boring bits of travel.

Mon 8/4/96 We get to the lake at lunchtime, the Pallisades give a strange echo. Dillon backfires and is amnesiac for 3 days. Walking around the water's edge we spot some Snow Lilies. Cameron goes in attached to a horse by a rope, I too, am tethered, just in case he gets into trouble. It takes a long time to get hold of one of the Lilies, they are protected by ice. *We later find out that it is sentient, so we preserve it.* It is getting late so we make camp.

Session 330/12/96

During the night we are attacked by a Goblin raiding party, *we got 5 Amulets of luck, 1 amulet of elder flowers, and 1 of vitney?*. All goblins perished (*but not before one provided some blood for the Alchemists' Guild*). They were sneaky and used poison darts to disable our watch. One Goblin had a *magical horn (of loudness)* that could have summoned his friends, had Michael not chased him up, then out of a tree. We tried to talk to the little creep, but no-one could talk Goblin.

Tues 9/4/96 Dimagi reckons it will clear up later and be fine. We walk to the foothills of Mount Dersai, barely being able to see the forests on the north-east slopes. We are careful about where we camp and find a good defensible cave. Cameron, Stein and Michael go climbing within a vertical tunnel towards the back of the cave. Michael goes despite the Dwarves telling him it was a dangerous thing to do. Michael falls off but is grabbed in the nick of time by the two Dwarves. Feeling very shaken and not a little off-colour, Michael decides it is time to come back down to the floor of the cave. But!, as he starts off, he slips yet again! - fortunately, the Dwarves caught him once more. Unfortunately, Dimagi had tried to *featherfall* Michael during this kerfuffle, but backfired, and he is now deaf, for some time, we imagine. *Fortunately Dimagi, Dillon, and Galland, know Silent Tongue, so Dimagi is not completely dumb.*

Wed 10/4/96 Through Silent Tongue, Dillon reports that Dimagi's weather prediction is grim, snow turning to showers of frogs later in the day. Dimagi himself, seems very perturbed at this prospect. During the day, Dimagi's prognosis is, fortunately, not fulfilled, it gets colder and starts to drizzle occasionally, with a north to north-easterly wind. We go to the base of the forest, the colour of the trees gets brighter further up the mountain, but there is a blackened scar towards the top, where we hope to find Fire Lillies.

We will camp the night here, *hide our gear*, and set off early in the morning. At around 5 in the afternoon, the place becomes quiet, in the distance we can hear a loud booming sound, which I take to be Gorillas, I've never seen one, but they have been described to me, including the booming noise they make. At dusk it is really quiet, and the forest area higher up is luminescent, including the burnt area.

Thurs 11/4/96 Dimagi seems troubled by his prognosis of yesterday, and does not attempt to give one today, despite our repeated requests. *We bury the snow lilly, hide the horse bags in the trees, and hobble the horses for our return.* I make a special note to memorise important objects - just in case we have trouble locating them later.

Session 45/1/97

As we head off towards the scorched area, we enter a high mana zone, where the vegetation is lush and very green. On the path we are aware of something following us (with very inquisitive minds - says Dillon). We assume they are gorillas, but we stay wary. The Dwarves are keen to break ranks and kill it (whatever it is). We decide that it only needs killing if it attacks us first. Walking along the edge of the burnt area, Michael gets zapped by a tongue of flame. Dillon *does his Mind Mage thing, goes undetectable and walks in*, he is not attacked by the Fire Lilly. But he does get attacked by a Salamander. He then has a very unlucky time trying to kill the Salamander, and comes off a very distant last out of two. This is a strange high mana

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zone as everyone seems to backfire. We go back to camp and lick our wounds.

Fri 12/4/96 Go back to get a fire lilly, well! would you believe it, lots of backfires, eventually Dillon outdoes himself and a backfire strikes him down in a seething mass of pestilence.

Dillion is really buggered but the Gorillas come to our aid. We meet the gorillas by chance, one of the more adventurous female Gorillas left some flowers in the crook of a branch, not knowing what was expected, we took the flowers, but left something in their place, flowers, food, and one of my bright handkerchiefs. When we meet, a gorilla beckons us further down the trail, I try talking to enchanted creatures, no luck. Stein was going to do his talk to animals when we find out that the big Gorilla we were taken to speaks Common. Much to our surprise we find out that they speak Elvish fluently. The gorillas have eradicated Spider plants by burning them as soon as they appear. Mandrake is used by Grandad gorilla, and there are no longer any in the area. Grandad gorilla cures Dillon and Dimagi of their curses. In return, all he wants is a small amount of seawater, which we will get after trying for Mandrake root on the first full moon in 5 days time. There should be some in the forest around the Ruby Lake and it will take some travel to get there in time.

Session 514/1/97

Sat 13/4/96 Set off to get Mandrake at next full Moon i.e. to harvest on the midnight of 18-19th. Found under an Oak with a pine cone on one of it's branches. Dimagi says that the weather will be fine, heralding his newly found voice. We camp in the roughs and in the small hours of the morning, we are ambushed by Goblins. *Galland blinded most of the Goblins*, and everyone scrambled to get a fighting partner. Dillon backfires (again), and is anmesiaced (again). I am weakened, and Galland is debilitated, and not at all happy about his situation.

Session 619/1/97

Sun 14/4/96 Michael goes back to the guild, we will sorely miss his antics.

Mon 15/4/96 In the morning someone hails us, Neville is an outrider for a Merchant's caravan on the coast route to the Hills of the Half Horn where Dwarf outcasts have started to rebuild their lives, and are being harassed by Goblins. *The caravan will be back this way in 2 weeks time.* During the course of the day, in amongst idle chatter, Stein is heard to say "Elves just don't get it". Dimagi says "that's why there are so few of us". The rest of the conversation is left to the reader's imagination. Moving east towards the forest, reached later that day, we find lots of tracks - Boar, Deer, Goats etc. During the night Cameron claims someone had tied knots in his beard, *we suspect Pixies.*

Tues 16/4/96 In the morning, as we purify, something tweaks our ears causing most of us to loose concentration, *we suspect Pixies.* Dimagi climbs a tree to look for any Oak trees, we find one with a Pine cone on it, but wait, there's more, they all seem to have pine cones on them. Stein talks to the trees, who report that they are not suffering from Mandrake. We then find out that the pinecones have actually been attached very cleverly, *we suspect Pixies.*

We climb a ridge and see two Oaks just down the other side, and a clump to the east and north. We go to the two just down the ridge. Stein talks to them, named Myrtle and James. Apparently a couple of Pixies had passed by, talking of pine cones. Also a lady, Mirriam, comes by every so often, she lives to the south - where most of the Oaks live. Further questioning reveals that Mirriam is in fact a Dryad. These two

don't have Mandrake to be cured, so Stein gave them a manicure for their time and information before we head off Southward.

Wed 17/4/96 During our ritual purification's, a pig and piglets run squealing through the camp, disturbing several comrades purification, so I was told, I didn't notice. We find 8 Oaks surrounding one giant Oak. Dillon does an empathy, he was so pleased that he got a spell off first time, he nearly did it again without thinking. Stein tries "Talk with Trees", Stein tries "Talk with Trees", Stein tries "Talk with Trees", eventually the big tree in the middle casts a spell which makes Stein's spell work, even trees get bored. Galland wants a sweepstake on this Oak's name, I think "**The Tree**" will do. It turns out to be an Oak mage with 8 acolytes. We are told that there is an Oak with Mandrake 5 miles to the south, no others known. Apparently we can get our curses removed, in return for which we are asked to retrieve something, an en-runed shield that may lie in a ruined tower on Mount Desai. Stein agreed to be geased. Apparently **The Tree** is a Greater Summoner, and the curses will be removed by something it summons. It does not tell us it's name, so **The Tree** will definitely have to do. During the course of this conversation, Stein is told that Mirriam is on her way. The party have a big discussion over whether we should encourage a Greater Summoner, considering the Guild shuns them emphatically.

Session 74/2/97

argue argue argue ad nauseum, "I would rather trust a tree" says Stein. We eventually decide to trust **The Tree**, Cameron still has his doubts. Shortly after, Mirriam arrives, and is VERY good looking, several of our group seem very eager to please her. She warns us about where we set up fires. *She notices Stein's magical campsite, and asks how it works - Stein shows her, but she was still in the tree. The campsite disappears and so does she.*

Thurs 18/4/96 Heading off south, we come across an old and gnarled Oak. We find the place where the Mandrake root is and we set to to dig it out, we all stuff moss in our ears to soften the screaming of the Mandrake when it is uncovered. To no avail as the horses bolt, closely followed by Dillon who managed to quieten them down. As we toil, we notice that we are being watched by many Dryads. Apparently this was Mirriam's tree, and a new Dryad is being born within in it. The new Dryad, Mirriam's replacement, is called Amanda. *Stein confesses about Mirriam and his campsite, one of the Dryads (Florence) helps Stein to uncover the changed opening and closing commands, they are now in Elvish and old Elvish at that - very flowery and politely worded. And, Oh yes!, it now has its own Gardener, Miranda, who also tends a pot of stew.* We ask Florence about **The Tree**, apparently it has been here as long as most Dryads, summoning heroes to aid in the defence of the forest (the fact that **The Tree** is a tree may have something to do with this - ie generally acting in it's own interests). **The Tree** has only summoned one hero in Florence's time, a great mage to save the forest from fire.

Fri 19/4/96 Back to the greater summoner, but on the way, we find a gold dragon with a hero rider in gold. Most panic, but not me. All members of the party gallop away as either they or their mounts flee in terror. Gosfred's mount, however, goes berserk and charged towards where the dragon and rider landed. Being staunch and having met a dragon on my first adventure, I control my horse and walk in to greet the

hero, who's name is Ashan Shugar, his dragon is Ryleth. Back with **The Tree** Stein tries talking to trees, and backfires. But not one to quit, tries again, you guessed it, backfires. Finally blind, deaf and dumb he mind talks to **The Tree**, who says that the new Dryad is a black dryad, a druidic model that the forest has not seen for ages.

Session 811/2/97

Ashan goes looking for ingredients to rid a few of us of our ailments. By morning Stein has been 'fixed'.

Sat 20/4/96 Galland, then I are cured in the morning. Galland is fixed at Mount Brandon, we all, well most of us want to fly on Ryleth, but Ashen says no! Dimagi entertains us with one of his outrageous weather predictions - overcast, getting worse and raining heavily later - it clears. Stein who is no longer blind and deaf (at least) says that Spider plants can be found in forest shores around the Ruby lake 30 miles to the south east. Ashen presents Dimagi with a pair of gloves - speculation is rife as to their function. They are never seen again.

Sun 21/4/96 *Miranda tends the campsite when it is unfolded in the morning. She DA's as an inanimate (Dwarf sized) Dryad. Stein ushers everyone out of the campsite because it is about to close on it's own - it's never done that before!*
We head south for the spider plant. Finding a log across the path, Galland sees green hats - *we suspect Leprechauns.*

Mon 22/4/96 Travel through the forest, smell roast meat late in the afternoon. Dim and Galland scout ahead and find a ranger with 3 rabbits on a spit - his name is Rastus and he looks like he is sleeping. He has a friendly Gear Falcon called Sable - it is jet black in colour, with the sort of sheen that would really set off my own silk, but I digress. We talk and find out a bit more about Spider plants, they are very sticky and toxic, tough to cut and collect. They attack, by grabbing you and pulling you up high to digest you slowly. The individual strands are very fine, trees show signs of infection and they are found in high mana zones. Gosfred says he requires the binding agent. We ask that if it is called a spider plant, does it dew up like a spider's web in the morning?, and yes, this is indeed the case. Rastus warns us about the Ruby lake, that there are big Piranha like fishes in it, and also a seaweed version of the Spider Plant, red in colour. Nixies and Fossirgrims live there to. As to Rastus himself, he is travelling north, *in the past he has been to Elfheim.*

Tues 23/4/96 We travel on and come to a break in the woods, about 30 foot wide, it marks the edge of a high mana zone. Hobbling the horses we go in. Cameron is getting progressively and vociferously confused by the notion that we are travelling west towards the east side of the lake. His ice armour now takes on a reddish tinge. Dimagi creates a mist, again with a reddish tinge, rolling it on before him, we find the Spider plant.

Session 918/2/97

The spider plant's main body lies in the bole of a nearby tree, about 15 feet away. Galland creates a small animal and sends it up the tree. As we investigate the plant, Cameron is hit by a thorn fired from the 'web' and is paralysed, it lasts for 30 minutes. We make poles and attach them to the tarp for protection. But first, we retire to the "fire break" for the night. We try again later and it still fires thorns. We wonder if it

has a reset time. During the night, those on watch hear splashing and giggling from the direction of the lake.

Wed 24/4/96 The next day, Dillon gets a vole, and trains it, Dimagi remarks that Dillion has finally found something with an equivalent intellect. We freeze the spider plant, and no thorns are fired at the vole. Fortunately we realise that there is a second plant because some of the web is unfrozen, and after freezing this we notice a third. Before leaving the high mana zone, we rest *whilst Stein replenishes the lessers*.

Thurs 25/4/96 Head off towards the sea, we still have to get seawater for the Gorillas. Galland is attacked by a wild cat, we defeat it, Stein controls and talks to it. We leave food and are followed by it for some time. As we retire for the night, Galland unthinkingly said (within a long tirade) that Cameron was a virulent goblin disease. As before, a large ice hammer materialises and flies past Galland's head. Dillon starts talking like Cameron (*mind mage backfire?*). During the night the cat sneaks in and plays with and wakes Stein.

Fri 26/4/96 We see the last of the cat when we leave the forest. We are on the Grass plains heading to the sea. Near lunchtime, we walk into an outpost of the Dwarven "Hills of the Half Moon", where we have a good lunch.

27/4/96 - 28/4/96 We reach the beach and collect the seawater, spotting a 3 master heading south. We tried saving some of the camp stew for lunch, but it had gone off by the time lunch arrived. Carry on north.

Mon 29/4/96 We cross Goblin tracks, heading west, possibly with a Hobgoblin.

Tues 30/4/96 For the night, we rough it. Dimagi & Dillon go fishing, Dillon uses a line, Dimagi dives in. We are looking forward to being attacked by Goblins tonight and set up noise makers so we'll get plenty of warning.

Wed 1/5/96 Again we cross Goblin tracks heading west.

Thurs 2/5/96 Visit the Gorillas at mid day and present the sea water, they are very appreciative. We ask about the Castle on the Mountain. The Gorillas say it has an invisible wall. It is about 100 yards from the Fire Lillies. When we arrive, we see that it looks young but is still a ruin - it appears well kept, a good stone path, with a 30 foot lawn around the castle. *The invisible wall comes from the Rune college, rank 16, can only be de-activated with dissipation*. The roof goes to the tower wall - you can knock on the invisible wall, but if you just press, it gives. Galland cannot do an illusionary staircase he says "you shouldn't rely on magic all the time". We look for and find a 25 ft log.

Dillon does a telepathy, there are 2 minds inside, one asleep, the other cleaning away busily. We clamber up on top of the invisible wall and get onto the crumbling stone wall, the floor is about 3 ft down, and a trapdoor is set in the stone floor - it is weathered but not worn or broken. The stone is magical, but it is not trapped, warded or cursed, *made by a binder permanent rank 20*. But! the floor IS magically trapped warded or cursed, so too is the trapdoor, volunteers please. Dillon tries to do a limited

precognition, and ends up twitching. Galland summons a squirrel, for a squirrel, it is very belligerent, it was a Namer spite at one point. The squirrel is persuaded to open the trapdoor for us. It wants a mate, which Galland summoned, but the new found mate nags.

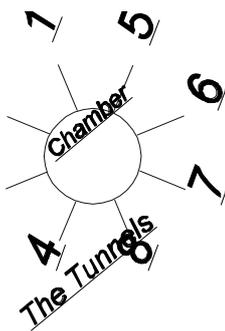
Session 10 the last

After the squirrel jumps down and opens the door, Stein jumps down too, and stands motionless, and does not answer our calls. Dillon controls Stein and we get him to climb a rope out. Back to the Gorillas to heal the twitching Dillon and check out Stein. Stein was in a sort of catatonia, and the way to get out of the trance state is to startle them. - it's an old magic thing. We camp at the edge of the wood.

Fri 3/5/96 Go back to the castle, this time we take rope and the pack animals. We drag the log out and use it again. The floor is once again trapped with 'catatonia', time to reset - midnight. Looking through the trapdoor we are met with blackness, but onwards we went. Dillon gets the same two minds. The two dwarfs go first. Galland tries to make the tower invisible, don't ask why!. As Stein steps onto the floor the room lights up. Lots of furniture is seen, it is well made, with silver inlay - mainly for storage - trunks, cupboards etc. There is also a translucent silver mirror. The furniture has a magical preservation on them. Stein makes an offhand comment that "you're all bloody useless", and gets hit by a bolt of Fire. The cleaning thing is in this room, but we cannot see it.

Checking around and find a trapdoor after swivelling a board round. Cameron goes down a ladder and comes back black, Stein puts his hand in, the gauntlet is black, but not his hand. Stein says that the black stuff are spores, harmful to humanoids, they are mushroom spores, what's more they are black mushroom spores. Galland empathises Cameron and says he has an infection in his lungs.

Stein and Dimagi wander down a tunnel and find some Black Mushrooms. We feel that our healers will be able to cure any of the infections we come across, then start to wander down tunnels radiating off the underground chamber. Most seem to lead to areas where magic can be practised in peace.



We find a trapdoor at the tunnel end (5 minutes walk). It is in the roof of a huge cavern 45 - 50 ft drop to the floor.

Dimagi tries to feather fall but ends up in a nasty little rash. Galland fetches some rope. Dimagi goes down to investigate, there aren't any other openings that he can see, except for an opening in the roof - at least we know of an escape route if trapped down here, how we reach it is anyone's guess!.

15 minute walk ends in a small quartz cave.

20 minute walk to a small vein of quartz which seems to reach the surface as it casts sharp shadows.

I cannot remember where this went, I think it was too exciting and I got it mixed up with one of the other tunnels, there's always next time!.

Goes down steeply 30-40 ft, and then into rough steps, ends up in a cavern with a stream running through.

Large cavern full of glowworms.

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5 minutes to a magically dark wall - does not harm us, we go through and find a secret pivoting door. It leads to a 3ft ledge on the side of a huge cavern. The Elfs can just about see the other side, but not the ends or the floor. It is at least 300 long by 200 ft high. Stein DA's a depression in the ledge as magical comfort. Very long tunnel didn't reach the end, it heads off into the mountain.

Back at the centre we investigate the central room, on the other side of the ladder there's a 3ft square depression but we cannot get at it. By pushing the ladder it moves and reveals a trapdoor handle in the floor. Galland and Dimagi hear what Dimagi says is Demon Noise. The trapdoor reveals a 3ft square shaft, by 50 - 60 foot to the ground. Cameron drops a cube of ice, nothing happens. We get down and end up in a large room 100 by 30 by 10 ft high. At one end is a shield on a table, in a pillar of light. Between us and it are lots of figures that don't seem to be doing anything. However, as we move towards the shield the figures shuffle towards us. *The Dwarves charge, I prepare my newly learnt Bolt of Lightning. Galland blinds 3 straight away.* A strange thing happened during the fight, Cameron and Stein were bantering away when an ice hammer materialises and strikes Cameron, apparently he called Stein a wimp.

The table is magically preserved, and the pillar of light 'might' harm us! Well we appear to be out of immediate danger so I use my staff to knock the shield out of the pillar of light. Why do I do these things?, I'm hurled backwards, and feel really weak, I can barely stand up. And worse, my lovely quarterstaff has been stuffed. Back in the keep, we check out all the items, and discover that the wardrobe is, in fact the door, but we can only exit one at a time. Oh, we could walk straight through the transparent wall from this side, no problem.

We get the shield to **The Tree** without mishap and return to the guild. The party are not keen on blowing the horn to attract a few more Goblins to kill on the way back.

Wed 15/5/96 We arrive back at the guild, our mission a resounding success, and the profits good.

Here ends the story of The Search for Flowers.

Tixellanif