The Red Book III.d
of The Forgotten Realms

Entries from the great Bard Ed Greenwood

1492 DR (Nov. 2019)

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

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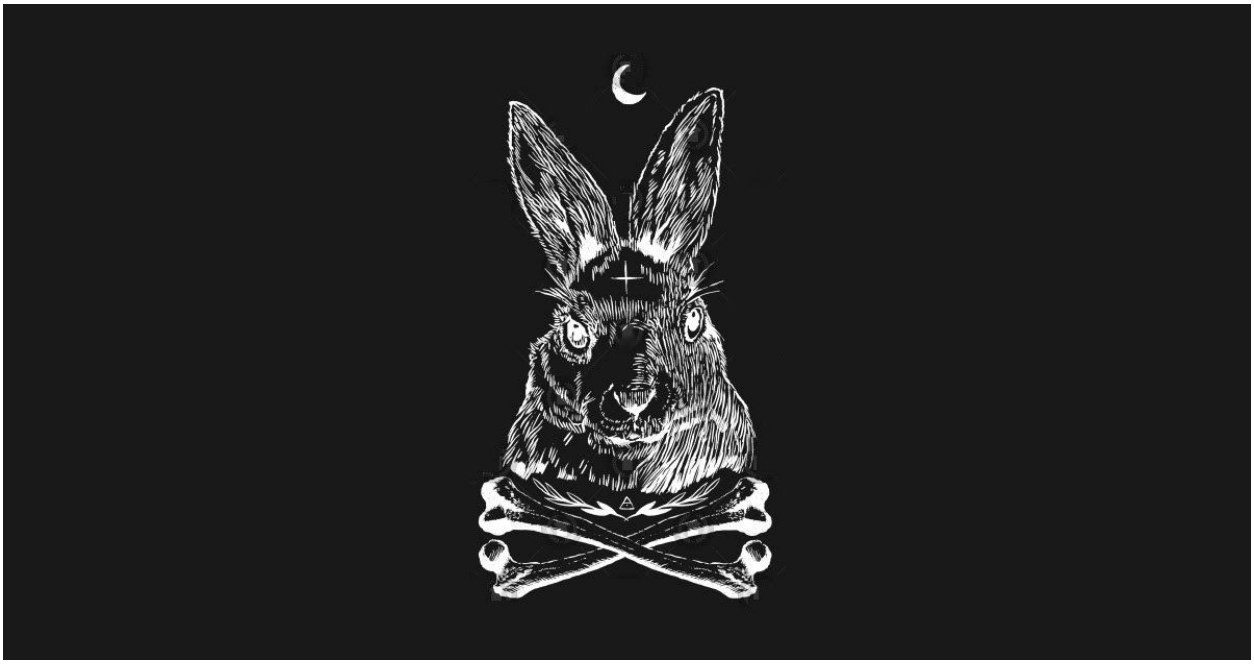

To the surface

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 10,400

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 10,700

Tracker Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 5th lvl, 12,100

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 3,900

After many long dark walks through the tunnels and caverns of the Underdark, during a rest period, Dorn is awakened by a muffled noise in the darkness and attacks it fiercely. Even though Mev (Aelars deep gnome henchmen) yells out that 1 of the 3 deep gnome guards is missing. Aelar puts a lit torch into the darkness, but it doesn't penetrate it. Dorn keeps swinging, madly. The darkness drifts up & away and leaves behind a mangled corpse of a svirfneblin. The other 2 deep gnomes get in an argument with Dorn for killing their comrade. They take the dead body, along with the rothe and head back to Blingdenstone, but also leave plenty of supplies behind. Mev also stays with The Five Points and continues to guide them

After a few more days travel, you come across some ruins and giant spiders attack from the cavern ceiling by shooting webs down at you. Aelar loses sight of Mev for the whole battle, while also riding his carrion crawler slashing spider webs (& spiders) as he goes. Dorn gets stuck and stuck some more in webs, falling prone and entangled while 2 spiders start putting some serious hurt to him with their venomous bites. Barnabus slashes webs & spiders and along with Aelar, help save Dorn. After the fight, Mev appears from the edge of the cavern, saying he really can't deal with giant spiders (& so hid).



A few more days, while crossing a high ledge, Aelar sees a drow up ahead, watching them. Aelar pulls out his bow and shoots the drow dead. But further in the tunnel, was there another drow?

Time goes by slowly in this never ending twisting path, filled with unknown dangers, that is supposed to lead you back to Buckland.

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Meanwhile, on the surface world, a new year is celebrated around the Forgotten Realms.

In Faerun, where the members of the Five Points are from:

On a ship, a motley crew of characters gather, counting their latest loot, one recounting a tale about how their old comrade, Barnabus single handedly took on 6 uniform officers once during a botched raid last year. "Man, that guy was tough when he got mad."

Deep in a forest, a serene group of elves are praying to their gods, requesting guidance for all elves that went missing this year, then naming each & every on of them, including Aelar Agrippa Daloneth.

At the orphanage, the houseparents gather all the kids and give thanks for all they have. They spend a moment on the orphans that have moved on this year. "Link, even though he is a cross breed, is very unreliable, like the savage forces of nature he tinkers with, has a good heart and we wish him well."

At the prestigious institute of archaeology studies in Waterdeep, the City of Splendors, a special lecture is taking place on the intricacies of selective gem removal in highly dangerous situations. which the famed scholar & explorer, Kentucky Jones perfected. "God speed to wherever he may be excavating."

In Buckland, before the royal feast is taking place, a moment of silence is taken for a missing prince.

In south Buckland, deep in the dwarven mines, the dwarven celebration is interrupted by yet another and even bigger intrusion of demons spewing forth from the depths.

Neverlight Grove

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 11,300

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 11,900

Tracker Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 5th lvl, 13,000

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 3,900

During the next weeks of traveling down tunnels, passages and caverns, you encounter a small band of duergar traders, avoid sinkholes (Barnabus jumped off as the ground was collapsing), trudge through waist deep muck filled passages, backtrack as some passages were flooded with water, bypass spore servants tending a myconid mushroom harvest cavern, then finally set off the high pitched screams of the shrieker fungi, thereby bringing attention from a nearby hornet like, demonic chasme that nearly kills you all (Barnabus (though he ran near the end of the battle) and the carrion crawler kill it, while Dorn, Aelar & Mev fell unconscious at the 1st moment of the battle).



Travelling on, through a narrow watery fissure, you enter the cavern of a grove, leaving the horrors of the Underdark behind. You find yourselves in a hidden, enchanted place, strangely alien, but serenely beautiful. You are in a mushroom forest that covers every surface, including the ceiling and illuminates the darkness with brilliantly colorful bioluminescent patterns.



You venture in and meet the 2 Sovereign's of a myconid tribe, Phylo and Basidia.

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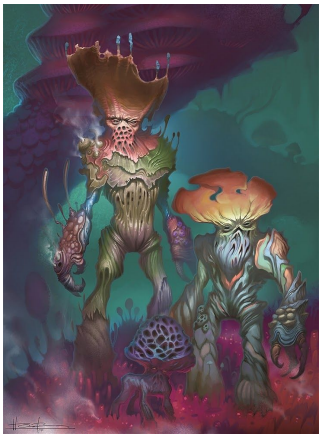
The grove is quiet, as myconids don't speak, though you do hear strange music from the cavern beyond.

With rapport spores floating everywhere, the ever swaying, giant Sovereign Phylo invites you to stay as long as you like, but to avoid the Garden of Welcome as the Circle of Masters are preparing for "a wondrous and glorious surprise", and also informs you, the "Great Seeder" who lives beyond the garden can answer all your questions.



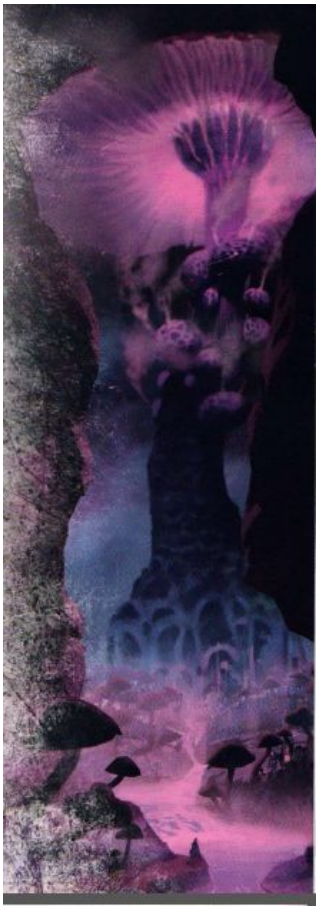
Sovereign Basidia pulls you all aside and reveals to you his concern with Phylo's behavior and also warns you not to stay in Neverlight Grove too long. But he does ask you to go into the Garden of Welcome to see if there is some infectious spores up there. He also shows you around the grove and introduces you to some of the circle leaders. Loobamub, leader of the circle of hunters asks you to kill an alpha grick that is in the grove and Rasharoo, leader of the circle of explorers who has escape plans set and knows of routes to the surface. Rasharoo will take you, if you help Sovereign Basidia with the Garden of Welcome.



As you enter the Garden, you hear a symphony of moans, cries and hisses and then see the heads of a dozen underdark humanoids peeking up from the ground, mold and fungi growing on, in and around them. A female drow pleads for you to kill her,



warning you that the "Great Seeder" is the "Lady of Decay". Aelar puts her out of her misery. Then, the heads of the garden victims take on a tone of fear, as a large, disgusting, larval creature rises up before you, showing only vestigial fungal growth that hint it may have once been a myconid. "Welcome travelers", the aberrant myconid's voice gurgles and spits as it speaks aloud and in your minds at once, "Are you here for the wedding rehearsal? Let the love of the Great Seeder embrace you as you become one with her chosen, the Great Body!" Then spore servants, myconids and this thing called Yestabrod attack you, shooting caustic & infestation spores out in all directions.



You all run back down the slope to the main grove. Looking back up, beyond the garden, you hear a large disturbance as myconids are giving way and fungi (& heads) are being trampled on and torn up by the biggest mushroom you have ever seen, trudging towards you.



The titanic mushroom, Yggmorgus swoops down and smashes into you. You are sucked inside of it, being swooshed upwards and in a hallucinogenic haze. Your first vision is of a mock wedding inside a great tower with spiraling stairs and balconies, all lit by phosphorescent patches of mold. There are mushroom bridesmaids and chamberlains preparing, all busily tending to a giant (20'

tall) woman like figure, made entirely of fungi and mold floating in the center (the bride). They are all singing, along with the remaining heads from the Garden of Welcome, a strange, soothing song that stabs into your mind, both insane and gleeful in equal parts.

"From rocky bed the toadstool rose,

From chaos dark, her love She shows.

Wish! Yearn! Laugh!

The Lady will be wed!

Crave! Hunger! Dance!

Her joyous spores will spread!

Youth is gone, beauty rots,

Araumycos and Zuggtmoy!

Joined together, heart to heart,

Becoming one 'til death do part!

Hail! Hail! Hail!



As you are being swooshed past this vision, down Yggmorgus"s titanic trunk, you have many more visions. You "see" small rooms, caverns, tunnels along your way, filled with all your horrific experiences since the Lonely Orphan.

The first room is The Lonely Orphan, your favorite bartender, Freedo, looking despairing around his tavern at all the carnage & death the evil dark elves brought.

Then your cell in the drow outpost, Velkynvelve and the heroic escape that costs the lives of Buppido the derro (tortured and torn apart by quaggoth guards), and Ront the orc.

You see Topsy & Turvy, stuck (& cocooned) in the giant spider webs below Velkynvelve. They keep shape changing from svirfneblin to wererat to hybrid, always under the paralyzing effects of poison and constantly being fed on by a swarm of baby spiders, but their lycanthropy keeps them alive, barely.

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Jimjar the deep gnome, what's left of his remains scattered across the bottom of the lake beneath Velkynvelve.

You see Eldreth Feldrun, the female shield dwarf deep in a mezzaraberon torture pit, hanging upside down by spikes through her feet, gashes & marks across her whole body.

You see Mistress Ilvara Mizzrym and a band of dark elves descend from Velkynvelve to begin their hunt.

You look into a chasm filled with cavemen picking cherries.

Next, you pass by endless dark tunnels and caverns, filled with all kinds of strange monsters & fungi.

You look down a tunnel and see the transformation of the human wizard, Salazar Falone to the barbarian Barnabes Harrigan.

A small cavern passes with the fungal remains of Sarith Kzekarit, the drow from your cell, who, after your "mercy" killing has sprouted into a whole cavern filled with dark skinned mushrooms.

You sometimes see the shade of Peren Galonadel.

Catching a glimpse behind you are the band of drow, ever closing in.

Next are fish people, lots of them in their stick village by a lake and a fear & madness fills you. You shut your eyes and hope to go by quicker as a gigantic 2 headed beast of unimaginable strength and evil destroys all in its path.

Demogorgan

You see rooms and caverns filled with dark water, carnivore fish, manta rays and killer mermaids.

Then a maze of rooms and passages with 3 witches stirring strange concoctions in their cauldrons.

The next room is full of water, and Shusshar, the kuo-toa from your cell as he is being pulled ever deeper into the depths.

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Then a splash in the darkness, and you telepathically hear the cries of Stool, your myconid sprout guide from your cell asking for help and then silence.

The next room is huge, more like a city, filled with evil dour, grey dwarves, the duergar and small, nasty, crazy derro.

Ghohlbrorn's Lair, the inn with lots of darklake stout and dwarves from southern Buckland, Gnoll and Hillock. Visions of acid spewing demons killing Buckland dwarves.

Peren Galonadel, laying torched and dead in the derro Council of Savants, Hall of Sacred Spells.

Mushrooms that make you big & small.

Tomik, an ally for a very short time, (in glowing, faeress infused tunnels with Kiki, your floating flumph guide and Rumpadump, another myconid sprout you befriended) falling into a gusher of water, fighting the water and then drowning in the water.

Nodak, an angry derro, who "befriended" the group, but shot Barnabus in the back during a skirmish is cut down viciously by the enraged Barbarian.

A huge, plump adult red dragon shooting flames down into a city gone corrupt & mad.

You peer into a magnificent room, more like an open field and see Blibari, with Airb, surrounded by hounds of all shapes and sizes.

In the next real small tunnel, you see a battle between a centipede, Nylar Nailar Cithrest and Kimmie Keeks, the cursed 2 headed doll sent by the witches of the Dark Mirage.

More dark tunnels, more death, more madness.

While being chased by Ilvara, Link trips an orc you helped escaped slavery, thereby ensuring Links escape at the cost of the orcs life.

Peren Galonadel is back, now a demogorgonic abomination, with 2 heads, but in a pit covered in black goop, then transforming into a giant, and then exploding.

Prince Derendil (the gold elf prince polymorphed into a hulking quaggoth (so he says), from you slave cell) lay murdered by the hands of an angry ally.

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An Ooze temple, imploding as tons of Darklake water quickly fill it. Kentucky Jones hammering away like he's never done before, swooshed away into oblivion . Glabbagool, a sentient gelatinous cube ally, being shredded into hundreds of pieces by swirling debris.

The Foaming Mug, more drinks, more death; dead ghosts, a crazy drow medusa, svirfneblin wererats, earth elementals, slimes of all kinds, The Pudding King dissolving in a puddle of ooze filled with eyes and gaping mouths.

Juiblex

Down a long, dark tunnel, a dead svirfneblin murdered by an ally, in unnatural darkness.

Next is an otherworldly cavern filled with an abundance of mushrooms, mold and fungi, creating a bizarre, yet beautiful tapestry of color. Yet, you see and smell pockets of decay and rot, along with horrific fungal creatures, all in the midst of a surreal wedding rehearsal.

Zuggtmoy

As your "upwards" fall slows, you notice a golden light above (below) you, and you safely land on firm ground.

Madness

The Death of a Scholar

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 13,100

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 13,300

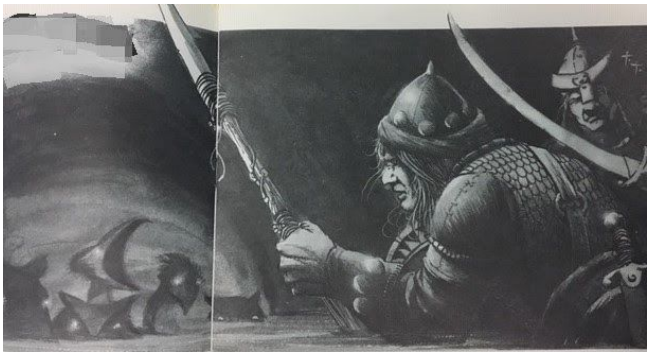
Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 15,200

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 5,700

Robber Archeologist Kentucky Jones, Dwarf, Thief (alex), 4th lvl, 5851

Your upwards fall ends softly in a pile of mushroom debri. You are in the southern end of a strange chamber, some 60' x 120' big. It is lit with many candles and the walls are polished and glow. There are about 10 doors, 1 of which is only about 1' tall. There is also an exquisite table with a bunch of pygmywart and bigwig mushrooms on it (the ones from the whorlstone tunnels that made you big & small).

Kentucky Jones goes to examine the mushrooms, but then loses attention and gets everyone to look up at the ceiling. When you look back down, you suddenly notice that the place is not what it seemed! The room is twice as big, there is no mushroom debri pile or fine table and there are only 4 doors and between you and these exits is a large pool of water with strange creatures swimming in the middle of it.



Aelar with his carrion crawler climb along the wall to the 1st door. The human sized creatures (weasel, axe beak, badger, boar, owl) start leaving the water to gather near Aelar. Meanwhile, Kentucky Jones starts swimming near the edge. A giant crocodile attacks him. Dorn jumps in to help.. Barnabus, with Links encouragement decides to throw Mev (Aelar's henchmen) into the water on top of the gator. KJ is starting to get slashed badly. Link throws a healing spell at him. Aelar, from across the room, seeing what Barnabus is doing, manages to hold in his strong desire to kill and slips through the first door as the giant owl is attacking him. Barnabus picks up Mev (the 3' tall, 100 lb. deep gnome) to throw and then Mev throws a

blinding spell at Barnabas, who becomes enraged and decides to kill Mev Flintknapper. Dorn, Link and KJ finally kill the crocodile and swim for the other side. KJ gets there 2 rounds before the others and is attacked by the 5 creatures. He almost goes down again, but the rest of the group gets there just in time. The door Aelar went into will not budge, though the next 2 doors all seem to go to the same place, you see Aelar and enter.

You are in an extraordinarily large "cavern", a forest of fungi scattered about, of all sizes, colors and shapes. You hear strange noises, like birds or bugs. Looking up is nothing but darkness. You notice a small tunnel, less than 1' wide, that when you peer into can see a tiny garden. You can't seem to enter, not even Link, shape changing into a snake. You move on.

Aelar gets a little too near a giant puffball, a tannish fungi that blows out a gust of wind and pushes Aelar 20' to the side. KJ decides to follow the exact same route and also gets pushed aside. The rest of the group steers clear.

You later come across a huge blue mushroom (the cap is 5' to 9' tall from the ground) which has a large blue caterpillar-like creature on top, curled comfortably in a circle around an urn. The creature keeps biting a strange stem which comes from the urn and thereafter grimaces and sends forth small clouds of opalescent smoke.

"Who are you?", says Behir Virnig (this creatures name). As the group talks to Vernig, he tokes on the stem, then sends slow smoke rings to each of you. Aelar and Dorn accept the ring with deep breaths, the rest of the group dodges the rings. Aelar falls down hacking and spewing up his guts. Dorn is covered in a cloud of fog.



Kentucky Jones charges the mushroom, jumps and with arms high, digs his 2 picks into the side of the cap, then grapples the giant caterpillar by the head and with his heels dug in, pulls Behir Vernig off the top of the mushroom onto the ground below. The group attacks and Vernig fights back, biting, constricting and breathing lightning bolts. Everyone has taken damage, but Kentucky Jones has taken the brunt of it. After being

knocked unconscious and grappled by the constricting tail, Behir opens wide and swallows Kentucky Jones whole. The last thing Kentucky Jones sees and feels is being forced down the throat of a giant caterpillar-dragon worm like creature and then feels the creatures stomach acids start dissolving his body.



The Five Points kill Behir, then cut open its stomach and retrieve the dead, acid dissolved remains of the great scholar and friend, Kentucky Jones.

Aelars hungry carrion crawler immediately tries to start gnawing on Kentucky Jones. Aelar reigns it aside and coaxes it to start eating Behir Vernig instead. They put KJ in a bag, over Barnabas' shoulder.

In the distance, in another large mushroom "tree", you see a very large "cat" watching you. It then smiles and you can see its long fangs and feral eyes.



A mushroom off in the distance collapses and you see a humanoid creature with wings fall out of it and crawl from the debri.

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The "cat' with the feral smile says, "Congratulations on killing Behir, though now that he and his magic are gone, there is nothing to hold this fungal forest from falling into the Abyss. My advice is to run for the hills" His crazy eyes look to the left and far off you see a high hill rising above the mushrooms.

A hole opens up below the mushroom Behir was sitting on. The mushroom falls in and disappears into the depths. Another giant mushroom only 20' away from you falls apart and a winged humanoid falls out of its stalk onto the ground. You see deep scars along its back where it appears the wings have been implanted into its body and its legs look like they have been broken and tied and twisted together. It starts flapping its wings, butterfly wings if you aren't mistaken, and slowly hovers. It is in much pain and looks quite mad as it eyes you all up.

The hole to the Abyss opens wider as more debris is being sucked into it. You hear and see mushrooms all over the place begin to swell and explode as the sky fills with winged butterfly creatures.

The "cats" body disappears, leaving only is head which smiles, then also disappears.



Legends and Tales of the Heroes of Faerun

More Madness

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 13,400

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 13,750

Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 15,650

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 6,200

Robber Archeologist Kentucky Jones, Dwarf, Thief (alex), 4th lvl, 6,200

As Aelar riding his carrion crawler narrowly escapes being sucked into the Abyss, you all turn to see the twisted, floating misshapen butterfly creature fall flat to the ground, then slowly look up at you and say "Kill me, please", face full of pain, agony and despair.

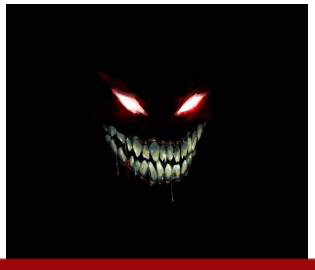


As the Abyssal hole starts opening up wider behind you and everything is falling into it, Aelar performs a mercy kill and gets a little satisfied feeling from his newfound, Underdark feeling of a NEED to kill people.

Another dark, smallish, butterfly creature, fully formed, with no hints of anguish, befriends you

Barnabus brushes (so some recount) a mushroom that turns into a giant frog, Barnabus moves on. The frog attacks Link. Link shape changes into a slew of creatures, finally ending as a cougar that outruns all his companions, even the swift Barnabus.

While Link is far ahead of his companions, the Cheshire Cat magically appears behind him and attacks, biting and clawing viciously, (cat fight) almost taking Link out. Withstanding 1 more viscous attack, Link is saved by his "friends", (Dorn runs to the hills) with Aelars last crunching blow making the cat disappear.



Moments later, the cats smiling fangs and feral eyes appear floating on top of a giant mushroom. "We're all mad, here!"

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As you look back and down into the gaping depthless infernal hole, you can feel the ominous evil pervading from it. You're not sure what plane you are now in, but you feel the eternal struggle of the Demon Princes that you encountered back in the Underdark and they have somehow opened up a gate here to continue their war.

Ahead, the ground is a purplish grass, the "sky" is dark with colors twirling through it and the path is bordered by treacherous looking plants. An elephant size dog (or maybe you are all small) runs towards you. Aelar feels a little thought sent to him by Blibari and talks to the dog and plays fetch with it.



Approaching the manse in the open field, you approach a liveried servant, a Bullywug who tries his best to ignore you. He tells you to go introduce yourself to the Duchess, as she is in a bad mood now. You knock on the door, the kuo-toa butler invites you in and have you wait to be escorted to meet the Duchess. You are led to the



kitchen, which is chaotic, with the crazy Duchess yelling and cursing and throwing razor sharp plates in random directions. There is a cook with a bunch of knives, dicing and slicing, throwing flour and pepper into the air, mostly ignoring your presence the whole time. You also see a swaddled baby (you presume, though you never really see it), crying and crying through it all.

The Duchess begins nursing the child, singing it a sort of lullaby and giving it a violent shake at the end of every line.

"Speak roughly to your little boy,

And beat him when he sneezes:

He only does it to annoy you,

Because he knows it teases

I speak severely to my boy,

I beat him when he sneezes,

For he can thoroughly enjoy

The pepper when he pleases!"

The Duchess then haphazardly throws the baby to the cook, then throws a plate randomly, which hits Dorn. giving him a very deep cut on his arm.

You decide not to explore the rest of the Manse, but to just leave and so peaceably walk out. As you are leaving, you hear the Duchess say she has to get ready for the Queen's croquet game.

You notice a few kuo-toa and bullywugs going into and out of the pond in the Duchess backyard.

Following a path through the "steel" forest, the cats feral smile appears in a tree and says "This way to the dwelling of the Mad Hatter".

You walk into another glen with a very strange looking house, (which later you notice has but a single round door to enter, but you all decide to pass).



But for now, your attention is on a 50' long table covered in white cloth with scores of chairs on both sides. At each place is a service of china plate, cup, saucer and silverware. There are small platters with cakes and rolls on them, small bowls with white bricks in them, shallow dishes with pieces of yellow fruit or vegetable. Small pitchers are scattered throughout. A strange human and two other creatures are clustered at the far end of the immense table. The human is pouring from a metal ewer, filling his and his companions cups. When they notice you, they all shout "Sorry, no room here! Go somewhere else! No room .. no ROOM!"

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As you approach, the Dormouse asks if you would like some wine. You accept and he replies that there isn't any wine. Then falls back into a slumber.

As you all sit down, the Mad Hatter eyes up Dorn curiously and finally says "Your hair wants cutting".

"Why is a raven like a writing desk"

The March Hare asks if you would like some tea, but they never pour any for you.

The Hatter and the Hare chatter amongst themselves for some time, while harassing the sleepy Dormouse, pouring tea on him, pinching, hitting and jabbing him.

You get into a bit of a conversation with the March Hare who tells you he had a quarrel long ago with the white rabbit, Charldos, who turned him into a Hare. After they made a truce, Charldos was going to revert the spell but the senile old Arch-Mage mistook his "permanent" spell for "dispel magic" and now here I am. (you're thinking "totally psychotic").

March Hare "Why did the ape fall out of the tree?"

"He was dead!" All 3 start laughing hilariously Hahahahahha hahahahahha



Mad Hatter "Knock Knock"

Link "who's there?"

Mad Hatter "Link"

Link "Link who?"

Mad Hatter "Link, Sandy Claws!" All 3 laugh hysterically, Aelar & Barnabus even chuckle some. hahahahahahahah hahahahahahahah hahahahahah

The insane Mad Hatter, in between his gibberings start pulling hats out from under his hat and tossing them on you all. One totally covers Barnabus, who rips it off the next round. Another attaches itself to Dorn, suffocating and strangling him and actually weaving itself into Dorns skin. Aelar has to cut into both the hat and the back of Dorns neck, hurting them both. The hat is getting ripped up. The back of Dorns neck is gushing blood from multiple cuts. Dorn performs a healing ritual on himself, while Aelar, with a blood dripping

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dagger in one hand and another "willing" prize in his other hand, eyes alight with the excitement of the possibility of killing yet another person. Barnabus comes over to finish up the hat and Dorn is saved. The Hatter remarks, "I told you your hair wants cutting".

You all get up to leave, they don't stop you or even seem to notice that you left.

You all do notice the card in the Hatter's hat. It has some kind of strong attraction for you, like it will solve all your problems, forever. And you feel, there was something more you wanted to say to the Dormouse.

You walk past the strange looking house with the single round door to the far end of the glen and enter a highly polished door that is on the trunk of a giant tree. You are back into the 1st room with the shiny walls, 9 doors, 1 of which is less than a foot tall and a small, finely crafted table, which upon its crystal top rests a metal object, a flagon of some sort and a salver with an unleavened loaf atop it.

You head for the corner and collapse from exhaustion, both physical and mental.

During your long rest, Asherah Seerarr (butterfly girl) tells you a bit of her story.

Asherah is a female pixie, Seerarr is female drow. They were both captured and sold to Behir Vernig. The Caterpillar magically and physically alters/combines females of all races for purposes unmentionable. Asherah is thankful for being free and is trying to forgive and move on. Seerarr wants/needs revenge and is angry at the dead dwarf for killing Behir, as she wanted to.



You see a slight struggle in her eyes/face, then she slowly raises the glowing miners pick in her hand. You then hear a voice that sounds like Kentucky Jones.

"I am back, comrades. In my pure form, my destiny.

Somehow when Behir swallowed me and we both died, my soul entered the closest welcoming vessel, this mining pick.

Let the digging begin".

Patron

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 13,400

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 13,750

Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 15,650

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 6,200

Minor Weapon Kentucky Jones, Sentient Mining Pick, (alex), 4th lvl, 6,200

After hearing Asherah Seerarr's story, you fall into a deep slumber, the best rest you have had for quite a long time. You slowly awaken to find yourself alone, just you, in a dark area, standing on a hard floor with no walls or ceilings to be seen.

You hear a young woman's voice, *"Welcome brave adventurer, welcome to my plane. How you made it here is unclear, but you have demons on your trail. The rift that is now opened between our planes can only be closed by our combined powers. Though you may feel that you are weak and insignificant in a war between Demon Princes, their powers are so evenly matched, even the slightest advantage can make the difference. The only way I can help you get past the Red Queen and back to your plane and thereby closing this portal is to enter a pact with me, thereby letting you absorb and use a bit of my power, though only a small bit, as too much will sear the flesh off your mortal body." (for KJ "melt your metal into a puddle")*

You now see a human female approaching, slowly. She has a cat by her side and a long knife in her hand. A thick tome suddenly appears between you, floating about 3' off the floor. The book opens onto a page that has your name at the top and lots of words below that you can't read. She says *"Hi, I'm Alice, the demiurge of Wonderland, we need to sign this pact in blood."* Alice then slices her hand and lets her blood drip onto the page. She than hands you the knife, The cat looks up at you and smiles.



Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

You awake in the white room, with the 9 doors, small table and your friends are all starting to wake up. They look as if they are recounting a vision or a dream, as you are. The “dream” was so vivid, Alice seemed so real. Your hand aches a little, you look down at it and see an old, deep scar down the palm you can’t seem to remember getting. But then again, you have lots of battle scars on you. You stand up and feel better than you ever have. (for KJ, handle for hand & palm and Asherah stands up holding you).

You take a step back, as you sense, more than hear or see a dwarven ear fall in front of you from above. You look up to see Aelar’s carrion crawler on the ceiling (~40’ up) eating the last bits of the dead body of Kentucky Jones.

The Fine Print

Chevalier Dorn Buckman, Human Paladin (ryan), 6th lvl, 14,400

Totem Barnabes Harrigan, Human Barbarian (kyle), 6th lvl, 14,750

Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 16,650

Initiate of the 3rd Circle, Link, half Elf, Druid (eric), 5th lvl, 7,200

Minor Weapon Kentucky Jones, Sentient Mining Pick, (alex), 5th lvl, 7,200

When you look back down from the ceiling, a portal opens up in the middle of the room. Alice steps through with the cheshire cat. Alice speaks.



“While you are delving deeper into Wonderland and with this blood pact, things are going to get a little tougher, including yourself and quite a bit stranger.

You each gain 1,000 experience points, moving most of you up to the next level.

You each get a wooden flask of healing, Start with d20 healing, if ever roll a 1 or 2, the next drink is 1 die smaller. Can have 1 drink per day. Rolling a 1 or 2 on d4 means that's the last drops in the flask.

You each receive 1 tart of restoration. Reset your magical burnout back to d12 or regain one expanded class feature.

Excerpts from the Red Book III.c

In very desperate times of need, call for me and I'll have a 5% chance of hearing your call. You may each pray like this once per day. On each failure, I will have a 1% better chance to hear you next time. On each success, my starting chance decreases by 1%. (to 4%...)

You gain 10 exp pts for each gold piece of treasure (precious gems, priceless art, rare jewelry) you recover and bring back to civilization (sell or donate). Everyone shares the experience pts.

Short rest - The same as from the plane you came from.

Nightly rest - Once/day, sleep ~ 6 hours, pray/meditate 1 hour. Same healing options as short rest.

Long rest - Same, except only once every 3 nights & your magic burnout die gets reset to d12.

Initiative is determined by Intelligence, not dexterity The faster you think, the faster you act.

Each critical hit against armor reduces AC by 1, cumulative. Blacksmith can fix.

Each critical fail on attack (roll a 1) gives -1 to that weapon (a notch), cumulative. Need blacksmith to fix.
Kentucky Jones can store all the notches and give any or all of them out, once, that lasts for 2-5 rounds. (i.e., After 3 critical fails, KJ boosts Dorns attack +3, +3)

Defense Rolls - Instead of the DM rolling the attack, the players rolls for their defense. Defense roll = d20 + AC. If it equals or beats attacker DC (attack bonus + 22), you avoid the attack. If attacker has advantage, you have disadvantage. Rolling 1 is a critical fail (a critical hit)

Saving Attacks - Instead of the DM rolling the saving throw, the players rolls for a saving attack, to see if you overcome the monsters defense. Saving attack roll = d20 + spell DC. If it equals or beats monsters DC (target saving throw + 22), you land the attack. (DM still secretly rolls saves that you shouldn't see)

Magical Burnout: d12->d10->d8->d6->d4. While casting a spell (not bestowed by me, not a class or racial feature, or from a magic item or ritual), if you roll a 1 or 2 on your burnout die, some magic energy lashes out during your spellcasting attempt and causes you some harm. Use the next smaller die on your next spell. Take a long rest to go back to d12.

Active Initiative: Decides who goes first, if no surprise, then roll initiative. Take you turn, then pick who goes next. If you took damage last round (or use an inspiration token), you can interrupt and take your turn next.

Wounds and Injuries: When you are reduced to 0 hit points, you gain 1 level of exhaustion (if you don't die). If reduced by an extremely violent attack (from a huge monster; dragon, giant, ogre…) you may suffer a permanent injury.

Alice and the cheshire cat step back into the portal and it closes and they disappear. The room is as it was.

Were they even there?

Croquet

Chevalier Dorn Buckman, Human Paladin (ryan), 6th lvl, 14,600

Sloth Bear Barnabes Harrigan, Human Barbarian (kyle), 6th lvl, 14,950

Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 16,950

Initiate of the 3rd Circle, Link, half Elf, Druid (eric), 5th lvl, 8,200

Cabalist Asherah Seerarr, Drow/Pixie, Sorceress (smeagal), 5th lvl, 7,500

Minor Weapon Kentucky Jones, Sentient Mining Pick, (alex), 5th lvl, 7,300

Asherah Seerarr, with KJ in her hands, opens up a door to the right. The door flies open and Asherah, along with Aelar look down and into the Abyssal hole that has opened on the Caterpillars mushroom fields. The hole is immense, with a few chunks of material still falling in, and you feel, more than see the magical battle far below between hoards of demons and the portal of this plane which keeps them at bay. You hear a thunderclap below and see a spark of light and heat, then hear the screeching howl of a flying demon you encountered back when you escaped Velkynvelve. Asherah goes to open another door, while Dorn opens a door on the opposite side of the room, that leads into a pleasant field of purple grass, forest and black, swirling colored sky. Dorn steps in, Barnabus follows, then Link, then Asherah.
Aelar, trying to close both flapping doors, drops his crowbar into the abyss, then on his carrion crawler climbs partly out the door as the vrock is getting ever closer and manages to close the door just in time. (and not fall into the Abyss)



Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

You walk into a field filled with rose trees and humanoid groundskeepers painting the silver roses with a magical red pigment, that first turn the roses a bright red, then they turn into the purest gold you have ever seen. Other workers are carefully picking the gold roses off the trees. A few guards are watching, each with the emblem of Courland and a number on their breastplates. The workers say little, except they serve the King and Queen of Courland. Moments later, a royal procession arrives, with an armed escort.

The queen, all in red is admiring her golden roses, when you hear a crash as one of the workers drops a rose and it shatters on the ground. The queen becomes furious and in a shrill, loud voice, shouts “Off with his head!” She then notices you and asks if you play croquet?



Your croquet mallets are live flamingos and the balls are hedgehogs. Everytime you miss (and the Queens’ “champion”, Dorn, missed a lot), the flamingo would bite you. Everytime you hit a hedgehog ball, quills would fly about, sometimes hitting players and spectators. At the end, it was a very close match, with Aelar pegging out, just before Barnabus. The queen gives Aelar a red ruby for winning.



While playing, you noticed white rabbit ears (rather large) running behind the rose bushes. Also, the Duchess, mad hatter and the dormouse all came to watch. The cheshire cat's head was also floating about. When the queen saw the cats head, she went into a rage and starting screaming “Off, with its head” and then starting pointing to guards who weren’t moving quick enough, “Off with your head”. Aelar, with his bloodlust, volunteered to be the executioner. As more and more guards arrive, the Queen is getting into a frenzy, calling for the King to have the Duchess arrested (as the cat is loyal to her). The cats head appears behind you, suggesting you leave this turmoil and head to the sea. You all agree.

You meet a huge Griffon and his even bigger friend, the Mock Turtle. The sad and wise mock turtle tells you how the insane white rabbit, Chardos partially turned him into a bull. You then make a deal with him, to get his treasure a few hundred yards out in the sea, 30’ deep. He only wants the flask, you get to keep the rest. You eat some magic seaweed that gives you water breathing and enter the sea.

Excerpts from the Red Book III.c



Underwater, you find the grotto, but while getting the treasure are attacked by 4 giant crayfish. Barnabus, Dorn & Asherah grab the goods and swim to the surface. Aelar fights a bit, then takes off. Link, who has found a fondness of magic, throwing spell after spell, killing some crayfish and entangling others before he also swim for shore.

On shore, the griffon is flying above, circling & the mock turtle is waiting on the beach for his flask. Barnabus, somewhat reluctantly hands it over. The mock turtle thanks you all and takes the cork out of the flask and a whirlwind pours forth and turns into a female marid (genie). The mock turtle wishes to be transformed back into his true form of a dragon turtle, which the marid makes happen. The turtle swims away, the griffon flies away and the marid gives you all a look, then vanishes.

As you are resting on the beach, the Duchess with 4 soldiers (#'s 3,4,7,7) arrive and tell you all that you have been summoned to attend Their Royal Highnesses and Majesties at the Palace. The Queen would like to take up Aelar on his offer to help the Executioner perform the many beheadings that need to be done.

Before you leave, you see a vision of your patron, Alice.
"The demon invasion is straining my powers, I can't hold them off much longer"



The Trial & Beyond

Chevalier Dorn Buckman, Human Paladin (ryan), 6th lvl, 14,850

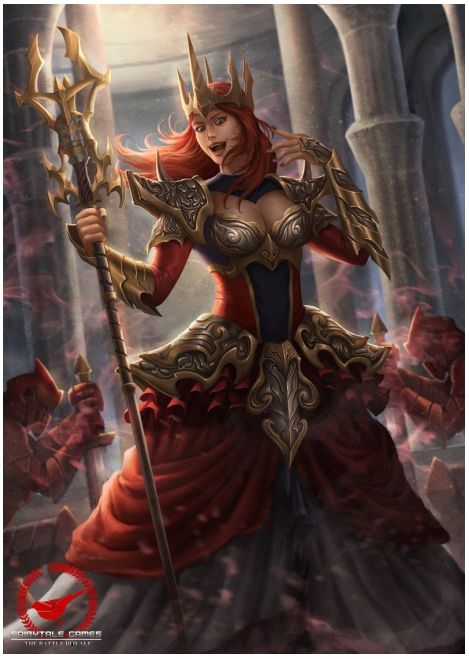
Sloth Bear Barnabes Harrigan, Human Barbarian (kyle), 6th lvl, 15,200

Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 17,200

Initiate of the 3rd Circle, Link, half Elf, Druid (eric), 5th lvl, 8,500

Cabalist Asherah Seerarr, Drow/Pixie, Sorceress (smeagal), 5th lvl, 7,800

Minor Weapon Kentucky Jones, Sentient Mining Pick, (alex), 5th lvl, 7,600



Approaching, entering and standing in the Great Hall of Red Courlands' castle is awe inspiring. And now, the queen wants Aelar to help with the many beheadings, which, after a slight inward struggle, he readily accepts. There must be 50 people/creatures in this grand room. The King, Queen, 10 guards, a herald, the executioner, the mad hatter, march hare, Duchess, cook, baby, a white rabbit, some lizard like men, a large porcupine and watching it all are the cats eyes. Aelar and the Executioner make a river of blood.

The prince of Courland is next to be beheaded. He "pats" Aelar on his way up to the stand, asking for help. He's innocent, he didn't steal the golden tarts. Up on the stand, Prince Jack accuses Aelar and his associates of stealing the tarts. The guards do a quick search of Aelar and find a tart hidden on him. The crowd is in shock, the queen, screams "Off with their heads". Everyone in the room is shouting, hollering, rushing around in excitement. The Hatter and Hare start dancing, while the soldiers rush over to grab you all. The "baby" turns into a big boar. The cheshires' cat head appears and disappears throughout the room.
You notice the Jack of Courland sneaking out the side door. You follow and follow him, through the kitchen, down stairs and into a split passageway with Jack seemingly going both ways. Aelar, the ever persistent ranger, comes up to try to track the real Jack. Meanwhile, Kentucky Jones experiences a new power and sensing a very strong magic item

on the ground 10' away, telepathically tells Asherah to go pick it up. She picks up a partial deck of cards, look them over, wonders, then sticks them in her pack.

You all run out a passage onto the beach, into a small "darklake" boat and head in the sea, just as hundreds of Courland guards swarm the beach, looking for red blood.



After an hour or so, you run ashore back on a beach. After you pull the raft up, a man, a carpenter? and a walrus-looking humanoid are walking down the beach toward you. The carpenter waves merrily. You meet and greet. They tell you of a geas a crazy old mage (who likes to turn himself into a rabbit, of all things) has put on them. They love oysters, but can't harvest them now, because of the geas. They offer to show you where the best spot is, you'll find lots of pearls and they just want a few oysters to eat and maybe a small pearl or two. After some bickering, you all go out in the sea again, looking for oysters. Asherar, with KJ, Link and Aelar decide to jump in and hunt. After a few good finds, a giant clam, 10' diameter closes its shells midway over Aelar, 3 fathoms deep. KJ thunderwaves the clam, breaking it free from its ledge. Barnabus jumps in and drags/swims the clam with Aelar still stuck and running out of air to the surface. Dorn looks on. After a few more close calls, you get back to shore. The Carpenter and Walrus are right there, so excited & happy for you to have succeeded. They show you the proper way to shuck an oyster. You all gain some nice pearls and eat some fresh seafood. Afterwards, you all depart happily. They walk back down the beach, you enter the path in the forest.



You enter a clearing and identical twins greet you, though somewhat rudely. They do end up asking you to retrieve their items from the creatures in the woods. T. Deeous has a magic sword and T. Diumm has a red bag with a few splendid things inside. They offer to give you a sock full of very large natural pearls. They caution you of the Jubjub bird, a Bandersnatch, the Jabberwocky and who knows what else.

Moments later, something huge flies by that blocks out the sun. The twins run for their cottage (with extremely strong doors and barred windows).

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

A roc, a giant bird with a 60' wingspan, swoops down and clutches Asherah and Link. As the roc is flying away, Asherah slips safely out. You all watch, helplessly, as Link is taken/flown east in the talons of the biggest creature you have ever seen.
Asherah leads the band east into the forest until she brings them to a clearing in which you see a giant birds nest and the unconscious Link. Then, the one and only of its kind, the 3 headed 10' tall Jubjub bird, runs out and starts shrieking "rush-limb-ball, rush-limb-ball". Dorn rests, Link lays down and Barnabus bows. Asherah runs over to save Link, but then changes her mind and starts running back. In her mind, she hears the deep dwarven voice of KJ telling her to stay and save Link. She listens and is about to save Link, but then is blown 10' back by Aelars gust of wind spell. Jubjub bird easily ignore Aelars wind spell and attacks him. A few rounds later, Link is up, Jubjub is dead and the wind is gone. Asherah searches the birds nest and finds a red bag with a ring, net and 2 silken cushions inside.

You all rest here, eat and drink a little, recount your recent abundance of pearls and notice something doesn't seem quite right. You thought you had more and better quality of pearls than what you do. After some discussion, though you can't say for sure, as no one saw anything, but you feel the Walrus and Carpenter did a number on you all. (you all did roll about 20 or less on 100 - coincidence?) Or, maybe it was the twins or maybe something else?





Alice appears;

"You are all doing so well & with your tremendous efforts, I can grant you more powers.
Kentucky Jones, you can now detect strong magic within 10', you must concentrate to find it.
The rest of you gain a sacrificial bargain. You can cast a bolt of raw energy from your hands at a target within 30'. If you hit, you can wound them up to 3d12, but every damage they get, you also get. You need only to pray to me 10 minutes each morning to have these blessings.
Also,

Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!"

The Killing Fields

Chevalier Dorn Buckman, Human Paladin (ryan), 6th lvl, 15,950

Sloth Bear Barnabes Harrigan, Human Barbarian (kyle), 6th lvl, 16,200

Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 18,100

Initiate of the 3rd Circle, Link, half Elf, Druid (eric), 5th lvl, 8,501

Cabalist Asherah Seerarr, Drow/Pixie, Sorceress (smeagal), 5th lvl, 9,000

Minor Weapon Kentucky Jones, Sentient Mining Pick, (alex), 5th lvl, 8,500

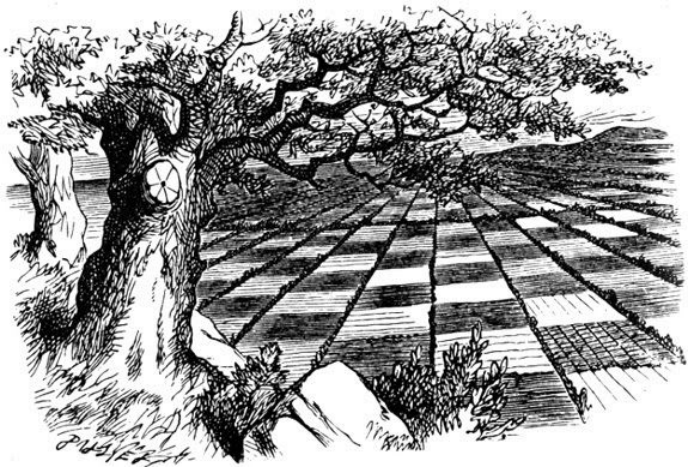


Though Asherah, leading the party keeps getting lost in the woods, Aelar finds the path and you enter another clearing, this time with 10 big dirt mounds in it. A huge 12 legged bug with amazing speed comes out of one of them and jumps on Asherah almost killing her in 1 round, but it does snatch her, then bands her, then it moves on to the next target. It also snatches and bands Dorn. But Aelar, with 1 quick swipe of his sword, cuts Dorn free and they, along with Barnabus bring the Bandersnatch down.

Asherah, with KJ search inside the dirt mounds. At one point, Asherah throws KJ in the dirt, walks into a mound and comes out with another sentient weapon, Laprov, it calls itself, a talking vorpal blade and belonging to T. Deeous. It wants nothing to do with KJ and it wants to be taken back home. You all agree and take the magic items back to T. Deeous and T. Diumm. They are grateful, give you a sock of 50 big pearls and a magic buckler as well. Aelar accepts it.

You continue on and look down onto a large field that is crisscrossed with streams. Every other field is either a grassy, hilly ground or a small copse of mushrooms and trees. As you enter the closest one, everything appears to change size, either the ground is getting larger or you all are getting smaller. You are now in a large forest with trees and mushrooms of gigantic proportions. Then, Asherah walks away by herself and Aelar lays his

Excerpts from the Red Book III.c



weapons down by a mushroom and also walks away. Then a giant centaur like creature, but lion like and adorned in white, rushes up and attacks you. You end up killing it. After you regroup, you feel as though you are moving northwest, very rapidly, the terrain is blurred and then after awhile, you stop in a grassy, hilly field. Asherah scouts a little and a creature, something like a cross between a half-orc and a dwarf, with black armor jumps from atop a steep hill and starts hacking into her. The Five Points come to her aid and defeat the pawn.
The group again feels/sees the landscape zoom past them, this time moving south west and then stopping quickly. After a moment in this grassy, hilly field a Centauroid, all in white, comes charging out of the distance towards you with battle lust in his eyes.

"A choice is made of free will
Just like the choice to kill
In the speed of a moment
Life stands still now you're standing in my killing field

Keep praying to me and I will be able to guide you through this game of deception, patience and thoughtfulness."



The Roll of 1

Chevalier Dorn Buckman, Human Paladin (ryan), 6th lvl, 16,550

Sloth Bear Barnabes Harrigan, Human Barbarian (kyle), 6th lvl, 17,000

Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 18,700

Initiate of the 3rd Circle, Link, half Elf, Druid (eric), 5th lvl, 10,001

Cabalist Asherah Seerarr, Drow/Pixie, Sorceress (nylar), 5th lvl, 9,100

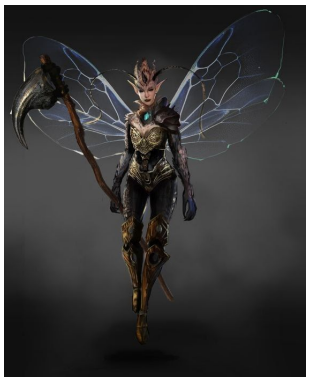
Minor Weapon Kentucky Jones, Sentient Mining Pick, (alex), 5th lvl, 9,100

The centauroid charges and jumps overs Dorn, while slashing down with its 2 handed sword, gouging Dorn deeply in the shoulder. It spins in midair, then lands on a hillock and kicks Asherah in the head with its front hooves. You end of killing it.
The land moves first east, then seems to go north, all in a blur.



A large figure, an Oni, an ogre magi magically appears (in black) before you and a blast of cold air shoots forth from his hands. Dorn and Asherah drop. Link starts throwing spells, Aelar and Barnabus attack viciously and do about 100 damage in less than 2 rounds and drop it.

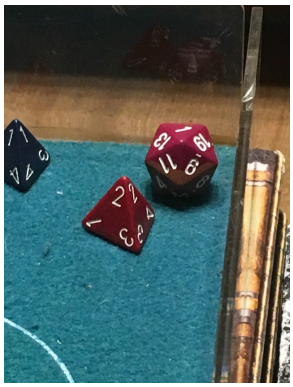
As Dorn & Asherah are making death saves, Link, seriously hurt, casts a healing spell on himself. Aelar runs to Dorn (who had 2 bad death rolls) and heals him. (and says to Nylar, just don't roll a 1, her first 2 death rolls were 20 & 9). She rolls a 1.



Asherah is frozen - a moment of silence.

Kentucky Jones, one of his purposes is to kill giants and drow, just earned another notch for maybe having something to do with the killing of Asherah, a half drow.

Aelar picks up Kentucky Jones.



Excerpts from the Red Book III.c

Then the land moves southeast for a while, whizzing by in a blur.



As soon as it stops, a friendly human appears and tells Aelar to come on over. Kentucky Jones has a bad feeling about the guy and takes control of Aelars body after a slight mind battle and makes him stop moving forward. After a few rounds, the guy, being friendly the whole time, walks over to Aelar, touches him, and poof, Aelar & Kentucky Jones turns into a wisp of smoke and drift off. Then the man disappears.
2 rounds later, another Oni appears, this one garbed in white and blasts a cone of cold at you. After you all attack it, it disappears, Aelar and Kentucky Jones come back into their bodies. A deep darkness then settles over the area, then the man returns asking for help to kill the monster. He comes closer, then seems to transform into the Oni and the battle continues. You kill it.

You are trying to get a short rest, but you move forward, northwest in a blur for a long ways, then abruptly stop. As soon as you do, a half-orc/dwarf with black armor, charges you, attacks and dies. You notice along the west side of this field runs a large, raging river, with crocodiles, manta rays and sharks swimming in it. The other 3 sides have nice size streams with small fish jumping in them. You all again try to get a long rest in.



You see a shimmering in the distance, a small (12" tall), portal appears, and Alice walks through and drops 4 pieces of paper (with red symbols on them) on the ground.
"I heard your prayers Aelar. Put this paper on your tongue and follow me through the keyhole if you want to escape these killing fields".

At this moment, the ground starts rumbling

"Though I have caused a moment of hesitation in the game, so you could all rest, the King has now sent his orders:
The Oliphants are on the march. "

She then turns and disappears into the small portal.

Acid Trip

Chevalier Dorn Buckman, Human Paladin (ryan), 6th lvl, 18,400

Sloth Bear Barnabes Harrigan, Human Barbarian (kyle), 6th lvl, 18,800

Guide Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 6th lvl, 20,500

Initiate of the 3rd Circle, Link, half Elf, Druid (eric), 5th lvl, 12,001

Minor Weapon Kentucky Jones, Sentient Mining Pick, (alex), 5th lvl, 10,101

As you place the small white paper with the red heart emblem on your tongue, nothing happens. The ground trembles even more, you see the trees in the distance getting knocked over like twigs by something massive. As you ready your weapons, you suddenly all shrink down to 6" tall, then dash through the small keyhole portal.

The effect of Alices' cards are really beginning to take effect as you wander through a beautiful garden filled with many kinds of flowers and beautiful flowing fountains. You just want to sit and relax. Aelar stops to smell the roses and starts coughing and retching for minutes. He then carefully cultivates one of the roses and places it in his basilisk hide bag.

Moving to the next garden section, a small man pops out of the top of a large plant and gives you a sermon on the benefits of neutrality and the power of plants. Link and Aelar listen attentively. Then animated plants, bull thistles and snap dragons attack you. You manage to cut them all down, even the gigantic thorn plant that just vanishes as soon as Link hits it. Was it an illusion? The small man runs off into the thickets.

Continuing through the garden, you come across a giant statue of a rabbit. The group stays about 40' back, while Aelar approaches, leaves a pearl at its feet, then touches the statue. The status moves, looks down, says a word, then vanishes and appears 15' away, says another word, then distance distorts and all of you seem to be about 400' away from the rabbit. It then darts off, faster than you've seen anything ever run.

There is a huge tree at the next intersection. As Dorn, Aelar and the carrion crawler walk past, about 20 long vines drop down and wrap around them and start pulling them up. They slash and bite at the vines and see the gaping opening at the top of the tree which they are going to be dumped into. They finally cut themselves free and fall hard to the ground.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

You walk out of the garden maze into a tree orchard with 3 cottages. In front of one is a giant lizard like folk (named Bill). He wants to test your fighting skills. A giant porcupine is in front of the 2nd cottage. The 3rd cottage looks very comfortable, so you all enter it.

It is 2 levels, has odd furniture and after a moment, the walls, floor and ceiling all start closing in. You rush for the doors, but they aren't there anymore. You look for a way out, but don't see one. As the space is getting smaller and smaller, Aelar throws a rope trick spell and you all climb up into the small oblong shaped extra dimensional space just as the room below closes into nothingness.

Time goes by….

You awaken groggily with a fierce headache and slowly open your eyes and through your blurry vision you see an egg falling, then hear it hit and crack.

Then you hear a harsh voice, "Fried or scrambled". You must be delusional, that voice sounds distantly familiar. As your eyes adjust, you see Freedo, behind the bar, by the grill, looking at you. You're in your favorite tavern, The Lonely Orphan.

"Come on you drunks, you've been back for months now, practically living here, drowning your nightmares. I appreciate your patronage, but the King of Buckland has sent another urgent summons. Hill giants are attacking the villages on the fringes of eastern Buckland. You sold your pearls (1,000 exp each) & bought mead. Oh yeah Aelar, I took that flower you had in your basilisk skin and created an infusion that acts like the spell, stinking cloud."



"You can still pray to me, but make sure you come back and visit, I'll be at the Mad Feast."