Spring 1222 Adventure

Synopsis:

Queen Pollinaria attacks from the Hedge maze.

Main characters:

PCs:

Marcy: Sister Agnes (maga)
Vicki: Ruženna (maga)
Lisa: Bronwyn (maga)
Tim: Ludwig (magus)
Mark: Valten (magus)

NPCs:

- Queen Pollinaria

Locale

Obstacles

Outline:

Can I include the German forest spirits (see Rhine Trib.)?

1. Gardner reports innocuous vines growing up the sides of the castle. The vines grow thick and begin to crush the castle walls.

2. Little sprouts run into castle. Their pollen begins putting everyone to sleep.

3. How will the PCs negotiate a truce?

Queen Pollinaria

Magic Might: 50
Might Pool
(50):_____
Magic Resistance: (equals Might score):
50

Characteristics

Int: 0
Per: 0
Str: +1
Sta: +3
Pre: +4
Com: +1
Dex: 0
Qik: 0

Virtues

Flaws

Combat:

Powers:

Power Penetration: Might Score - (5 x Might Point cost of power) + Penetration Bonus

1) Create the Living Topiary
   MuCo 45
   R: Per, **D:** Sun, **T:** Ind
   Req: Herbam
   Turns one living target into a bush shaped like the target.
   (Base 25, +4 Year)

2) Power, X points, Y init, Form: Description...

Vis:

Session Play Notes:

The village below the castle is now named "Flußdorf unter Schwartzburg."

A giant animated vine attacks the castle's north wall.

Walking flowers dispense a pollen that puts grogs to sleep. It will put magi to sleep if it penetrates their Parma Fabula and defense roll.

The magi reach a peaceful resolution with Queen Pollinaria's incursion:
• the magi receive a beechwood staff that is a symbol of safe passage in Queen Pollinaria's realm.
• the giant vine that attacked curls up at the edge of the forest as a gateway.
• Queen Pollinaria accepts a citrus plant as a gift.

Season Activity Notes (Post-Session Email):

NEXT GAME: Saturday, December 21???? Depends on Christmas activities.

TTD: That the map of Castle is on web site!

XP = 8. Recommended in Herbam or any Forms and Techniques used in the adventure.

Crusaders and specialists have built a handful of huts in the village for the German crusaders. Several crusaders move from the castle into town.