

Meeting minutes for Day of the Huntress, day 13 of the month Ivastaen in the year 5111
Members in Attendance: Ranpalandil, Ohnus, Kizalia, Landrat, Aisalt, Sharnath, Akoe

Guests and Prospective Members: Reanga, Ruabadra

Ranpalandil called the meeting to order.

Ranpalandil says, "Next Niiman we will be having a magic mixer with Twilight Hall in the tree house in town center. And next Feastday we will be providing bounty help from our tent next to the Adventurer's Guild. Both of those events will start at 10 in the evening elven time."

"Kysari has resigned as Branch Guardian." "Landrat has been nominated for Branch Guardian and accepted." "We should leave nominations open for a week." Please contact Ranpalandil or Anta if you wish to nominate yourself or someone else for the position of Branch Guardian of Willow Hall. Nominations will be open for one week and once that position has been filled we will hold elections for the Master-at-arms position.

Please note that if anyone has any interest in helping lead Willow Hall, we have the following offices open:

Branch Guardian (Current Nominees: Landrat)

Auditor

Archive Keeper

Master-at-Arms (Current Nominees: Nattor, Ruh, Sharnath)

Ranpalandil says, "I suppose there is the possibility that someone running for Master-at-Arms would like to run for branch guardian first."

Given that there are multiple nominees for the Master-at-Arms position, Ranpalandil requested that each of the nominees give a statement as to why they feel they are ideal for the position.

Speaking to Sharnath, Ranpalandil asks, "Do you think you could give us a statement of what you feel the position of Master-at-Arms entails and why we should vote for you in that position?"

Sharnath softly says, "Willow Hall has long been known as an honorable house as has it's members. If I were to be elected as Master-at-Arms I would ensure that honor remains untarnished." "Doing so by following the charter laid out by past and present members."

Ranpalandil says, "Thank you Kizalia and also to Anta for the annex draft. I love it. I especially loved the gnome-a-pult. My only concern is whether or not someone heavily encumbered could climb that rope to get into the tree house. Also, I'm not overly fond of dandelion wine, but if you like it I'm fine with getting it for you."

Kizalia asks, "Have you tried it?"

Ranpalandil says,, "I've tried many ways of consuming dandelion and so far there are none that can make it taste good."

The following is Kizalia's submission (with a little help from Anta) for the annex upgrade in Ta'lllistim:

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[Sylvarraend, Wooded Trail]

Two large oaks stand sentinel on either side of the widening trail, gentle keepers and old warriors. Several dark red rosebushes grow around the bases of the trees, their tenacious arms winding around the trunks, cascading garnet-hued blooms overhead in drifting masses. A sturdy treehouse has been built between the two oaks, spanning across the path. A knotted rope dangles a few feet from the ground to the side of the path.

Obvious paths: northeast, south

>climb rope

With great effort, you shuffle your way up the rope and pull yourself onto the balcony.

[Willow Hall, Treehouse]

Built from darkly stained planks, this treetop observatory is built between two large oaks, spanning across the grassy trail below. The steeply pitched roof overhangs the platform to provide shelter for a round maoral door. An old sylvan doorkeeper is perched precariously on the wooden railing. You also see a small brass bell mounted beside the door.

Obvious exits: down.

>go door

[Treehouse, Gathering Room]

A potbelly stove occupies one corner of this cozy room, casting a warm glow on the rough hewn oak walls. Loosely woven, colorful rugs are strewn across the smoothly sanded floor. Wide benches, rocking chairs and soft cushions crowd this room, offering rest and encouraging conversation while large glass windows provide clear views in all directions. Various herbs and flowers have been hung from the ceiling to dry, creating a rich, woodsy aroma through the room. A small ladder leans against the wall, leading up to a large skylight above. You also see a blackboard and a softly polished ebonwood table.

Obvious exits: out.

>look on table

On the ebonwood table you see some acorn bread, some dried apricots, a bottle of fresh milk, some clover honey tubes, a glass of dandelion wine, some boar bacon and a mug of willow root stout.

>go ladder

Scampering quickly up the ladder, you push on the skylight and it tilts upward, allowing you to pass through easily onto the roof.

[Treehouse, Roof]

A large brass telescope is mounted in the center of the rooftop overlook. Enclosed in a sturdy oaken railing, a cushioned bench circles the area. You also see a broken gnome-a-pult and a ladder.

Obvious exits: none

>look gnome-a-pult

The tiny cat-a-pult has quite obviously been tampered with by someone possessing a very tiny toolkit, rendering it inoperable. Also, some parts appear to be missing.

>look telescope

It looks just fine, perhaps if you peered into it...

>peer telescope

You put your eye up to the telescope and peer into it...

NorthWest:

Off in the distance you make out the craggy peaks and spires of the Griffin's Keen, high atop the Emerald forest. You spot several majestic griffins soaring above the peaks, some of them carrying what look like flailing adventurers.

>Turn telescope

You grab the telescope and turn it to the North.

>peer telescope

You put your eye up to the telescope and peer into it...

North:

Large airships float above the sprawling rooftops of Ta'illistim, smoke rising languidly from the chimney stacks. Nestled in the northern part of the city is a lush emerald garden bordered by a small crystalline lake.

West:

The darkly swaying treetops of the Blighted Forest appear in the distance. You can just make out the shapes of black forest vipers twisting sinuously among the branches, awaiting their next unsuspecting victim.

East:

The expanse of the Yegharren Valley comes into sharp focus. You can clearly make out a clustering of rudimentary huts with various orcs moving among them.

Northeast:

The wide ranging Gyldemar forest comes into view. Further out you can just barely make out a faeroth battling a horned vor'taz. Closer, you have a view of the once lovely Calelith Villa, now overrun with forest trali.

Southwest:

A close up view of a hidden glade lays before you. Emerald green trees and shrubs as well as all manner of colorful wildflowers elaborately decorate the glade and surround a small stone altar.

Southeast:

The far-reaching lake of fear dominates the view beyond the lens. Focusing in on a small spot in the center, you are able to make out a small ferry being propelled by timid looking elven oarmen.

>climb ladder (back to the gathering room)

>look rugs

Rugs of all shapes, sizes and colors are tossed haphazardly across the floor. You notice the corner of one rug is turned up, partially revealing a small trapdoor in the western corner of the room.

>pull trapdoor

[Treehouse, Storage Area]

You pull the trapdoor up and scramble through before it falls shut with a loud thud! A whoosh of air surrounds you, as you find yourself falling some distance before tumbling onto a soft pile of dried leaves. It takes a moment for your eyes to adjust to the dimly lit interior of the hollow oak tree. A single lantern hangs from an oddly twisted branch. There is a dark opening in the floor. Obvious exits: none

>go opening

[Treehouse, Lockers]

It's cramped inside this small, earthy cell. Large shadows dance on the walls, the only light coming from the smoky lantern outside the opening. You also see a small wooden counter with your locker on it.

Obvious exits: none

>go opening (back to storage area)

>turn branch

As you begin to turn the branch, it suddenly retracts taking your arm with it! A clicking of gears precedes a hard yank on your arm, jerking you off your feet and sending you flying up towards the trapdoor at an alarming rate of speed. Just before the impending SPLAT, the trapdoor swings open and you tumble out unceremoniously onto the soft, colorful rugs feeling a bit dazed.

(back to the gathering room)

Non-members entrance:

>ring bell

Giving the rope a sharp tug, you set the brass bell a-clanging! Clearly startled, the the doorman wavers back and forth on the balcony for a moment, before jumping to his feet and greeting you at the door.

>look doorkeeper

Tall and willowy, the old sylvan doorkeeper is neatly dressed in a belted, green chainsil tunic with an ebon willow tree stitched on the chest and some rich, russet suede leggings. He has long, silvery blonde hair pulled loosely back showing an angular face and watchful, clear blue eyes. He sits atop the balcony railing and watches the trail below, keeping an eye out for members and visitors at the door. Smiling mischievously, he occasionally drops small twigs and acorns onto the heads of those scurrying along the trail into Sylvarraend proper.

>look windows (from Gathering room)

Daytime: Light dappled <insert season leaves> surround the window, seeming to create a framed portrait of an artist rendered view of Sylvarraend.

Nighttime: Softly swaying and bathed in silver moonlight, <insert season leaves> from the great oaks brush against the glass. Twinkling lights from the shops in Sylvarraend can be seen in the distance.

Seasonal leaves: Virescent buds in the spring, lush emerald leaves in the summer, a myriad of autumnal hues in the fall and frosted, icicle encrusted branches in the winter.

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So far we have submission from Landrat and Aisalt, which was printed in last week's newsletter, and the previous one from Kizalia. Please contact Ranpalandil or Anta with any feedback, ideas or submissions.

Zanteal (Welcome back Zanteal!) made the following comments regarding Landrat and Aisalt's design:

If the topic Aisalt brought up about the size of the tree and whether or not it could physically support the addition (which it certain can since the tree is HUGE) but if the size is a concern, toss in some text about how the wizards and sorcerers got involved to make things small on the outside and expand as you enter. The Alice in Wonderland effect. Enter a small closet, and inside awaits whatever dreams put in there.

The method of shrinking to enter an area does exist in game. To enter the oddity workshop, one must eat a berry that makes them shrink. Also Twilight Hall is currently developing a swimming hole that one must cast a magical spell in order to shrink to enter.

Regarding Kizalia's design: Kizalia says, "Ohnus thought Rasti could wait down at the rope before meetings and give a leg up to the gnomes that may not be able to reach it."

Aisalt softly exclaims, "Gnome tossin!"

Following discussions of the annex, Ranpalandil led the members to the Clan Ceremonial room where Ohnus was inducted as our newest Hall member. If you run into him, please give him a warm welcome!

Ohnus led us back to the fireside room with very little trouble, which Landrat attributed to him being a rogue and not a ranger.

Ranpalandil then adjourned the meeting.

Submitted,

Anta Eirestor
Scroll Keeper