Stumped

Aethlwynn casts detect magic but finds none. Sebastien confirms he has animal fat and fish oil to grease the iron bands if needed. Salus checks the small cylinders and finds they are all dry. Aethlwynn checks the room for buckets but finds none. Salus looks to the ceiling but sees no water source there either.

Sebastien opens the door to the South East on entering the next chamber he sees a large pool of dark and stagnant water being fed by water seeping in through the surrounding rock. He sees a bronze conduit on the wall that runs to the cylinder chamber The water is very cold and dark. Guru also enters the room and feels that there is a groundwater somewhere that is seeping in here. Aethlwynn heads into the room and confirms that that the bronze assembly allows water from this pool to pass into the cylinder room. She sees that the water isn't deep and could be walked through and that there is no magic in this room either. Between us we think that we could get the water flowing again. Sebastien wades through the ice cold, very fresh water. It's crystal clear now that he can look into it, but it's very heavily mineralised. He sees the valve is badly seized but manages to shift it and and water starts to move through the system for the first time in many years. Salus and Aethswold see a thin stream of water heading into the central cylinder. Guru returns to the main chamber and is able to move the main cylinder mechanism to send water into the eastern channel. As it flows under the wall we hear something huge start to move in another part of the complex. Near the eastern wall a thin root lies along the path of the channel and we notice that it flinches away. Sebastien sees no magical effect when the root reacted to the water, it just doesn't seem to like it. Slowly a large gate opens to the east of the cylinder chamber.

Guru moves the mechanism again to send water into the second channel. It flows briefly but causes a section of the channel to collapse sending a jet of icy water shooting into the air hurting Salus, Guru and Aethswold. Guru turns the mechanism to channel one but can't move it. Sebastien hears a door opening to the south and can hear the footsteps of several creatures.

We head through the door opened by channel three and see that the corridor beyond becomes increasingly damaged and leads to a chamber filled with roots.

We are attacked by two of the RootBound creatures which we defeat, but Aethswold is knocked unconscious. Aethlwyn is very grateful to Salus for healing him.

Guru returns to sending the water down channel 1, succeeding this time and sending the water running round the chamber and out through a grate. For a second the water roars away making Guru think that channel 1 simply drains and resets the regulator.

We head back through the door opened by channel 3. Although the passage is increasingly damaged and there are many roots in the chamber beyond we exit via a door to the south into a another corridor which leads to a strange door. It's locked but without a conventional lock and handle. There's a Star shaped symbol recessed into the door looking like something should fit in to

open the door.

We back head out and follow the passage north but it leads to two dead ends. There's a door to the right again without a conventional handle but we can see that the water flowing through channel 3 has opened it. Most of the east wall is covered by rows of shallow geometric markings, they may not be righting, but there is no indication that they are magical. We can see a mechanical system with a rod in the ground that is part of a pressure driven counter weight powered by the water and that the geometric markings look more like technical markings that writing. Salus takes impressions of the markings using the paper and charcoal Yselle gave her.

We go in search of a star shaped key and find a chamber containing 3 long stone benches. It has obviously not been used for a long time and appears empty so we pass though into a corridor leading to a another, smaller chamber. In the middle is a small cylinder with a metal band round it. we see a thin metal pointer under a cover and metal rods running into the floor. It seems to be a measuring/monitoring device. Guru thinks it measured something moving through the system but the mechanism looks like it needs a lot of work to make it function again. There's a door to the south witch leads into a corridor. Aethswold pushes on ahead. As he steps on a stone slab we can hear something snap and stones starts to drop. Aethswold jumps out of the way but is hurt a little. Suddenly a shutter crashes into the floor and cutting him off from the rest of us. We spend 10 mins or so clearing the rubble util we are reunited.

There is a door to the left which leads into a wide 6 sided chamber with a columnar support at each corner There is a central structure with channels leading out from it. All the bronze handles on the chamber point in different directions. One of the exit channels has crystalised residue in it, Aethlwynn takes a sample of it. Sebastien tastes it - and it tastes like mineral water.

The central structure looks solid but it is hollow like a stone drum. There are no marking on the outside but there are grooves inside which look a little stained by the minerals.

We see no symbols on the support columns. Aethlwynn pushes one of the bronze handles and there's a noise in the walls and the floor vibrated sounding like something moved. Nothing else happens and we think that it wasn't aligned properly. We feel we need to move the handles so the grooves on the inside line up with the outside. Sebastien, Salus and Aethlwynn work together to do this. When aligned there's a metallic knock from the wall and the floor followed by a flow of water for about 20 seconds before it dies down. A hidden room is revealed. Within there's a heavy bronze shaped tool in the star shape, a sealed mineral tube with a perfectly preserved Saltbloom Crystal and copper plates. Guru takes the key and the copper plates. Aethlwynn takes the Saltbloom Crystal.

We head back to the mysterious door and put the key in the keyhole. The door opens into a wide chamber. We walk though the chamber and into a corridor. Much of the stone is intact and several metal channels still run though the chamber and corridor which are followed by the roots. There's a door at the end of the corridor and a small ante chamber to the left. Behind the solid door there's a humming. A few seconds later something seems to answer from behind the wall. In the ante chamber there's an old lever which Sebastien examines. He also finds three large unmarked bronze pipes heading into the wall. He can see the lever, pipes and channels are part of the the water

system, but what ever is beyond the door seems to be pushing the water back. As the flow has been restored further up the system Sebastien can see the system is now pressurized and he can feel that the pipes contain cold water. He tries to prime the chamber's system. The control wheel even turns and allows water to start moving in the walls.

The primed mechanism seems to be reacting to the thrum, the sequence is thrum, a mechanical sound then the roots twitch. Guru opens the door at the end of the corridor and we a see a horrific creature staring back at us. It has no face that we can recognize; it is a tangle of roots and dead animal parts but the roots respond to it. In a moment of clarity we see that it is wrapped round the central mechanism fed by bronze channels , and are very glad that we retrofitted a rest into the story!

To be Continued.....

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