

## From the Journal of Gareth

### Day 1

So, here I am... just turned 18 years old, and my time of wandering has arrived. At last, I can escape from this god-forsaken, boring, place. Now that I am on my way, I have decided to write this journal detailing my travels and experiences. But first, a little about me...

I am Gareth, no last name, just Gareth. I come from a family steeped in knightly tradition - something I have found to be exceedingly boring and rigid, but have learned to live with. My father is the son of a great Paladin, the last of a line of great Paladins. Legend has it that my Great Great Grandfather was the greatest of these Paladins. Our ancestry has made life hard for father, unable to follow in his father's footsteps he is but now just a labourer, and my mother is a lowly housemaid. We are a poor family, but my parents have given me everything they have of worth, so that I may find my place in the world. I have taken the profession of Man At Arms (i.e., just a common fighter), and have served with the Dukes guard for 1 year. We haven't seen any action, so I am still learning my craft.

I have decided to begin my wandering early, due to a little misunderstanding between myself and the fathers of a few young ladies that I have been, ahem - close to. For some odd reason, they are not happy with me - I never said that I would give any commitment to them! I left home twelve nights ago, and have already travelled to Mountain Pass Inn. Here I await for word that the pass over the Titan Mountains is clear and that I can finally leave Westmoor, hopefully for more than a year.

Before I left my father told me a story about my family history, and I include it as told: "Your grandfather was a paladin of a lost God." My father said, "I remember the day he left and the family's fortune failed. I was a young lad, about 5 years old. Father gathered up the family possessions and ordered my mother, your grandmother, to take the family to Westmoor. He had received the necessary

documents - Westmoor would be safe. There was a great evil about to be loosed upon the world and he was called by his God to fight it. He would not be returning. Father accompanied us as far as the Titan Mountains. As we travelled, more and more paladins joined the group. Son, it was a fine sight to see, all those paladins riding together. As we passed over the Titan Mountains, the paladins stopped. A Titan appeared over the pass and waved. Yes, I have actually seen a Titan. Father kissed mother goodbye and gave me a hug. He told me I was now the man of the family and to look after my mother. We passed on into Westmoor, leaving the paladins atop the pass. I never saw my father again, nor heard word of him or any other paladin of Mynuus. They all disappeared from the world, and their clerics also dwindled until a few wandering holy men remain. When I reached adulthood and did my year of Wandering I searched them out. None I met, however, would ever reveal the fate of the paladins. They would only say that they served Mynuus and the world well, making the Great Kingdom safe for all."

"Our family's fortune failed us after this. Mother could not find work, and our money soon ran low. I got a job as a labourer, and could keep us clothed, sheltered and fed, but the life was poor and, because of our heritage, good opportunities were hard to come by - people felt something different about us and that was enough not to give us chances to prove ourselves. Mother didn't last long, losing her health quickly then dying in her sleep within ten years of Father's disappearance. I struggled on, met your mother and began to raise a family. We are still poor, but now that you have reached your Year of Wandering, and hopefully following in your Grandfathers footsteps, I give you our family wealth and an heirloom passed down from your great grandfather. Try your best, make something of yourself and restore the family name. My son, you are our best hope for the future."

So now, at last, my year of Wandering has arrived; I carry the copper medallion of Westmoor with my date of return clearly stamped on one face, my pass to freedom - at least for a year. Without this medallion or travelling with one past the Date of Return will see me outlawed. My parents have given me a few coins and a few of their possessions to go with those I have worked hard to save for, a few potions to see me through, and a family heirloom, a Bastard Sword that always is cold to the

touch. Family legend has it that my Great, Great Grandfather used this very sword to fight marauding demons, far-fetched to be sure, but a wondrous item it is indeed. I know that when the mountain passes clear of snow there will be a rush of the young out of Westmoor, as well as a dribble of the slightly older dejected Westmoorian Wanderers coming back here, possibly even a few Easterners coming in to have a look at Westmoor as well (they won't stay long!) - maybe I can swap a medallion with them before they see too much of this dull place.

So now I'm at the inn, a few other Wanderers appear to have had the same idea as I, and also wait here. This particular Inn is bright and cheerful, what with the few excited young adults eager to begin their adventure away from Westmoor. Looking about, I have noticed, (a little out of place) a lone old man sitting at a corner table day and night sipping his drink or eating a meal, a strange ball of light hovering about him, whispering continuously in his ear. He has been there day and night since I arrived, three nights ago, never leaving the table where he sits, but always paying the barmaids for his food and drink. A pair of elfish travellers also stand out, for they look like they have already travelled far and they eye off everyone who enters the Inn suspiciously. Finally, a Paladin stands out in the Inn; she is gorgeous! Perhaps I should try my luck... She has been here since I arrived, and has spent the entire time talking at the old man. First I shall have to get her away from him, luckily the conversation seems to be only one way so I may have a chance.

Two more travellers entered the in this afternoon. One of these is obviously a cleric of Kord, but I'm not sure about the other, she is an elf, not bad to look at too but I'm not sure of her profession. News is expected that the mountain pass will soon be open, and I am eager to be off to see the world, I would prefer to have some companionship (the Paladin would be a good start), not because of dangerous creatures or brigands - they were wiped out ages ago - no, just so I don't get lonely. I think I'll go and talk to the Paladin...

Catherine (that is the name of the Paladin) was talking to the old man when I decided to go over. Interestingly when I got there, the old man addressed me directly - and he knew my name! I asked him about this, and he said that he

knows my father and my grandfather. He also told me "When the path is clear, there is no time to rest. Gather your strength, your wits and the aid of others, for the path you tread will be dark dangerous and long." Weird!! Still, I am enjoying the presence of Catherine, she even asked me to accompany her to the Great Citadel - Alright....

Catherine went to speak with the other travellers in the inn, so I sat with the old man, not that he said much! Suddenly, with a tear in his eye he stood and told us that the pass will be open tomorrow for four days, however we need to take care due to strange creatures - I am not sure what he is on about, as danger is supposed to have been eradicated! Anyway, I'm off to bed.

## Day 2

Today is the day; at last I'll be leaving this dreary old place. The inn staff were very nice to us today and provided a free breakfast and three days of trail rations. After we had eaten, we left the inn - interestingly with the other travellers in the inn. My companions are Catherine (the Paladin), Regina (the female elf of unknown ability), Lorimer (a wheezy elfish mage, one of the mysterious travellers), Karbine (the Cleric of Kord), and a mysterious elf that is too rude to introduce himself (the other mysterious traveller).

We travelled without incident for the whole day until on dusk, we came across a fallen giant armed with a huge greatsword. Nearby there was a cave - perhaps a good place to rest for the night. I checked the body, and found it to be dead. I also discovered a piece of paper was in its hand. The paper appeared to be a page from a journal, stating the giant being was Breysus the Titan. Breysus was once Guardian of the South Gate (wherever that is) he is supposed to have guarded the gate for 3000 years - surely he required strong magic to do so. His journal also noted that he enjoyed the visit of the Paladins of Myruun 50 years ago - that would have been my great grandfather! Maybe this is the very Titan who waved at my father all those years ago! A pity this Titan is dead, I should have liked to hear more of my ancestor. Anyway, the journal continued saying the Breysus' blood shall be trapped in ice - not sure what that is about - and if those who read

the journal are with noble heart, then they should free his blood from the ice. I'd like to think that this party is of noble heart; maybe we can free the Titans blood - The question is how? The Titan also mentioned something about a band of humanoid that he couldn't keep out - we will need to be on our guard. After finding the note Catherine went in to checkout out the cave, and then we all entered to camp overnight. The cave appears to have once been the home of the Titan, however, someone or something has been here recently. Mr Mysterious went further into the cave, but I'm not sure what he found. Tomorrow I'll go out to bury the body of the Titan; I don't think that such a noble being should be left to scavengers.

### **Day 3 (Day 1 in dungeon)**

Today dawned bright and cheerful, pity it didn't last. Mr Mysterious insisted that we go further into the cave, so off we all went (and I never got the chance to bury Breysus). After quite a long time of travel through a natural rift we arrived in a large room with two doors. The room appeared to be man made, and the rift continued (only to end in a thin crack). While we were examining the room (and the rift) Catherine disappeared through one of the doors - and I mean **THROUGH** the door, it didn't open she just went through! Needless to say, I followed (quite a strange feeling passing through a door) and entered into the first combat that could potentially end my life. I needn't have worried, we slaughtered the orcs that were in the room - apparently they were evildoers so I had no problem in attacking them. After our little fight, we found that we could not return to the first room that we had entered, so we began to explore this place. Regina stated that she is good at locating and disabling traps (she'll be handy to have about) so she checked each door for them. The first door was not trapped, so we entered and found a scene of carnage, the room stunk of death and decay, and many bodies were present. The second door we approached was trapped, Regina discovered this by setting it off - perhaps she isn't that good!! After a couple of other rooms, including a storeroom, we discovered that Mr Mysterious and Lorimer (mage? I'm not sure about that, hasn't done anything magical since I've known him!) were not with us, and were in fact following tracks elsewhere. Unfortunately they wouldn't tell me (or anyone else for that matter) what they were following.

Catherine, Karbine, Regina and Myself decided that we should all stick together so we decided to follow Mr Mysterious and Lorimer. We came across a smelly grass filled room, which had a secret door. Through the door was another room, which had no tracks, so we left to go to a different area. Next we came to a room containing a dead orc and a broken spear, this room also had an open door heading to another room. When Catherine passed through the door, the room was plunged into darkness – not even my light could penetrate it. Suddenly the un-natural darkness was dispelled and I passed through the door to see a strange creature, which looked like a cross between a squid and a stalactite. Catherine managed to kill the creature with one blow, which is probably a good thing – I didn't like the look of the tentacles and mouth on it. In the next room Catherine, Karbine and myself entered and were attacked by a swarm of rats. Unfortunately, the rest of the party slammed the door behind us – cowards! Luckily Catherine and I managed to drive the rats off by slaying a large number of them. Clearly, Lorimer, Regina and Mr Mysterious are not interested in combat, perhaps Regina and Mr Mysterious are also mages (not that any want to throw magic about, maybe they are all pacifist scholars.... Great!!!). It may be just me, but the sooner we ditch these stuck-up cowardly Elves, the better...

Well, my wish appears to have come true – perhaps I am a powerful mage who can wish for anything (dream on Gareth). There was a bright flash of light, and once our eyes had cleared, we noticed that the Elves had gone. At first we couldn't believe our luck, but then our better natures decided that we should try to find our missing companions. We first travelled down a long corridor, which gave access to several very dirty rooms (smelling of rat poo). In one of these rooms I found a nice box, which was lined on the inside with a material not unlike felt. The box contained a vial of liquid and a broken vial. I kept the intact vial (and the box), and placed it into my pack.

Next we went through a series of rooms that led us to a flying creature, looking something like an overlarge mosquito crossed with a bat. The creature immediately attacked us and not long after, two more of the creatures joined the fight (followed shortly after by another). These creatures attempted to attach themselves to us, so

that they could suck our blood. With some help, I slaughtered these blood-sucking nasties, but not before they had sickened Catherine and Karbine. After the fight, we followed another corridor, which ended at a latrine. Due to the smell, we checked for elves, but didn't find any. During this time I discovered that my map is not very accurate.

We decided that without the Elves, we would go back and finish searching around the secret door we found earlier. Dopey (me) forgot about the trapped door and set off the firetrap.... We checked the secret door and found a storeroom, and because of its easily defendable position we decided to rest for the night.

Well, what a day! It looked for a while there that we were going to have to put up with the arrogant elves, and then they just disappeared. Perhaps the gods of this place do not want rude elves around! Anyway, I seem to have made friends with the Lady Catherine, and even the cleric of Kord - now all we have to do is find a way out of this place.

#### **Day 4 (Day 2 in dungeon)**

Late the next day, after Catherine and Karbine recovered from their bout of sickness, we left the storeroom, and once again stupid me sets off Fire Trap!!! Recovering from this indignity, we went through what looked like a bedroom and through an open secret door. This led to a corridor where a ball of light came through door and hovered over us - this light seemed to be similar to the one that was with the Old Man back at the inn. When we passed through the door that the ball had come from, the ball of light followed and introduced itself as Alphus. Catherine asked for the way to the exit and Alphus answered to the northeast - not very helpful. However, Alphus did supply us with food and oil (for a price!)

After Alphus left, we went into a large, rubble filled, room that contained some Kobolds and a wolf hiding behind stone barricades. The miscreants were intent on doing us harm - we were trapped in an enchanted web - so we attacked them. During the fight, I was burned by a mysterious ball of flame, and was then forced to flee from a very frightening visage (the wolf peeled its skin from its skull). Upon my return to the room, I found that Catherine and Karbine had killed the Kobolds

and the wolf(?) - and I was feeling a little foolish. Following this, we decided to head in a north-easterly direction to look for the exit. Eventually we came across a vast room. Following the room east, we entered an odd shaped room containing nine orcs. Catherine told us the orcs were evil, so we summarily slaughtered them (with a few cuts and bruises of our own).

We carried on and came across a strange room containing a vast block of stone, and a green, bronze crescent inlaid in the floor. Not feeling well enough to attempt standing on the crescent (an idea put forward by Catherine), we decided to head south to find somewhere to rest. We came across a room containing two pillars covered in what appeared to be blades; near one of the pillars was the skeleton of a long dead creature - possibly there due to the bladed pillars. This room looked far more dangerous than the last so we decided to go north of the crescent room and found a small room in which we rested.

Well, we are still free of the elves, so I suspect that we won't see them again - in a way, good riddance! The only benefit they provided was safety in numbers. Anyway, now that we have met Alphus, perhaps getting out of this place will be a little easier.

### **Day 5 (Day 3 in dungeon)**

While we were resting there was a flash of light, then I found myself in a completely different area. My companions stated that I had disappeared for a time, and the elves reappeared! There are no elves now, but how did I get here? I looked at my trail rations to see if they were mouldy (mother once told me that some moulds can cause you to see strange visions), but everything seems fine.

Anyway, the flash of light partially blinded me, and during this time we were set upon by one of the flying blood-sucking mosquitos that we have previously encountered. Luckily, Catherine managed to kill it with a single blow (apparently she was blinded at that time too). Upon regaining my vision, Karbine gave me a suit of full plate armour to give me better protection than my man-at-arms chainmail. Catherine also presented me with a light steel shield emblazoned with the device of a Paladin of Myruus. This shield is magical and we later found that



it gave protection equal to my old large steel shield, and it provided “light fortification”, a princely gift from Catherine, it looks as though my charms are working...

After our fight with the bloodsucker, Alphus returned. He asked us to destroy a shimmering portal that was in this room as apparently it serves as an entrance for evil creatures. Unfortunately, there is nobody in our group who has the ability to destroy the portal so we couldn't help. Alphus did, however, allow us to trade some magical bracers that we had found to identify the magical items we have in our possession. We also traded a stick of spells to gain some healing potions -one for each of us. Not long after we gained the healing potions, a bear-like creature with fur, feathers and a sharp beak (much like an owl) came through the shimmering portal and attacked. I managed a couple of hits upon the foul beast then it smote me and I fell. Luckily, I eventually awoke in a safe place with the bitter taste of a healing potion on my lips. Due to the wellbeing of the three of us, we decided to rest.

I am not sure of this light flashing business; maybe my companions are taking something that I should be aware about! The chilling thing, though, is that I seemed to have missed a considerable number of hours somewhere. This is something to ponder.

### **Day 6 (Day 4 in dungeon)**

After resting, we went searching around the complex, at first to allow me to make my map more accurate, then to explore in order to find 1) an exit and 2) the frozen blood of the Titan. Entering one room, Catherine almost got burnt by a door trap (one she'd been through before, I don't feel so bad now...). During our searching, we came to a very smelly skeleton filled room, and also came to some prisons containing the bones of dead humanoids spiked and chained to the walls. Later we came to a room, which went completely dark, such as we had seen on our first day in this place. The darkness only lasted a few seconds so when the creature in this room attacked Catherine, she was able to kill it with a single blow.

We explored some more and entered a rubble filled room where a tremor hit the area. Catherine and Karbine were hit by falling masonry, - luckily I was not harmed. In the next rubble filled room, there was a partially covered door, as I was crawling over the rubble to open it, the room went dark and we were attacked by two of the flying squid (or Darkmantle) creatures. Catherine and I managed to slay the creatures in this room whilst fighting in the dark. We forced our way into the next room where Karbine attacked the door and was knocked out by falling masonry - sometimes I wonder if he is really all there.... Catherine poured a healing potion into Karbines mouth and he awoke, then we rested in this room.

I must keep an eye on Karbine; he really seems very unstable (much like this room!). At least Catherine seems normal (except for her maddening archaic form of speech...)

### **Day 7 (Day 5 in dungeon)**

The next morning we continued our exploration of the area. We entered a room full of rats (there seem to be quite a few of them around this place!). The rats swarmed over us and I got bitten.. However, I managed to drive them off almost single-handed. We then entered a big room containing skeletons in manacles and skeletons chained to the floor near a large iron spike. In the room I saw images of torture, which seemed to cause Catherine to be frozen in horror. Leaving the room, we came to a large room with occupied by nine orcs, Catherine began attacking them, but they asked for a parley. I asked what their terms were, and they replied that we should leave them alone, and they will leave us alone. However, Catherine decided that they must be eradicated so together we killed them all. Searching their bodies, we found some well made studded leather armour and a well-made battleaxe.

Not long after the defeat of the orcs, there was another blinding flash, and I was blinded once again. Upon regaining my sight, woe upon woe, Catherine had disappeared and even worse, the elves had reappeared! What am I to do? During my momentary distress, the elves started babbling about something in their odd language, most likely disparaging. Mr Mysterious then went around the corner and rapidly reappeared waving at us. I went to ask what was happening, but he

rudely ignored me, so I went around the corner to investigate and saw the biggest Orc I have ever seen (not that I've seen many...). Next to the Orc (who also appeared to be ignoring me) was a battleaxe. I said 'Hello' but got no response, so stepped into the room. After still no response, I approached the Orc. The Orc didn't even blink, so I went and picked up the battleaxe (the orc was breathing, so was alive) and because the Orc didn't react, I left with his axe.

After leaving the orc room, we discussed where to rest, Mr Mysterious suggested we go back to the 'portal room', but we pointed out that that might not be a good idea due to the portal. The elf muttered something about someone or something called "Longtail", but agreed we should rest first somewhere safe. We decided upon the cells we found earlier today as a good place to rest. On the way we found a secret door that led to a corridor we have seen before. We heard the sound of flapping wings and saw a green glow through an open door. We (prudently) decided to avoid this room and continued on. When we arrived at the skeleton on spikes room, My Mysterious entered and was rooted to the spot (he didn't listen to our warnings) when he recovered he looked around the room but found nothing. When we arrived in the large room that the cells were off, it was suggested to me that I could use my new battleaxe to open the blocked door in which the open chests lie. I began to hack the door and roof fell in. Luckily, the rubble missed me but some hit Regina, so we decided to rest. While we rested Mr Mysterious left to explore on his own - obviously he doesn't fully comprehend the danger of this place. Shortly after he left, we heard a rumbling to the north, but no one wanted to investigate.

I'm confused! Mr Mysterious obviously wants to help out, but is completely rude to us humans. Then he disappears (without a flash of light) to go and do god-knows what. I shall have to keep a closer eye on him.

### **Day 8 (Day 6 in dungeon)**

After our rest (Mr Mysterious returned after about an hour) we decided to go exploring again. At first I didn't want to go, as Catherine was not with us. I really need to be blinded again! Anyway, we left the cells and found a mouldy storeroom with a corridor heading off south. We went further along a corridor

where we saw some burnt bones. Unfortunately we set off the obvious trap (not found by Regina) and a ray of scorching heat hit me. Luckily, I managed to survive the intense burning, only to discover that the corridor led to a room containing more rotting stores – what a waste of time. On the way out of the room, Mr Mysterious was hit by the ray of heat and fell unconscious. Against my better judgment, I grabbed him and pulled him out of danger. Outside of the mouldy area, Karbine healed the elf's wounds, (and mine) so we continued on. Shortly after we entered a corridor and a ball of fire filled the area.... When I awoke we were back at the cells, apparently after a rest of many hours.

### **Day 9 (Day 7 in dungeon)**

Still no Catherine! Where can she be? I am not sure I can stand these arrogant elves in the absence of my friend. Anyway, when we awoke, Karbine healed all of our burns. Instead of more exploration, this morning we decided to finish knocking down the blocked door. I hacked at the door with axe and promptly got hit by rocks. Deciding that it was important to find what was in the room, Karbine healed me so I continued (luckily with less damage from falling stones). After finally destroying the door, we found that in the room there were 5 open chests. All but one was empty, with the odd one out containing a bundle of sticks wrapped in black cloth. The sticks were discovered to have cold flame coming out of the ends, and were obviously magical. Each of us now has an ever-burning stick, so we put away our lanterns. Karbine healed me again so we continued on.

We decided to avoid the fireball corridor and so went to a secret door that Mr Mysterious had found earlier (I really must find out this elf's name...). Through the door we found a foul smelling area, which caused Regina and Karbine to lose their breakfast – I didn't know they had carrots in their rations. Despite this, we went further into the area where the stench became steadily worse. Nearing a large, rubbish filled, room we were attacked by a swarm of Rats. Lorimer cast some kind of spell, which had no observable effect so I attacked and was bitten a number of times for my trouble. With Regina's help we drove the rats off, unfortunately we found nothing in the room.

We then went back to the three doors where the fireball corridor was. We decided to go to the middle of the doors and followed corridor to a room containing a 5' tall column with a crystal sphere atop it. On top of the sphere, balancing on its point, there was an ivory tusk carved with runes. To the tusk was affixed a handle and pommel similar to a dagger. Beside the column were two, apparently dead, 'Darkmantles'. Regina went into the room to see if there were any traps, and the room went pitch black. Once again the darkness disappeared as quickly as it fell and I entered the room to slay the foul beasts. Unfortunately, another joined the fray and cowardly attacked me from above. This creature jumped on my head wounding me in the process, but I managed to pull it off. One of the creatures on the ground then rose and attacked me. Interestingly, Mr Mysterious attacked the creature that initially attacked me with his bare hands! (Maybe he is beginning to trust us?) At this point the room went dark again, so we decided to withdraw. One of the creatures attacked me once more, but I managed to grapple it and slam it into the wall, killing it instantly. At this point, the lights came back on, so we continued the fight - successfully. Once the room was 'safe' Regina looked for traps but was unsuccessful in finding any. Mr Mysterious then went into the room and picked up the ivory dagger, triggering a trap, which caused bright flash of light, which didn't seem to affect anyone.

After leaving the sphere room, we continued exploring and found another room, which had a plain box on a pedestal. Regina examined the box and determined it to be trapped. She then successfully disarmed the trap and discovered it to be full of a yellow mould, but nothing of value. At this time, we decided to go to the room where we heard the flapping of wings and saw the green glow. This large room had four furnaces in the corners and a large number of giant mosquitos (we now call these 'Stirges'). There was also a small object in the centre of the room that caused the green glow. Not being noticed by the creatures, we returned to the cells to rest.

Today was an interesting day. Mr Mysterious actually seemed pleasant, and even seemed to admit that I exist! Perhaps over the coming days I should try to get to know him (and find out his name!) and hopefully discover why he distrusts us humans.

## *Day 10 (Day 8 in dungeon)*

*Last night I had a dream – Regina supplied us with some brown icing containing a hidden piece of cake. Karbine, after a long search for his cake, managed to create something called “Nutters Knoll”. I think that this place is giving me weird dreams, perhaps I should ask Catherine what that means, but alas, Catherine is still not with us – perhaps she has left forever! This would be a great tragedy, as I believe I was just beginning to get to know her better. Maybe my luck is changing for the worse (again!)...*

*After our rest, we all felt like we could take on the world. Our plan for today was to attack the Stirges and find out what the glowing item was in the large furnace room. Mr Mysterious asked Lorimer what spells he could cast. I expressed my opinion that the wheezy mage hasn't performed anything arcane yet, so why expect it now? The elf's then decided to be rude and babbled something to each other in their own language. Later Mr Mysterious stated that the bracers that Catherine sold could be useful for him in a fight; I didn't mention the pair I have in my pack. I'll wait until the elf decides that I have a right to exist.*

*With our plans ready, we went to slay the Stirges. Regina started the combat by slaying one of the beasts with a single arrow shot. I slew another Stirge before another of the creatures attached itself to me. Surprisingly, Lorimer actually cast a spell! At first he wiggled his fingers, but nothing happened, then he wiggled them differently and a wave of vivid colours sprayed from his hands, causing two of the creatures to fall unconscious. From there, the fight went predictably, and we managed to defeat them all with minimal damage to ourselves (except Karbine, who was drained almost to exhaustion and became wheezy like Lorimer - now we have two wheezy's in the party!). We then went to investigate the green glowing object, which turned out to be a golden ring that was humming quietly to itself. Karbine said that the ring was evil, so Lorimer picked it up with a cloth. Karbine then stated to Mr Mysterious that it was in fact the ivory dagger that the elf was carrying that was evil, and not the little glowing ring. Mr Mysterious didn't seem too bothered about Karbines assertion, probably because he believes (like me) that an inanimate object can't possibly be evil! Karbine didn't look too happy about Mr*

*Mr Mysterious keeping the (so called) evil object, but wasn't feeling well enough to argue the point.*

*Despite Karbines disability, we travelled back to the fireball corridor. While we waited a safe distance away, Regina went in to search for the trap trigger; apparently she found it as we heard the loud boom of the trap going off. When we entered the area we found Regina unconscious, but also took the opportunity to enter the room at the end of the corridor. The room was hot and full of smoke, so I decided not to enter. Mr Mysterious was happy to enter the room, so I left the area to avoid being affected by the fireball trap going off again. Wisely Regina (who had been healed back to consciousness) and Karbine joined me. After a second loud boom, Mr Mysterious and Lorimer rejoined us so we went to rest.*

*I am not sure about my fellow party members! On one hand they seem distant and uncooperative, but on the other they are willing to ask for advice and act upon it accordingly. Maybe when Catherine returns (if ever) I will talk to her about it.*

### ***Day 11 (Day 9 in dungeon)***

*When I awoke I felt decidedly unwell, and decided I didn't want to go anywhere until I felt better, and anyway, Catherine had still not reappeared. I just want to go back home, hard to believe, but Westmoor is looking quite attractive at the moment. I have a swollen rat bite on my left hip, which is possibly the cause of my sickness. Why isn't Catherine here to kiss my sore better? The rest of my companions are not concerned that I might collapse and die on the spot and wish to go on, but not wanting to be left alone in this horrible place, I reluctantly followed.*

*Why did I bother? - More exploring!*

*We found a room containing an empty chest and a dead orc. A scorching ray trap presumably killed the orc - we deduced this from the fact that a scorching ray hit Mr Mysterious. Later we found a large room protected by a swinging blade trap. Regina successfully disarmed the trap and the room turned out to be an armoury. Unfortunately, Mr Mysterious (who earlier predicted the room to have a lightning bolt trap) was hit by a sheet of lightning as he entered the room - luckily (for him)*

he was unharmed. I wonder if Mr Mysterious is clairvoyant, but doesn't believe in his own visions! We didn't find anything of great worth in the armoury save a few well-made items. As we had no use for any of these items we continued on. We eventually arrived at a large, debris filled, room (strangely I expected to see a large black rod with a star on one end). Suddenly there was a bright flash of light, and when my vision cleared, joy of all joys, Catherine had reappeared. After our joyful reunion, Catherine entered the room, which immediately went dark, suggesting the presence of Darkmantles. Just before the fight began, an area of the darkness disappeared. The room contained five of the Darkmantle creatures, and did not present a big problem to the party. However, a red and black Jackal-like creature appeared near Mr Mysterious and the elf decided to grab the creature with his bare hands (surely he is mad!). Luckily for Mr Mysterious, Karbine killed the beast before it could do any harm. Shortly afterward, more of the Jackal-like creatures appeared. One of these picked up something from the floor, and then they all fled. We proceeded to then kill the remaining Darkmantles before we followed the Jackals to see what they had taken (we later discovered that the object that the creatures took was the "evil" ivory dagger).

Through an open door in which the Jackals presumably fled, we came to another large room containing seven Darkmantles, larger than those we had just defeated. Working as a team (a rare occurrence at best) we managed to kill these creatures swiftly. Through another open door, we came to yet another large room, this one containing five even bigger Darkmantles. This time, we were not so lucky as Catherine suffered some serious injuries as we killed the creatures. Hot on the trail of the fleeing Jackals, we re-entered one of the rooms that had once been the home of Orcs (we killed them during our second day in this place). Here we found six of the largest Darkmantles that we have come across. Immediately, the room was plunged into darkness, this time lasting longer than before. During this encounter I came close to death, but with some judicious healing from Karbine, we managed to defeat the foul creatures. Due to most of the party suffering injury, we decided to abandon the chase of the Jackals and go and rest.



Well, it has been a strange day! Firstly, Karbine stated that an inanimate object was evil, then later Catherine reappeared from the bright flash of light, then we had to kill larger and larger Darkmantles! It was strange too; that some of the party (namely the elves) did not want to rest and recover from wounds as they thought their food was running out. I have 17 days worth of food, and if we can find Alphus again, I am sure we can purchase more, so I am not sure why they protest as they do. I think I should try to get to know these elves a little better, as I am not familiar with their customs. Perhaps I should talk to Regina, as the other two seem far more aloof. I am also becoming a little frustrated with all this exploring; there has been no sign of anything to do with the blood of Breysus. Karbine has said to me that he believes that he now has the power to close the magic portal that Alphus asked us to destroy, so I think that we should return there. Maybe then Alphus will return and perhaps give us a clue as to where to search. I shall talk to the party tomorrow...

### **Day 12 (Day 10 in dungeon)**

Gods! My head still hurts! Luckily I have been looked after by Karbine, so my ills are not as bad as they were yesterday but I still feel terrible. Whilst the others were eating breakfast (I don't have the stomach for food at the moment), I noticed that they were intent on more exploration. I really would rather go and close the portal but, as I am still feeling ill, I didn't mention it - perhaps when I feel better.

During the day's exploration, we found large room full of shackles, Mr Mysterious and Regina got held in a trap, and the rest of the party were too busy babbling to notice. Unfortunately there was, once more, nothing of interest in this room. I am sure that we are wasting our time exploring this place. All we are finding is empty rooms protected by traps, I think we really need to contact Alphus and try and get out of here! Anyway, with the rest of the party still babbling about something or other, Mr Mysterious went to listen at a door. Despite the noise behind us, he managed to hear voices, which quickly fell quiet. Catherine finally took notice of what was going on and went to open the door. She was hit by yet another trap, this time a sheet of fire. Thankfully, the room beyond was not another empty space as two upright lizard creatures ("Lizard Men") occupied it. One of these creatures

appeared to be a warrior, and the other a mage. Not thinking, we moved to attack the creatures, so the one who appeared to be a mage cast a spell and a ball of flame appeared under Catherine. Lorimer then cast a spell – a rare event at best – and a ray of heat hit the Lizard mage. Karbine also cast a spell and a similar ray hit the Lizard mage. The mage managed to survive these attacks, and cast another spell with no observable effect. Lorimer then cast another spell and two bright missiles hit the Lizard mage, who was still OK. Meanwhile, the warrior Lizard was pummelling Catherine (strange, considering I was the one attacking it with any success). The Lizard mage then decided to attack me with a curved sword, much like a scimitar, so I turned my attention to it, subsequently killing it. Mr Mysterious and Regina then tumbled into the room behind the warrior and attacked it while Lorimer cast another spell. The ray of cold did not appear to have much effect on the creature, but this was not a problem as Catherine finally managed to kill it herself. These creatures had many mundane items as well as a potion and some gold-dust.

Despite Catherine suggesting that we go to the portal room, we decided to explore a little more and came to a room, which was trapped (surprise, surprise). Unfortunately, Myself, Karbine and Regina were hypnotised for a period of time as we only discovered the trap after triggering it. Apparently, during this time, the others searched the room, but once more found nothing. After a little more exploring, we decided to rest so that on the morrow we can go and close the magic portal.

Yet another boring day of exploration - how are we to get out of this infernal place? Hmm, I've just been staring at my new shield, and suddenly I thought, "How could a shield of Mynuus get here?" Then it hit me, my grandfather and his party of Paladins must have passed through this place! I must ask Alphus when we see him again if my Grandfather has indeed been here, and where did he go?

### **Day 13 (Day 11 in dungeon)**

After our rest, we all felt that we were ready to go to the portal room to end the influx of evil into this place. When we arrived, we readied and opened the secret

door to the room. Behind the door were two of the “Owlbears”, which moved to attack us. Catherine entered the room, but was severely hurt by the beasts, so she withdrew back to the corridor. Lorimer then cast spell, but was completely useless and so then sulked for the rest of the combat. I got belted by one of the creatures but luckily Karbine killed the beast before I was struck down. We then entered the room, confident that we could slay the second beast. Unfortunately a third “Owlbear” entered through the portal. At this point I was knocked unconscious. When I woke I found that we were back in the corridor, and that both “Owlbears” were still alive. Lorimer and I ended up being separated from the rest of the party, with an “Owlbear” between, but (eventually) the “Owlbear” seemed to get bored, and left the doorway allowing us to rejoin our companions. Due to ill health, we decided to rest. Lorimer complained to Catherine and Karbine that he needed to be healed, but I don't think that anything will help his wheeziness.

Well, what a waste of a day today was! We went to close the portal, and got smashed (and the portal is still open)! Still, after watching my companions I have decided to pass the bracers I have in my pack to Mr Mysterious. Perhaps he may actually open up a little more.

Hmmm, well I passed the bracers on to Mr Mysterious, and although he seemed pleased, he still didn't introduce himself! Maybe he just likes to be rude...

### **Day 14 (Day 12 in dungeon)**

This morning, after the cleric had prayed for spells to close the portal, we went back to the large room. Unfortunately (for me) I was not healed today, so I am not sure how I will go against the Owlbears. At least I am feeling much better, and the swelling on my hip has gone. I was also interested to hear Mr Mysterious state that “he was flavour of month”, I'm not really sure I'd like to eat elf, they look kind of stringy...

Just before we got to the portal room, Catherine outlined a plan of attack. Not helping myself, I took the piss out of her, which she didn't seem to appreciate - maybe she doesn't have a sense of humour. Anyway, once we knew what we were going to do, we entered the corridor leading to the room. Here we discovered that

Karbine is both un-naturally lucky and also delusional; he says he can see an invisible creature. Surely being invisible makes it impossible for you to be seen! Catherine then said that she could detect an evil presence near the doorway – so maybe Karbine has some special power that I have not heard about. The invisible creature, which turned out to be an Imp, then decided to attack us. Mr Mysterious tumbled to the creature but missed his attack; Lorimer then cast a magic missile, followed later by a web spell. The web managed to cover all of us, slowing most of us down and making the combat even harder. Almost immediately, the web was dispelled and Catherine (with some help) finally managed to bring the creature down. Karbine then managed to dispel the portal, and not long after Alphus returned. Alphus seemed to be very happy that we closed the portal and furnished some food and equipment for those who required them (once again for a price). He also identified the rune staff that Mr Mysterious was carrying. The elf had a discussion with Alphus about his rune staff, and was told to head north and speak to the Celestials there. I asked Alphus about the Mynuus device on my shield, and did the paladins of the lost god come through this place? He told me that they had, and that they travelled east. This will be a problem I am sure, as Mr Mysterious wants to go north, but I want to go east.

Despite having more of an idea of where to go, the party decided that they wanted to explore more. Moving out of the large ex-portal room, we discovered an Owlbear that was killing off Darkmantles. Once the creature had destroyed the remaining Darkmantles, we went in and dispatched the Owlbear. After the combat we had a discussion about where we should proceed to next. Mr Mysterious stated that he was reluctant to head east as that is where a fierce creature known as a Hydra lurks. He was also of opinion that going in that direction could lead to many fearsome creatures that we are ill equipped to deal with, so we headed north.

We returned to the portal room then passed through a door to the north. Eventually we came to a dim corridor lined with empty weapon racks. In this area we heard a chilling howl of hatred and were attacked by three shadowy humanoids. We quickly discovered that our mundane weapons had no effect on the creatures. Mr Mysterious appeared to have some effect attacking with his bare hands but I

was not sure if he was being brave or just stupid! I was also surprised that touching these creatures did not have any detrimental affect upon the elf as when touched by the creatures, Catherine and Regina were both weakened. Luckily Catherine and Karbine drove the evil creatures off with their combined holy auras. Catherine's power did not surprise me, but I was happy to see that this Kord that Karbine keeps raving about has some real power and is not just something that keeps his pants up.

After more exploring northward we came to a room with a door to nowhere and the long dead corpses of warriors who died here. Catherine stated that something about the room was evil (another inanimate evil thing, what is it with these spiritualists?). In the room, on the floor, was a silver door, which the rest of party decided to play with. Also in the room was a false door, which seemed to perplex some members of the party. Once the rest of the party had lost interest in the "evil" room, we passed into a corridor and set off a fireball trap. When I woke we had withdrawn from the corridor, and Karbine was healing us. At this point we decided that it would be best if we rested.

During our rest, Mr Mysterious allowed me to look at his map, so that I could bring mine into line with his. This surprised me, as the elf has never shown any interest in what I do (or me for that matter). I have also noticed that Lorimer is becoming a puppet of Mr Mysterious (I really need to find out his name). I guess that means Mr Mysterious is a puppet master. Today I have also noticed that Catherine must be vexed with me, as she has indicated that I have caused some slight! If I have, I am truly sorry - I must make it up to her.

### **Day 15 (Day 13 in dungeon)**

This morning we decided that Regina should find a way to disarm the fireball trap so we could find what it is protecting (most likely another storeroom). Karbine cast a protection spell on Regina designed to make her immune to fire, and she went to disarm the trap. Three booms later we got the all-clear and passed on through. Beyond the trapped corridor we found a further two corridors, each lined with paintings, (some destroyed). Each painting was labelled with a plaque, and

depicted various angels and celestials. Beyond these art galleries, there were many empty rooms, and a corridor heading toward the north (which we followed). After more searching, came to an armoury where an armour-clad corpse was present. I entered the room to examine the corpse and discovered that it appeared to be elven. At this point, a number of the shadowy humanoid appeared and attacked us, and once again the shadows fled due to the holy aura of Karbine. Catherine entered the room and noticed that the elven corpse had a nice looking greatsword, which she took. Interestingly, the elves in our party did not give the corpse a second look, perhaps they have no feelings for the dead. Karbine, meanwhile, searched the armoury and discovered that it contained many mundane items, which were not of use to anyone.

After more aimless wandering, we were ambushed by ugly wolf-like creatures with blue-tinged fur and a face that vaguely resembled that of a goblin. Some of these creatures managed to teleport from the back of our party to the front and attacked Catherine, while the rest attacked Mr Mysterious. Due to the tight confines of our surrounds, only one person could attack at a time, so I could only bide my time. Suddenly we were affected by foul magics, which caused us to despair and lose heart, affecting our fighting ability. Despite this Catherine and Mr Mysterious managed to deal with the creatures. After the fight, Lorimer began to act completely out of character! However, the massage was good...

Suddenly there was a flash of light, and when our vision cleared we noticed that Karbine and Lorimer had vanished. The disappearance of the wheezy mage was no loss, but having Karbine missing was a big problem as he is our only source of medical attention. Despite this setback, we continued exploring the area and came to room that contained a large Goblin who said "surrender or die", we chose die - and almost did. After fleeing from the creature, we decided to rest and lick our wounds. Thankfully there was a flash of light and Karbine reappeared - just in time. The mage, however, did not reappear.

Before he disappeared, Lorimer was really acting strangely, almost as if he is an extension of Mr Mysterious! Speaking of whom... I resolve to talk to him tomorrow

and try to gain his trust - this place is creepy enough without having to worry about bad relations with the other party members.

### **Day 16 (Day 14 in dungeon)**

Not long after I put my paper and quill down, we found that the large goblin had tracked us down, with some of his friends - three of the blue-tinged wolves. We managed to destroy the three wolves, but (unfortunately) the goblin managed to knock us all down. When I awoke (naked, time to visit Catherine or Regina!), I found that we were in a room with a humanoid with the head of a dog. Karbine decided the creature should be his pet, but I don't think the creature was happy with that arrangement. The creature identified itself as a Hound Archon, called Sanjit and stated that he found our bodies and rescued us. Sanjit also stated that Mr Mysterious had been taken by the goblin-like creature and is presumed dead (so much for me trying to get to know him). After we had convinced Sanjit of our good intentions, he cast some healing spells upon us, (I noticed that it left me until last!) and recommended that we get dressed and go to see his "master". We followed Sanjit and eventually entered a room containing two humanoid creatures with lion-like features. The creatures introduced themselves as Killara the Fearsome and Morkor. At first the creatures tried to press us into a form of slavery - apparently as part of a garrison in the employ of the gods. Naturally we declined, as we don't want to be tied to this place in any way. We asked the pair if they could resupply us with food, arrows etc. They also told us that in order to help us, they needed the silver door that we found two days ago.

We returned to the room containing the silver door, and on the way Regina managed to set off the fireball trap - luckily she was unhurt (she is very forgetful...). We recovered the door, and on the way back Regina set off trap again, this time doing herself damage. We picked up her unconscious body and carried her on the door back to the fearsome Leonals. The creatures, thankful that their door was returned, identified some items for us and gave us some healing potions. During this time they re-asked if we wanted to join the 'garrison', but we said that we preferred to work for ourselves. Catherine asked the Leonals about the greatsword that she found on the dead elf, apparently it is a powerful item with a

magical dweomer. Catherine also asked about Alphus, and the Leonals said that he resides in "Region A" (apparently we are in "Region E"). The region we are in has three creatures similar to Alphus known as Spark, Saurgin, Lillick. We decided that we should go and destroy the goblin creature, but before that we should rest.

I do believe that we have met the celestials that Alphus was directing us to. Maybe they could direct me to where my ancestor went, and perhaps I could look upon his grave. That said, when I have finished writing tonight, I shall spend some time reflecting upon the loss of our comrade. The elf was rude to be sure, but he was still our companion....

### **Day 17 (Day 15 in dungeon)**

Once we had rested, we went back to kill the goblin-like creature that cruelly took our companion from us. Karbine had begun to cast some holy magicks upon us to aid us in our battle, when the creature sprung from its lair to attack us. A wave of despair radiated from the creature, which affected our fighting ability, but we soldiered on. The creature had summoned more of the blue-tinged wolves, which were a nuisance but we managed to kill them, their leader included. Unfortunately our luck was once again terrible, and we discovered that Regina had been killed and partially eaten by one of the creatures. Overcome with grief over the loss of another companion, we decided that we could not go on today, so we rested.

What can I say? The last couple of days have been awful. I know the elves have not been the best of companions, but companions they were! Oh why did I leave Westmoor?

### **Day 18 (Day 16 in dungeon)**

After our rest and reflection, we decided that we must go on so that we could find our way out of this place. Before we left, we searched the goblin creature's lair and found a well-made Battleaxe and a potion as well as a pair of familiar bracers (still attached to the forearms of our ex-companion). Strangely, the rest of the party looked to me to lead them from this area, so I decided that we should go east, after all, this is where the Paladins of Myruun went! In order to go east we had to



travel south, luckily through areas that we have been previously. We finally arrived in the room that we came to on day 2 of our travels in this place. The room contained two columns covered with blades and a skeleton near one of the columns. Thankfully the room was nothing to worry about, at first I was cautious, but Catherine then entered and walked straight through with no problems at all.

Next we came to a very hot room with a strange rune and bronze plate on the floor. Luckily for us (for a change) no trap seemed apparent. Heading east we came to long north/south corridor with some other corridors heading further east. Suddenly we heard a couple of loud bangs and saw two creatures behind us. One was a giant ugly brute, with a mullet, and the other a dark skinned, strikingly beautiful, elf (phwoar!) Catherine attempted to engage them in conversation after telling me that they were not evil and Karbine told the creatures to seek the Micky (who apparently is Alphus). I asked the dark-skinned elf where they had come from, and she stated that an evil wizard transported them to this place from the top of a mountain. I asked what the brute is, but she didn't seem to know (or didn't want to tell us).

At this point three ugly creatures with long shaggy fur, and the nose of a bear attacked us. Catherine immediately attacked and killed one, and the ugly brute attacked another over the top of me - killing our attacker with one blow. The ugly brute then easily dispatched the other creature - I feel strangely inadequate. After this quick fight, our new companions introduced themselves as Mayzie (the elf) and Malachi the younger, a giant. Due to the obvious advantages, we decided to let this odd couple join our group (safety in numbers, and besides, the elf is beautiful!).

After heading east and dispatching more of the "Bugbear" creatures (Catherine knew what they were), we came to a room with a well. Next to the well was a bag of gems, so I grabbed a gem and threw it into the well. When this happened the door we entered slammed shut and water began to rise from the well. Malachi smashed open the door, which was just as well as the water was rising fast enough to drown us. After the water level fell, I grabbed the bag of gems, which turned out to contain 3 gems and a bunch of stones. We left the room and followed some narrow corridors to a room containing a wolf-like creature (not like the goblin faced ones we

have fought recently). Being in a narrow area was not helpful to combat, and I had to take on the creature single-handedly. The cowardly creature tripped me and I fell, allowing Catherine to move in and attack the beast. Later, I awoke (the wolf attacked me whilst I was prone) in the room, and we continued on.

Next we came to a room where we heard some grunting sounds. Mayzie found a secret door in one corner, which lead to a room containing three bugbears. I entered and attacked the creatures, and with Catherine's help, killed them. The room turned out to be an armoury, but did not contain any items of particular interest. Still trying to find a way eastward, we came to a secret library, but didn't find much of interest. Continuing further, I fell into a spike-filled pit, ouch! Luckily, I avoided the scythe trap that hit those who didn't fall in with me. After being helped out of the pit we continued. Eventually we came to a carved stone door. We tried the door and were hit by falling masonry. In the room was a pedestal, upon which a golden idol sat. The floor of the room was of black tile, and a white path travelled from the door to the pedestal. Discretion was the better part of valour, and we did not enter.

Leaving the obviously trapped room, we came to a door with Griffon face carved into it (in stone!). Catherine tried to open the door and was blasted by a wall of sound (and became wheezy). While Catherine was being healed, Malachi went to the door, saying that he knew someone who said that when a trap goes off, it takes time to reset. Malachi then bashed the door, and another wall of sound hit us, severely hurting myself and Mayzie - with little observable effect on Malachi. Mayzie was almost killed by the blast, but thankfully after quick work from Karbine, she survived. Due to our injuries, we decided to rest in this corridor.

Hmm, another interesting day! We seem to have made some new friends, and I must say that they are far nicer than the ones we have so recently lost. Both Malachi and Mayzie are fitting in quite well, and seem to be accepted by Catherine and Karbine. I must admit, though, that I feel a little useless now, as I can't turn bad guys into gore with a single blow! I guess I'll just act as a backup for the Giant, as I can't see myself being very useful in the front line.

## *Day 19 (Day 17 in dungeon)*

*Hmmm, it looks like I have some competition regarding the affections of the lovely Mayzie. Karbine seems to be taking an unhealthy interest in our lovely elf. I'll just have to double my efforts!*

*During the night we heard heavy breathing behind the east door, readying ourselves for trouble, we opened door, and were promptly attacked by two wolves. Malachi killed both creatures without so much as breaking a sweat, and we entered the room. Once we were all in the room, the door slammed shut on us, but we weren't concerned as there were two other doors in the room. In the room we found a few half-eaten wolves - maybe we should have fed these animals instead of slaughtering them! Anyway, we opened one of the doors and entered a 5' wide corridor and then came to a splintered door. Catherine was very proud of herself when she further destroyed the already weak looking the door. Beyond the door was a room containing four of the Bugbears - aka "Malachi's Bitches". Malachi initially looked afraid to enter the room and deferred to Catherine who promptly kills one. Malachi then waded into the room and in one hit killed the remaining three creatures - I think he was just playing with Catherine. Searching the room, Catherine found a set of keys on one of the Bugbears. At this time I overheard Karbine say that he is not a doctor, he is a priest! Excellent! Mayzie is safe as she is not a little boy.*

*Following the 5' wide corridor we returned to the wolf room, apparently the only way out was the now stuck door. Luckily one of the keys that Catherine had found unlocked the door. Passing through the "boom, boom" corridor, we eventually came to a large room. When we entered all the walls, the ceiling and the floor turned into mirrors - even the doors could not be found. I noted to Mayzie that mirrors were good (I like to watch!). Malachi tried to smash one mirror, but it fixed itself - lucky, I don't think 7 years of bad luck would be a good thing. The situation was looking pretty bad, so Catherine and Karbine had a theological discussion. When I woke up, I found that Mayzie was carefully searching the room. Finally, after an eternity, she found a flaw in the mirrors, and below a button. Pressing the button*

caused the mirrors to be dispelled. I think Mayzie is a great improvement over Regina...

Travelling east, we came to a room containing large (15' long) chain links. As we entered the links moved, making a loud groaning noise. Luckily, Malachi thought to spike the door to the room open, which was just as well as the door was straining to shut. Next we came to a room with a deep pit in the centre. The pit was filled with snakes of some description, and we decided not to brave the room and left. Soon after we came to another room that looked obviously trapped. At this stage we decided to go and rest in the "boom, boom" corridor so that we could re-attempt to open the Griffon door in the morning.

I don't think we achieved much today, other than become even more frustrated. Maybe we should go back to the celestials and get more information as to where my ancestor may have gone.

### **Day 20 (Day 18 in dungeon)**

This morning while we were eating I overheard Karbine calling Mayzie a stupid Drown. I don't really know what he is talking about, but now I see my chance...

With the help of a Silence spell, cast by Karbine, we decided to destroy the door by physical means. After a couple of hacks a ray of frost from the door hit us. Apparently the trap seems to have reset to be completely different! Unfortunately the door appeared to be very sturdy, as our attacks have had very little effect. Deciding that attacking the door was futile (and dangerous), we left the immediate area and went south. Initially we came to a very large room, which contained many traps. After setting off a few of the traps, we decided to leave the room and not explore any further. At this point, Catherine said she was going to summon a Unicorn to her side. After muttering some words she said it was done. Shortly after, a Unicorn appeared, and Catherine seemed very happy.

Deciding that this area is becoming irritating, we decided to go and destroy the Hydra that the party keeps talking about. However, before we could do this we needed to rest.

*Karbine is bitter, apparently the Unicorn is not as good as "Mickey". I think he has some kind of complex...*

### ***Day 21 (Day 19 in dungeon)***

*After our rest and recuperation, we went to kill the Hydra. Catherine and Karbine explained a way to get to the Hydra, but decided that we should go a different way, as we had to pass through a secret door at the end of a 5' wide corridor. Skirting the area we entered a huge, cold, room full of columns and were attacked by a group of shadows. Karbine managed to force two of the creatures to flee from his holy power, and Malachi killed one with a single blow. Two of the remaining creatures attacked Catherine, and managed to leach the strength from her body. Karbine drove these two creatures away with his holy power, and once again Malachi killed the last creature. Heading south, we came to the other entrance to the Hydra's lair.*

*Upon opening the door, we saw a huge reptilian beast with eight heads attached to long, serpentine, necks. Malachi entered the room and did the beast great amounts of damage. Four of the beast's heads attacked Malachi with their biting teeth, while the other four breathed a blast of pure cold in our direction. Luckily I was unharmed by the cold due to a spell that Karbine had earlier cast. I anointed my sword with my remaining potion of Magic Weapon and entered the room to help kill the beast. The creature once again breathed pure cold from four of its heads and woe upon woe Karbine was killed. Immediately thereafter, Malachi killed the Hydra, avenging the loss of our comrade.*

*Due to our injuries, and the loss of our companion, we decided to rest and tomorrow we will go to see the celestials in the hope that they might be able to bring Karbine back from the bosom of Kord.*

### ***Day 21 (Day 19 in dungeon)***

*Last night was a sad affair; nobody wanted to talk and just wanted to be with their thoughts. After our rest, we silently packed our belongings and headed toward the celestials in the hope that they could raise our companion from the dead. Sadly, the route we took brought us to where we lost our other companions a few days ago.*

Just think, if they hadn't been eaten, they might have also been raised. Upon our arrival in the place where Regina was lost, we met a short, stocky, elven creature with strange multihued eyes. The creature introduced itself as Doj, and he said that he knew Sanjit, and that he would take us to him. When we arrived at Sanjits 'home' we asked if he, or Killara or Morkor could raise our companion. Sanjit said that he couldn't do it, but he said he would ask the Leonals.

After a short time, we were summoned to see Killara the Fearsome and Morkor. Thankfully they agreed to help us in raising our companion, provided we help them in turn. Apparently the celestials have had some problems with evil creatures to the north - Drow, Driders and two creatures called Anguish and Madness. We agreed to help, and Karbine was subsequently returned to us. Catherine also asked if her Unicorn could be helped, as for some reason it could not travel to the plane it came from so that it could rest and feed. The celestials stated that the reason for this was so that the Demons and Devils could not escape. Demons and Devils!!! I'm not sure I want to be here any longer! Anyway, Doj agreed to take the Unicorn to the forest so that it may feed, and we decided to rest so that on the morrow we could go and confront the evil to the north fully refreshed.

Well, we were very lucky today. The thought of being without our "medic" was almost too much to bear. Surely if Karbine was gone for good, we would not have survived for much longer.

### **Day 22 (Day 20 in dungeon)**

After we awoke, Catherine's Unicorn (she calls Valerion) returned to us and we headed north. I asked Valerion what sorts of creatures were in the forest where he spent the night, but he was rude and did not answer. Not far from the celestials home we came to a door, which I found strangely disconcerting and so did not want to proceed. Catherine passed on through into a region where the walls and ceilings were made up of living flesh! No wonder the rest of us did not want to go on. Anyway, Catherine came and slapped me, unfortunately not on the bum, which gave me the resolve to move on.

Continuing north, we came to a round room, which looked like armoury. Inside the room Malachi found a well-made Longsword. Also in the room was a medical kit that was in very good condition, which we gave to Karbine. Later, as we were wandering along we saw a statue in an alcove, but decided to avoid it and ended up entering a room containing five mantaray-like (yes, I had once seen a Manta Ray, when I was little) creatures, which dropped from the ceiling and attacked us. We managed to slay the creatures and continued on. Eventually we came to a secret room containing a well-made dagger, but not much else.

After more wandering we came to a room containing what Catherine assured us was an evil entity. We entered the room and discovered a blob of inky darkness, which was apparently the source of the evil. When I entered the room to attack the creature, I noticed Catherine attack Karbine; perhaps he insulted her! Suddenly my mind was not my own and what happened next is a little fuzzy. The next thing I knew I was lying on the floor and suffering from great pain. Karbine came to check on me, using his new medical kit. As it turned out the kit contained poisons and not salves, and I was lucky to survive Karbines "treatment". Strangely, I did not need Karbines help as I was healing rather quickly, but was still in great pain. Because of my pain, and an apparent problem with Mayzie, we went back to the celestials to rest.

With further thought, and discussions with my companions, I believe some kind of magic affected us while we were fighting the 'dark evil'. Catherine attacked Karbine, and apparently I also attacked Karbine, and then Malachi! I must have been influenced by evil magics for me to do something as stupid as attack Malachi!!! We must be on our guard in future.

### **Day 23 (Day 21 in dungeon)**

This morning we decided to go a different way and came across a room containing six of the manta ray creatures (we call Cloakers). The creatures moved to attack us, so we destroyed them. Oddly, Malachi tried to be flamboyant and completely missed killing the final beast, but Catherine was not so careless, and wiped it out.

Suddenly, I didn't feel quite myself. It was almost as if my actions were controlled by someone else! I have lost the ability to concentrate on my mapping, so we will have to travel rather blindly! The following events that I have written here are also all vague, so please bare with me..

We continued along, following a trail of sorts, made up of small brightly coloured objects, almost like the things I used to play with when I was a child. The only thing about these was that they almost look like you could suck on them (which I decided (oddly) to do). Anyway, we came to another room and were attacked by some grey creatures with very long arms. One of the creatures attacked and attempted to strangle me. Luckily, Catherine killed the creature just in time, but in the process caused me to choke on my "lolly". Malachi and Catherine then quickly dealt with the beasts.

Next, we arrived at an intersection where we found a black statue of a creature that appears to be half elf, half spider. Karbine called the creature a "Drider"; perhaps he has seen these things before. Suddenly, Malachi decided to attack the statue, which in turn blasted out a ball of fire singeing us all. Oddly, after the blast I began to grow lots of black, coarse, hair, grew an extra 4 arms, and grew a pair of fangs. I also had this strange desire to wear a red and blue jumpsuit! Meanwhile, Karbine started to gibber and rant quite insanely before trying to run off. Luckily Malachi was able to catch Karbine by the scruff of his neck before he managed to get too far away. The beautiful Mayzie also seemed to be behaving strangely as she was screeching and screaming. At this stage, Catherine and Malachi decided that we should go back to the Celestials for rest and healing (of sorts). Upon returning, Sanjit explained that to the north the very stones try to heal a person who is too badly wounded, but generally there are side effects that will wear off.

### **Days 24, 25 and 26 (Days 22-24 in dungeon)**

We rested for three nights, and all except Karbine recovered (although my sense of being "controlled" by someone else still pervades). Eventually on the 24<sup>th</sup> day of being in this place, Malachi decided that he was bored and stated that we should all head off to the indoor forest with him to have a look what is there. Not long after



arriving, Catherine was attacked by an invisible mushroom type creature, which we managed to slay with the aid of the Unicorn (who apparently could trace the creature by its' smell). Once again, we decided that having an insane Karbine is not a good thing and we left the Unicorn to graze and went back to the Celestials.

### **Day 27 (Day 25 in dungeon)**

I am still feeling vague today, so I apologise if my account is as vague as me.

This morning Karbine seemed to have returned to his usual level of insanity, so we decided to head back out, stopping to pick up the Unicorn from the forest. Travelling along, we discovered a dead Celestial creature pinned to a wall in an alcove. I would have thought that we should have brought the remains of this creature back to his compatriots, but oddly, Karbine decanted its blood and left the creature there to rot. Malachi also interfered with the body, but I am not sure what he did. We then moved on and came to a room containing a purple coloured slime and were attacked by some tentacled, humanoid, snake-like creatures. The Unicorn and Catherine moved into the room to attack these creatures, but found it quite slippery. Luckily, with help from Malachi, and myself we killed the beasts.

We travelled down a narrow corridor and came to a room with more of the humanoid snake creatures. Being in the front of the party, I managed to block the corridor, preventing the rest of the party from helping kill the creatures. After single-handedly killing the beasts, we pushed into a very broad passage beyond. Here we found many more of the humanoid snake-like creatures, both large and small. Catherine and myself took turns in the front of the party along with Malachi, alternatively returning to Karbine for healing. Whilst I was being healed, Catherine was attacked by one of the creature, which attached itself to her. Malachi attacked the creature with his curved-sword, almost knocking Catherine off her Unicorn. Unfortunately, Malachis' sword became stuck to the creature and Catherine, and was not able to be freed until the creature was killed.

Karbine seems to have returned to his insanity that he was suffering from yesterday! He tells us that a strange green monster at the back of the party is attacking him. We cannot see this creature, but Catherine (obviously humouring

Karbine) moved to the back of the party and waved her sword around. Karbine then seemed satisfied that Catherine had driven it off the strange creature off.

Just as suddenly as the feeling of lost control hit me, I began to feel normal. Perhaps it was the invisible green monster that was controlling me all this time! Anyway, at this point I decided not to resume mapping because no one in the party seemed to want me to do it, apparently they don't think my map is useful enough. Malachi is especially critical of my mapping and says that Catherine is handling it herself quite well (apparently).

Without my map (now away in my sword scabbard), we continued travelling along and came to a room full of dead creatures as well as some of the humanoid, snake-like creatures. At a closer look, the creatures resemble a halfling with snake-like appendages at the end of their arms. Once again these creatures attacked us and we killed them with little problem. After a lot more aimless wandering, the party now ask where we have been (despite thinking that my map has been destroyed!) - at first I was going to hold out due to their vehement dislike of me taking the time to know exactly where we are, but eventually my resolve crumbled and I agreed to continue using my map.

Despite having a complete (to this moment) map, we ended up doing more wandering, eventually entering a room where we found some scraps of parchment with strange writing upon them. As it turned out, Mayzie was the only member of our group who could read the text, but it was essentially gibberish. At this time, we also noticed that Malachi is feasting on the bones of the dead Celestial. Bad Malachi!

Due to us seemingly roaming around in circles and going nowhere, I made the suggestion that we should return to "region E" and find another way to the region we are currently exploring. To my complete surprise, the rest of the party agreed with my suggestion, and we decided that we should rest so that we would be fresh and ready to go.

Well.... I thought that I was travelling with friends, but I guess today they showed their true colours! I am really trying hard to be useful in this party by keeping a

record (via my map) as to where we have been, as my fighting prowess seems to be superfluous. Unfortunately, the rest of the party would rather complain on the time taken for my mapping and laugh and snicker when I try to be useful. I really can't wait to get out of this place, where I know I will be among friends.

### **Day 28 (Day 26 in dungeon)**

After leaving our resting place (with the Celestials), we headed to the forest so that Valerion could feed. Luckily Sanjit showed us a secret passage to the forest, saving a great deal of travelling. Once Valerion had eaten his fill of grass, we headed north and came to a room trapped with a scythe trap – interesting as Catherine was saying that she might be interested in using a scythe. Anyway, the scythe hit me, and I ended up feeling a little weak. The room we entered was dark but with a little searching, we discovered that it contained a longsword, a quill and some bottles of poison. Mayzie searched the room for traps and discovered a 100-foot deep pit – luckily for us, none of us fell in.

Continuing on, we came to the end of a corridor where there were three doors. Catherine opened the south door as I opened the north door. The room behind the north door seemed to be some kind of trophy room, and contained nothing of interest. Through the south door there was a creature that looked something like a mechanical cross between a horse and a human. Catherine talked to the creature, and it introduced itself as the “Adjudicator to the Host”. We asked the creature if it was a Celestial, but it said no, and that it was an Inevitable. The Inevitable said that it (and his kind) do not always see eye-to-eye with the celestials. Leaving Malachi to talk with the Inevitable, we continued through the eastern door and came to large room containing a dead tree. To the south were three doors. The westernmost door opened to an empty room, the centre door to a shrine and the easternmost door to a room containing a large, mechanical humanoid in golden armour. The creature called itself Wettock, and said that he could help us with provisions. The creature was happy to trade with us to give Karbine some new plate mail armour and Catherine a saddle.

Catherine was very happy to have a saddle, and she calls it her erotic saddle so that she can be better mounted. Also she says that will help her be a better ride... (woohoo, things are looking up!).

Anyway, we headed north and promptly fell into a 50-foot deep pit. Luckily, Catherine fell into the pit with me. Unluckily (I guess), Malachi immediately threw a rope down to us and helped us out before I could make my move. We returned to Wettock and asked how we could get past the trap, and he told us where a lever was which locked the trap closed. Using the lever, we headed north and came to a rubble-filled room - an area we had already come to via a different direction. Upon opening the door we were attacked by the humanoid snake creatures, but Malachi destroyed them rather quickly.

Decided to head further east so as to find a better way north. Leaving the tree room we came to two doors on the north and south walls of an eastward heading corridor. Opening the north door, we noticed an exceptionally clean room containing a creature similar to Wettock. He stated that he was the "Watcher of Bargains" and the leader of this group of "Inevitables". Catherine told him that we were heading off to kill Madness and Anguish, and the creature looked happy at this. He also asked that if we find any staves, he and his compatriots would be very interested in having them. Leaving this creature, we opened the south door, only to find another of the black Inevitables. Catherine also told this creature that we were heading off to kill Madness and Anguish, and could the creature help us in our mission. Asking the creature his name, he gave Senar the "Keeper of the List", and if we showed him our journals he would provide us with a quick route to the north. Doing this, Senar showed us a short cut as promised.

Heading back to the pit corridor (and disabling the pit!), we headed east to a large room and thence to a smaller room containing another of the black Inevitables. Catherine, once again, spoke with the creature, who allowed us to pass through his room. We wandered around some more looking for an easy way north, and came to a room containing yet another inevitable. This creature was unable to help us so we continued on.

Not long after we left the last inevitable, we came to a door, which obviously headed to the area in which Madness and Anguish live – we knew this as Mayzie became to afraid to continue. Luckily, Malachi picked up Mayzie and we continued on. Eventually we came to a large room with many exits. Catherine detected evil in the area, which turned out to be 10 of the cloak-like creatures. Karbine went to attack the creatures, with Malachi following. In a frenzied attack, Malachi killed 4 of the creatures with virtually one swing. Unfortunately, Malachi also hit Mayzie, causing her to drop – apparently dead – Bad Malachi! During the fight, we noticed Catherine bouncing on her horse, presumably due to the erotic saddle! Anyway, just as quickly as the fight started, it was over, with Malachi killing 8 of the creatures! The rest of us seem to be covered in gore from the creatures – and I still feel rather inadequate. After Karbine healed Mayzie, we headed north and came to three empty rooms, where we decided to rest.

Today I was lucky enough to have the support of my companions, with little of the belittling that has been prevalent over the last few days. I still feel like a third leg, as Malachi and (to a lesser extent) Catherine, both seem to be far more proficient in fighting and killing our enemies. What I don't understand is that most of the creatures in this place wish to do us harm, whereas outside of this place there is little, or no, evil! All the more reason to want to get out of here as soon as possible.

### **Day 29 (Day 27 in dungeon)**

After we awoke, we continued on and came to large room containing a large table set with plates and cutlery. Karbine sat at the table expecting to be served, but nothing came to serve him. Leaving the dining room, and with more aimless wandering, we came to a trapped corridor (yes we fell in). The corridor turned into a slippery slide, and we slid into an area behind a raised portcullis. The portcullis then fell before turning to a wall of ice. Malachi hacked at the wall until it shattered, injuring us in a spray of ice. Leaving the trapped area, we entered a large room, which appeared to be a laboratory of some sort. Within the room, we found a bar of silver, some vials of liquid and an arcane scroll. Mayzie read the scroll and promptly turned into frog – a very good-looking frog, but still a frog. I suggested that we should kiss the frog (yes I read the old fairy tales!), but nobody

was interested. At this point we decided that we should rest as we were pretty beaten up from the portcullis trap.

### **Day 30 (Day 28 in dungeon)**

After waking, we headed north and came to a room containing another Drider statue. Wisely nobody wanted to destroy it! In the next room we came to the flesh walls seemed to be almost breathing, so we decided to leave without further investigation. Thinking that having Mayzie as a frog was not very useful for our survival, we decided to head back to the Celestials/Inevitables to see if they could help. Our first stop was with the Inevitables. They told us that powerful clerical magic could return Mayzie to her natural form, however, Karbine has not enough faith to do this yet. Next we returned to Sanjit, who said that he could return Mayzie, provided we perform another favour for him. Despite Karbine's and Malachi's protests, we agreed to his request. Malachi and Karbine, however, would not give up and eventually talked Sanjit around, agreeing that we would replace the scroll that the celestials will use to restore Mayzie. The argument settled, and Mayzie restored, we decided to rest.

Well, we didn't do too much today - But that doesn't stop me from really wanting to leave this place.

### **Day 31 (Day 29 in dungeon)**

After our rest, we decided to head back north so that we could discover the whereabouts of Anguish and Madness. Eventually we came to corridor with what looked to be a target painted upon it. Malachi stared at the target for a while, then asked us if we could see a strange, un-natural creature. As we couldn't see this thing, we determined that Malachi must now be so affected by this place that he is seeing things. Next we came to circular room containing tapestries on the walls and iron bars snaking across the ceiling. The odour of this room was actually quite pleasant considering the flesh on the walls of the rest of the area. The nice smell was subsequently determined to be burning incense. The next room was exactly same, so we continued to a third circular room. This room contained 4 doors instead of the 2 seen in the last two rooms. Also in the room, hiding in the ceiling,

was a long snake-like creature with the head of a human. Without provocation, the creature immediately attacked us (presumably as we had disturbed it). Unfortunately, the creature was out of my range, so Malachi was the only one able to attack. During the combat, the creature cast some lightning bolt spells, which damaged the rest of the party. Unfortunately, the worst damaged by the lightning was the beautiful (but obviously wheezy) Mayzie! Malachi and the creature then entered hand-to-hand melee, so I entered the room and in one stroke killed the creature. After the fight we discovered that Mayzie had died!

In the hope of getting help for Mayzie, we went back to Takaris the "Watcher of the Bargains". He suggested to us that Wettock might be able to help, so we went to see him. Wettock agreed that he could help, but required some sort of payment. Luckily, Catherine traded some magical goggles to get a scroll of "Raise Dead" and also got a greatsword as part of the bargain. The upshot being, Mayzie is back, however with no spells, so we decided to rest.

We don't seem to be getting too far at the moment! It seems as though we can only destroy one evil creature per day, at this rate I'll be 100 before we get out. On a side note, while I was writing this, Karbine said that there was an invisible green creature, having sexual relations with him. Later Karbine was seen with a small white stick in his mouth, with smoke coming out of one end and a very happy look on his face.

### **Day 33 (Day 30 in dungeon)**

Setting off again, we came to large room with a stinking chasm surrounded by railing. Malachi tossed a gold coin into the pit, and we heard a squelching sound. Upon checking further, Malachi disturbed a tentacled creature, which attacked him. Strangely, instead of continuing his attack, Malachi then threw his sword down the pit, and then jumped in after it. Shortly after (and after I was attacked by three tentacles from within the pit), Karbine was attacked by some tentacles and was pulled in to join Malachi. Luckily for Karbine, Catherine lowered a rope to rescue him, whilst Malachi (apparently) continued attacking the creature. Not wanting to miss out, Mayzie then decided to join Malachi in the pit. Obviously the

pit must contain something of great interest, so I also decided to jump in. Inside the pit was a fleshy mass of tentacles and gore. Malachi was hacking away at the creature, with only minor effect, and he asked me to help in removing the creatures tentacles. Shortly after, (and after rescuing Mayzie) Catherine decided to join us in the pit, and with our combined might, we managed to remove all of the evil creatures tentacles. Realising that we could not kill this creature, we left the pit, and the room, and decided to rest.

Once again, the members of the party seem to be being affected by this place. Is suggested that we rest in the snake's room, but no one else was interested. Therefore, I slept by myself.

### **Day 34 (Day 31 in dungeon)**

When I awoke, I found a note lying next to me. The note was written in a strange language, but oddly, I could read it. The note read: "Madness lies to the East and North. Prefer east to north and avoid south in any rooms you have already visited, and any rough-hewn passages." When I left the room, I asked the rest of the party if anyone had been through into my resting area. They said that nobody had been through. I decided that I should take the lead of this motley group, and we headed in a north-easterly direction.

Eventually we came to a room where the floor was squirming flesh. The disgusting visage was made worse by the prevailing hues of red and blue (kind of like that jumpsuit I was obsessing over a few days back...). There was a door to the north, which I tried to open, but it was locked. I even tried to use all of my strength to open the door, but it would not budge! Surely Malachi could have helped, but he was sulking over something. Next we decided to try a second door in the east of the room, but I ended up falling into the fleshy slime, and tendrils of flesh attacked me. Luckily, with Catherine's help, I managed to escape.

At a loss, we turned back to Malachi, who really seemed out of sorts, and really didn't seem to be in the mood to be helpful at all. Catherine asked again for his help in breaking down a door, and Malachi just said no.



Suddenly, a compulsion came over me and I just had to attack a creature that entered the room from the east. The creature looked like a dragon covered with mouths. Behind me, the reason for Malachi's discontent made itself clear as, at the same time as I attacked the creature, he attacked and killed both Karbine and Mayzie. Meanwhile the dragon attacked with a bolt of lightning from its mouth, and then came up to bite me. Luckily, Malachi overcame his homicidal tendencies, and came to help us. Eventually, Malachi, Catherine and myself managed to slay the beast.

Suddenly a ball of light (similar to Alphus) appeared and asked Malachi to be Breysus' replacement as the guardian of the south gate. Malachi agreed, and asked that Mayzie join him. Mayzie and Karbine were then resurrected before Malachi and Mayzie disappeared. Before the ball of light vanished, it congratulated us for destroying Madness.

Headed back to the Celestials so that we could rest, and give them the good news. Sanjit asked if we had destroyed the body and not having done so we returned to the body of Madness to finish the job. After we had sliced and diced the body of the creature, we returned to Takaris to ask how we could "unmake" Madness so that 'he' could never return. Takaris stated that we needed to find the notes of Madness' maker, and use those to unmake 'him'. We then went to Wettock and he identified some magic we had found, and now I have a magical Bastard Sword. Yay!

At that point we decided to rest.

I am not sure how we will survive in this place without Malachi and Mayzie. Having the giant with us certainly made killing the evil denizens of this place like a walk in the park. Without him, it will not be as easy.

### **Day 35 (Day 32 in dungeon)**

I awoke this morning to find Karbine communing with his God to determine how to destroy Madness. I am not sure what he discovered, he seems a little withdrawn at the moment. Perhaps it is because we have not allowed him to seek the eternal rest in the bosom of his god.

We left our resting place and headed back to where we killed Madness. We hacked the body up some more before heading eastward. We then entered a nightmarish room, which we determined was the lair of Madness. Within we found many items, which Catherine has taken for the party. From this room we went north and came to a room of Ivory. A door to west, in this room, opened into a shifting room, so we decided to look east. The door in the east wall of the ivory room was trapped and we were hit by a blast of cold. Suddenly Karbine turned into a creature similar to a spider. He headed south to a mirror image room, this one with walls of leather. To the west of this room was another room rolling with waves, and to the east was another trapped door. Unfortunatley, Karbine wanted to play with the trapped door before he scuttled across the ceiling to the wave room and opened a door on the west wall of that room. Spider Karbine then went into the other room before returning, and looking very aggressive. When he reached us he fell from the ceiling stunning himself for around half a minute. When he recovered, Karbine ran away then came back to try to bite me. At this stage I escaped with Catherine on the back of the Unicorn and we headed back to the large alchemical room where Mayzie became a frog.

We decided that we should rest again and attempt further exploration tomorrow.

### **Day 36 (Day 33 in dungeon)**

Karbine, once again, decided to talk to his god, and came up with a plan to talk to a statue. I think this god of his must be a bit strange in the head, telling us to talk to a statue.

Afterward, we didn't do much but head back to the celestials.

### **Day 37 (Day 34 in dungeon)**

When we awoke, we were introduced (by Sanjit) to a pair of adventurers called Tiberius (a Warrior like me) and Tathal (a cross between a warrior and an arcanist). Sanjit suggested that we might like to join forces in defeating the evil in this place. After a little too-ing and fro-ing, we agreed to join forces.

Catherine led us onward to the room of the so-called talking statue (although she didn't really want to go much further when we arrived in the fleshy halls). Upon arrival, the Drider Statue actually spoke in some strange gibberish language (imagine that! A talking statue, perhaps Karbines god is clever after all...).

Luckily for us, both of our new companions could understand the gibberish that the statue spoke. Apparently, the statue asked us two questions; 1) "Who is the Master of this place?", and 2) "How many of his brood survived his death?". We pondered over these for a few moments when, suddenly, the walls began to scream, and frightened me to the depths of my soul, so we immediately left.

Went back to Celestials, and asked Sanjit, the questions that the Statue asked us. Sanjit replied that the master was a wizard called Mahir, but he did not know the answer to the second question.

Next we headed to the inevitable librarian (Senar) and asked if he could answer the second question. He said that there were 12 of the masters' brood initially, but he didn't know how many survived. He suggested we see a knowledgeable snake with the head of a human, who lives to the north. Unfortunately we think that this may be one of the creatures that we have recently killed! Karbine suggested that he could still talk with the dead snake (sure! Just like Aunty Beru used to do at the grave of Uncle Owen - I am sure he didn't answer back!).

With little other option, we went to get the head of the snake so that when Karbine had rested and had prayed for the proper spell (Aunty Beru wasn't so lucky as to have a spell!) he could then extract the information we require. In the meantime, we decided to explore further and headed through the pit room (with tentacles) and came to small, smelly, room containing barrels. Tiberius found a secret door, but could not open it. At this point, I began to choke due to the smell so we decided to leave the room and continue north. The passage we followed was full of vegetation and led to a large room, which was also full of vegetation. Immediately, we were attacked by large masses of vegetation. I attempted to destroy the larger of these creature, but got eaten - how ironic!

When I awoke, I was out of the creature, and my armour was very shiny. Apparently the rest of the party dispatched the creatures with only the loss of Catherine (no, not dead, just unconscious) and myself.

After Catherine was healed, we went east and came to a mouth-filled room, all of which were screaming "No we will not let you go". Somehow I got caught up singing the catchy tune so we eventually left the room and went back to the celestials to rest.

I'm not sure I'll sleep tonight, I keep on singing something about a "Bismillah", and I can't get it out of my head.

### **Day 38 (Day 35 in dungeon)**

When we awoke, Karbine cast the spell "Speak with Dead" and then asked the snakes' head how many of Mahirs brood survived his death. The snake answered that it was one, and only knew of one other - Leobald. I guess this means that only 2 survived.

We then went back to talking Drider statue and Tathal answered the questions when asked. Upon answering correctly, a door (to the east) opened and we looked in. The door led into a very dark room containing a basalt column. Three other doors were present in the room, one on each wall. As only Tiberius and I could see in the room, Karbine attempted to dispel the darkness, but failed. Luckily, our lights overcame the darkness and we could all see again. Karbine then noticed that there was an aura of numbing cold surrounding the pillar, and that we should avoid it. Moving to the northern door of the room, we saw some writing scrawled upon it. Apparently it was written in a language of "Undercommon", recognised by both Tiberius and Tathal. The writing was a riddle and went as follows:

It cannot be seen, cannot be felt,  
Cannot be heard, cannot be smelt.  
It lies behind stars and under hills,  
It comes first and follows after,  
Ends life, kills laughter.

I said that the answer was likely to be “Darkness”, however, the rest of the group disagreed. Eventually they came to see my point-of-view and answered “Darkness”, upon which the door opened. Inside we found a small room with another (broken) door leading north. Tiberius then found a secret door to the east, and while he was trying to open it, I looked through the north door. Apparently, the door was trapped and we were engulfed by a ball of fire. Through the door was an empty room, and the only exits from this area were either the way we entered or by the (un-openable) secret door.

We then went back into the pillar room and Tathal cast a spell called “comprehend hedgehogs” (why hedgehogs?) and went to the eastern and southern doors to read the riddles that were written on them. The eastern door was inscribed with “Feed me and I live, give me drink and I die.” Tathal immediately gave the answer “Fire” and door opened. Through the door was a long corridor with two doors at end. We entered the northern door into a room containing a river of lava. Not wanting to spend too much time in such a hot area, we looked through the door to the south and saw a room full of water. Catherine decided to go into the wet room but ended up with her Unicorn being electrocuted. Wisely we decided not to continue further through this room.

Back in the pillar room, we went to the southern door, which was inscribed in an unknown language, likely to be elven. The riddle asked, “I pass before the despised sun yet make no shadow. What am I?”

Before we had a chance to answer the riddle, there was a bright flash and Catherine, Valerion and Karbine disappeared into thin air. In their place was an elf (not another one!), whom Tiberius and Tathal seem to know. The elf was introduced as Vikrym, and appears to be another warrior. I have suddenly realised that I am the only member of the original group left. Gone are Catherine, Karbine (both hopefully only temporarily), Regina, Mr Mysterious, Malachi, Mayzie, and Lorimer. I now feel more alone than ever, even with my new companions.

I managed to overcome my discomfort and helped to determine that the answer to the riddle of the south door was “Wind”, and the door opened. Upon opening there

was a loud scream, and we saw a dark-skinned creature with glowing eyes working with alchemical apparatus. Tiberius struck up a conversation with the creature and asked if it knew the ritual of un-making. The creature said it would be happy to provide it for us and offered us tea. Nobody seemed interested in the tea, and possibly rightly so! Whilst rummaging in a pile of things, the creature suddenly changed into a large spider and scuttled up to the ceiling of the room. Shortly after, the creature again changed, this time into an amorphous blob, and cast some kind of enchantment causing all of the apparatus in the room to explode. We retreated from the fumes, and unfortunately the creature escaped. Exploring his abode, we found some fancy spell components, which Tathal was very interested in.

We then headed back through the 'dark' (riddle room) door and tried again to find a way to open the secret door there. We discovered a mechanism in the ceiling of the room, and determined that the mechanism was a living entity. Tathal attacked the creature and Tiberius muttered that it was now a "dead lock". Vikrym opened the door and I entered the room. Immediately I noticed that the door I passed through had disappeared! Suddenly the rest of the party appeared next to me - perhaps we entered a magical trap. We spent a long time searching for a way out, and finally discovered some secret doors allowing us to escape the room. We headed east into a small temple area, then decided to look through the north secret door from the trapped room. To the north was a flesh-lined pit, which we decided not to investigate further.

Heading back into the 'temple', Tathal stated that he could see runes on the walls, which stated that arcane energy and evil could not pass through an ornate door to the north. Vikrym opened the ornate door by picking three locks (he must be a locksmith!) and looked through to see a winding corridor. He disappeared through the corridor, and when he returned, he did so with a large book - apparently a spellbook. The book contained a spell called the 'Ritual of Un-making' - just what we were looking for. Unfortunately, Tathal cannot learn the spell for casting, so we don't know what to do next to fulfil our quest. We then decided to rest, but went via 'Madness' lair to chop it into some more small pieces.

Oh, Catherine! You have left me again. How am I to survive this place with no female companionship?

### **Day 39 (Day 36 in dungeon)**

After waking, we headed north through the area where we killed Madness, and passed through the previously impassable door (just plain locked in the end). We entered a large room to be faced with some Drow elves and a large, cloak-like creature. After a short fight, the creatures were dispatched and we looted the bodies. Notable about this fight was the absolute fluke shot with an arrow delivered by Vikrym. Amazingly he managed to hit a fleeing Drow at approximately 50 feet, right through the neck, killing it stone dead. I bet he won't be able to repeat that one ever again! After the fight, Tiberius suggested that we pile the bodies in a corner of the room and cover them with the dead "cloaker".

Deciding against heading in the direction of the fleeing elf, we passed through the north door of the room, and shortly after came to a locked door. Tiberius thought the door was trapped, but Vikrym assured us that it wasn't. Tiberius then tried to open the door but found it impossible to do so. Angry (apparently with the door), he called it names, then stormed off grumbling about getting food - why is he hungry at this time? Anyway, we tried to break down the door, but failed, so we headed along the "elf shot corridor". We came to another large room, this one empty, then headed north. Tiberius almost fell into a thin stream of lava, when he broke through the floor. Luckily, he managed to avoid the trouble and we continued on.

Eventually, after passing through another empty room, we eventually came to a room containing a few sleeping Drow, apparently slaves. Tiberius insisted that they be destroyed (except for one - as a hostage perhaps?). The fight was a short one (funny that, considering they were unarmed and unarmoured). One of the slaves pulled a lever on one of the walls, suggesting an alarm of some sort, so I decided to watch the corridor and opposite door for the inevitable attack from either direction. Needless to say, the inevitable attack materialised, and we duly dispatched them.

*After a little more exploration, we came upon a large number of Drow that we dispatched with ease. The fight was notable, as it heralded the return of Karbine – lucky for us, as I don't think that we would have much chance of survival in this place without him. Leaving the bodies of the Drow, we came to a very clean room, and then found a secret passage that appeared to be full of lava. Tathal's familiar communicated that the lava was not real, and but an illusion. Eventually we noticed this to be true and we carried on, only to enter a corridor coated with oil. Very quickly, we were also coated with the oil, and strangely enough were attacked by fire wielding Drow. After defeating the Drow, we decided that we should rest in their quite opulent living quarters. Whilst preparing for our rest, we noticed some runes carved into, moveable, tiles on one of the walls of the room. At this point, Tiberius said that we should investigate the door across the corridor. Here we found a clean living quarters – obsessively clean! After finding nothing, we rested.*

*Once more, there was no Catherine for me to lust over, what am I to do?*

### ***Day 40 (Day 37 in dungeon)***

*We were woken during the night by Vikrim, as an ancient Drow had entered the room from a secret door (that we had failed to detect). The creature spoke in gibberish and was answered by both Tathal and Tiberius – also in gibberish. Obviously the creature must have insulted Tiberius, as he attacked it. The creature was duly dispatched, and we searched his quarters – finding nothing.*

*We finished our rest, then headed south, quickly coming to a room containing two creatures that looked the same as the statues we have encountered in this area – Driders. The creatures attacked us by casting a bolt of lightning toward us, then trapping us in a sticky web. I managed to escape the web and went to attack one of the creatures. We eventually defeated the creatures, but not before I had most of my strength drained from me. We only managed to leave the area, when Tiberius agreed to carry my equipment for me. Heading south, we came across a lone Drow, who rung a gong before attacking us. The creature was quickly dispatched, but a few of its friends came providing a much tougher prospect. Eventually we prevailed*



against around 7 Drow and 1 Drider but were severely beaten up for our efforts. Needless to say, we went back to the opulent room to rest.

### **Day 41 (Day 38 in dungeon)**

When we awoke, Karbine restored my strength, and we carried on toward where the Drow and Drider came from. We entered a fortified area, possibly the entrance to where the Drow live. We opened the door, only to find that the corridor on the other side led to the room where we fought the mobile vegetation. We then wandered around for a while before heading northward. We came to a large excavated area heading to the north. Heading that way we came to a web-filled corridor, which stunk of some foul reek. Heading inward, we were shaken by some kind of ill feeling. Burning the webbing had no effect on the ill effect, so we headed further north.

We came to the opening of a huge cavern, where we found a triangular column inscribed with indecipherable runes. Tiberius read the runes (obviously he could understand them), and he said that they were a warning that Drow should not head south without a "Drider Master". Suddenly, an invisible creature attacked us, however, Tathal cast two balls of fire to kill the unknown creature. Looking north, we saw a reddish glow (lava?) and the silhouettes of many Drow and Driders. We decided to head back south to avoid a large confrontation.

After more wandering about, we came to the north end of a room that we tried to enter from the south (door was un-openable by us). Inside were four Drow, whom we dispatched quickly. In the room, we noticed a trough containing blood, so we decided to follow the trough eastward. We entered another large room, where the trough was filled by blood dripping from the ceiling. The trough also headed north and south. We followed the trough north, and eventually came to a dark room containing a small creature that Tiberius talked to. The creature apparently agreed to join us and we headed further north. We entered a locked room to find a legless Drider, apparently tortured by the Drow. Tiberius spoke with the creature, and discovered that Anguish dwells to the southwest of here.

We decided to go to the southeast to see if we could find the location of Anguish. We explored a few rooms before Vikrym managed to set off a trap, which "locked" us out

of a room by a wall of ice. We hacked through the ice to rescue Vikrym and decided that we should rest, as he was very beaten up by the trap.

Another day without female company! When, oh when will Catherine come back? Or even better, when can I go to where she is away from this horrible place.

### **Day 42 (Day 39 in dungeon)**

In the morning I decided to search the room we were resting in, and discovered a secret door in the south wall. Unfortunately, the door only opened into a corridor, which led to another secret door, and thence to the smelly barrel room we visited a few days ago. From the smelly room, we headed to the large "Vegetable Room", where more animated vegetables were waiting. We immediately left the room via the south door and entered a web-filled corridor. We quickly burnt the web and continued through into a large web-filled room containing many odd looking creatures that looked a lot like a cross between a spider and a human. Without provocation, Tathal cast a fireball into the room, and the creatures (naturally) attacked us. Almost immediately I was caught in a sticky web and had to try to escape, until fire in the webbing allowed me to break free. The fight was short but sweet from then on, and we entered the now cleared (of webs) room. In the room we found some maps of nearby rooms, and the some of the secret doors leading to them.



From this room we headed through another door and came to a heavily fortified room containing siege towers and barricades. These structures were 'manned' by Driders and Drow. As soon as we entered, three missiles were fired in my direction, and then I was cowardly attacked by Tiberius. It turned out that the dwarf was not showing his true colours, but was under the influence of a spell (so I won't hold it against him!) However, we decided to leave so that we could rest prior to attacking these creatures. Unfortunately, Tiberius was intent on doing us harm, and eventually a spell from Tathal saved us from having to hurt our friend.

We rested in the odd shaped room so that we could avoid an encounter with the moving vegetation. I'm a bit worried about tomorrow, as I don't wish to be attacked by any of my friends again.

### *Day 43 (Day 40 in dungeon)*

This morning we decided not to attempt the Drow and Driders, instead we went through the "vege room" and headed north from there. On the way, Tiberius and I were hit by a spear trap, suggesting that someone knew we were here (there was no trap on the way in). After we passed through the vege room we came to a series of web-filled corridors. In one we were attacked by a Drider, which we dispatched with relative ease. Shortly afterward, we left the webbed area only to be attacked by more Drow and Driders. One of the Drow had three arms, and I attacked it but ended up being knocked unconscious in the fight.

When I awoke, I suggested that we rest, as I felt very bad, and the others did not look much better. We headed across the room and came to two doors. The northern door led to an alchemical laboratory, and the south to a room containing 6 red coloured crystal spheres. One of the spheres was determined to be magical by Tathal, so we appropriated it and decided to rest.