

Mayhem in the Dwarven Mines Summer 806

Members of Party

Robert – Mind Mage (Human)
Dirk – Namer (Dwarf) and Shadow a wolf and a Phoenix
Theodonna – Namer (Human)
Tolmar – Earth (Elf)
A (Sarah) – Wiccan (Elf)
Brundar – Binder (Dwarf)

Contract

To find out for Grey Wolf Chief of the Renegade Clans what has happened to 30 to 40 of 3rd and 4th born young persons of his clans members who went off to start mining near the Free Trade City.
Has already sent Chlorox a Sharman to find out what has happened to them, but he has not sent word back and Grey Wolf is a bit concerned.

Will pay 5000sp to each Adventurer and bonus for a number of missing young people brought back.

Grey Wolf can supply some weapons and armour and Greater Enchantments for people who need them. The weapons and armour can be brought at the end of adventure if you want them.

1st Meadow

The Party met with Grey Wolf of the Renegade Clans (a Dwarf) to go and see what has happened to some members of his clans that were starting a new mine up near the Free Trade City underground. He has lost communication with them.

We have accepted his contract and the party asked many questions to find out about the area that we will be going to and find out any other relevant information that we may require.

Also there was mentioned that there maybe a Dwarven artefact that may need finding or retrieving in the area that we will be going too.

Plan to bring in goods to the Free Trade City to sell off for a profit, made a deal with a merchant. (Dwarven luxury items) eg Dwarven spirits, Mail delivery, fresh fruits and vegetable, etc.

Dirk has mentioned a place where we can get some potions and other things to help us with our contract. We will be flying up to see Karacass tomorrow night after we have the trade goods and other things organised.

The mines are 2 ½ days boat trip, plus 7 days by foot from the Free Trade City.

Dirk is the Party Leader.
Robert can do some Healing.

2nd Meadow

We organise the trade goods that we will be bringing along, this takes most of the day.

We fly up to Karacass this late afternoon/early evening. There are two 18 foot golems tending her herb garden outside her cottage and there a couple of sets of empty Micholine armour propped up on her fence. We wait to see sign of life from inside her cottage before we go up to the door, bearing gifts.

For the potions and other things Karacass requires us to do a small favour for her. There are two Ogres that need to be taken care of as they are interfering with what she is doing, they are down the road. She says one a fighter and the other is a Bard.

Dirk talks to his Phoenix that seems to be staying here when he is away. The Phoenix may come with us if there is a library down there.

Karacass seems to have taken an interest in Robert and he has also taken an interest in her. She must be using magic for this.

3rd Meadow

We go off to sort the Ogres out at dawn this morning. They are about 2 miles from this cottage, behind a waterfall. This is the best time to sort them out as they will be sleeping during the day.

When we get there we use one of the crystal balls of vision to see what is in the cave entrance behind the waterfall. There are two big dangerous looking dogs guarding the entrance. We are able to get to the top of the waterfall from a different direction to plan out how we are going to sort the Ogres out.

When we are near the entrance to the cave Tolmar uses Summon Dog to get the dogs out of the cave, we are able to incapacitate them. The Ogres are still sleeping.

There were various magical traps and other traps in the cave where the Ogres were. One was a Bard and the other seems to be a Wiccan. We are able to capture them. They had lots of various skin changes which will only last for three months, and a couple of them were human. There was a little doll and a lump of rock which does earth shaping.

We will trade some of the skin changes to Karacass for some more potions and things.

For sorting out the Ogres, Karacass gives us some Greater Enchantments that will last 3 months, they are at different ranks and they have different side effects.

Dirk gets a Rank 11 and loses all his hair, which he did not have a lot to begin with.

I got a Rank 17 and I got BAD BODY ODOUR.

Robert got a Rank 15, with no apparent effect. (Later we find out that he has a 1 in 3 chance of spell rebound).

Tolmar got a Rank 13 and his skin has turned violet.

Brundar got a Rank 13 and his MA went up one and PS went down one.

Sarah got a Rank 11 and her WP went up one and AG went down one.

Shadow also gets a Greater, a Rank 17.

Everybody seems to be keeping their distance from me and they sometimes look a bit green in the face. Also there are comments being passed around.

Dirk divines some of the items that we got from the Ogres cave. The lump of earth and the doll.

Karacass also gives us some experimental potions to have as well and some black tablets, one for each of us, to use on the adventure. Karacass gives the Phoenix an amulet, but does not say what it is, as Phoenix will be coming with us.

Dirk tells us a bit of the history of the Free Trade City, with its very strict rules of trade. Also he has a small bounty on his head to do with something he did not do. There also used to be the Abomination's near the city as well and we get a little of the history about that as well, they seem to have been driven out recently and they do not like Dirk either. Karacass tells us to see Drassic at the Free Trade City.

When we arrive at the city there is a 10sp per person for coming into the city.

Rough area is around the docks. Also the higher up the cliff you are the richer you are. There is a Gentlemen's club which has a fight club, (Lord Degrease).

Dirk has a Beast mastering business in the Free Trade City.

While finishing things up at Karacass's we think of a rough plan and cover story for when we are at the Free Trade City.

At 8pm we leave Karacass's cottage and activate the rune stick portal 500 feet away to get to the Free Trade City. Dirk goes through the portal first and then the rest of us follow. We all get a dunking in the underground river. This seems to have helped with lessening the smell that is coming from me until I use the drying spell to dry myself. This got rid of some of the laughing on lookers.

We got to the 'Spit Roast Hobbit' to get a couple of rooms for the night and make contact again with Grey Wolf. On the way to the inn we are followed by a street urchin who has a blood oath to the Thieves. Grey Wolf has had

contact with Clorox, which was a one way message, about one of the mines which has been totally cleaned out. We can pick up the armour and weapons in the morning.

Dirk takes me to a perfumer to get something to cover the smell. It is powerful perfume. We offer to find any ingredients the perfumer may require which we may find in our travels, the perfumer gives us a list.

Dirk uses his contacts to try and get us a meeting with Lady Areilstile and also to find out any other information that we may require and to get us transport down to where we are going. He takes Brundar along for the meeting. We will need to go to Gloria's pub outside the city at the top of the channel to meet a blue skinned person and we will also need to use a lift system when we are near the mines.

When we all get back to the rooms there is a letter for Dirk about the meeting time and place for us to see Lady Areilstile. The letter had an acknowledgement spell on it. We go and see the Lady Areilstile and get information, tell her about the mines and the Phoenix gets dropped off there to see the libraries. The Phoenix gives Dirk one of its feathers and says it will come apparent when needed. Dirk is sad to see Phoenix is staying behind. We also get 2 tomes about the mining laws from her.

On the way back from the meeting were are followed again, two drunks as cover and a not so drunk goblin oathed to the 'Hand of Blood', and the two Ogre that were skinned changed into mice are missing with some sp from Dirk, he was picked pocketed.

When we are back at the in, at 10 in the evening we have a knock on the door and it is a Kobold boat Captain. The Captain, Gorix, offers us passage on his boat (70sp per head) for the trip down near where we are going and also for the stop off that we need to do. This captain seems to like speed, he also seems to be a little mad. Dirks piles the captain with drink and later divinates him.

The captain says he had a passenger a little while ago, and it was a very young dwarvin girl from the mines that we are going to be investigating, the only survivor of the attacks. She will not be able to tell use anything as she was in a town when the attacked happened. Also Lady Areilstile has the girl now and is keeping her safe.

I get a room to myself with some golems for protection, as they will not mind the smell.

4th Meadow

A note is sent to Lady Areilstile, asking about the little girl. We receive by official messenger an official scroll with magical seals. The seals are from the different heads of the renegade clans, and if a seal is destroyed or tampered with on purpose bad things will happen to that person. The scroll is the Claim deed for two mines, this is the dwarvin girls' inheritance. The Lady is the girl's guardian. Being in possession of this deed we are able to mine in her mines to keep her claim on the mines valid. Anything that we mine from her mines we will have to give her a percentage of it. Also we can legally maintain her mine for her.

A little later we pick up the armour and weapons from Grey Wolf. Some kind person gives me a bottle for my odour problem, all I need to do is spray it on and concentrate on a pleasant smell that I would like to smell like and this smell will last for a day. The bottle contents will last for 3 months. I spray it on and think the smell of freshly baked cookies, and everybody starts to drool.

Before we go Dirk D/A's all of use for the last magic to impact and finds out that we have all been Geas, except for Shadow. Dirk does a divination and we finds out that we cannot return to the city if we are being chased by hostile forces.

During the night it seems we were visited by someone as Brundar notices a visible mark on one of his golems. We will be keeping an eye out now.

When getting ready to go some of noticed we are being follow by a Beggar. D/A's go a flying. It is an elf of the wicca college and it oath bound to the Claw of the Abyss. Fed up people following so we decide to question the Beggar, when the Beggar notices that we have spotted him and going after him, he sheds his Beggar clothes and attacks us, under the clothes he is wearing metal chain mail. Dirk gets the brunt of the attack when he goes after the elf, the elf throw a gernado filled with iron filings into the skin. Brundar manages to get a spell off and the elf armour and bow drops off him, while this is going on Robert is getting magic thrown at him from a different source. The elf gets away. We D/A the armour and bow, they are both non-magical and they do not have any traps on them, and they seem to be of fine quality. We sell these items down here.

Before we sell the items a note is sent to us from the elf wanting to buy back his bow, and to have a small talk. There are two elves, a male and a female, Thorox and Esmay. They are following us because of Dirk, this is because Dirk brings trouble and they want a little of the action. Dirk asks them about the gernados and where to

get them as they could come in handy to some people at a later stage, they only give us a little bit of information about this, Dirk hands them the iron filings that have been extracted back to them. Dirk asks them if there are any Healers for hire. They know of a Goblin Sharman that will need to get out of the city soon, (something about him selling tribe items that are not supposed to be sold). Also they say there are bets to how long we are going to survive down in the mines, (5 to 1 to survive down in the mines for a week). The Elf buys back his bow for 1100sp. Robert also has a curse on him from the Greater that he got and it is not a nice one. The Elves directs us to a person who can remove the curse for Robert and Sarah (not sure with Sarah at moment, will find out soon). The elves are not elves, they have a disguise illusion on, can not get more of a reading than that. The elves also did a bit of drooling when they got a whiff of the freshly baked cookies smell.

We go to the boat and met up with Gorix to begin the trip. He has some wooden golems and they seem to be melded to the boat. We D/A some of the items he has got on him. His goggles are for farseeing. His boots are for gripping. His mace gives him strength of stone. We decide that it may be wise to tie ourselves to the boat as he said he will be going pretty fast. Dirk tells him of the stops that he will need to make on the way down, one to pick up the Shaman Goblin and the other at Gloria's pub. Shadow will be put in the hold so we do not lose him on the way down. The rest of us will tie ourselves to what we can.

Gorix starts his engines and makes the way speedily down the channel toward the pick up of the Sharman goblin. On the way down to the first stop Gorix hits a slow boat, but we are okay, narrowly misses something else and then does a glancing blow to the wall of the channel, at this stage the boat starts to disintegrate, also Shadow was not properly tied down in the hold, so he is being knocked about. The knots were not secure enough on Dirk and on the last navigation error he was thrown. Dirk went flying and hit the ceiling of the channel, rebounded and lands nimbly on his feet on the boat, but looking a bit dazed. On the docks a goblin is laughing his head off at our expense. It probably is the Sharman Healer.

We all get off what is left of the disintegrated boat, Gorix tells us not to worry as the boat will start to reform itself. Shadow has been really hurt on the way down, the goblin steps in to help and get him stable. After Shadow is sorted we get some introductions, his name is Angus, and he is the one we were to pick up. Angus wants to negotiate a contract for being here, even though he is the one in trouble in the city. (Trouble with another goblin Sharman about the direction the tribe is heading, (different to what the two elves said)).

Contract:

12th share of the profits

in exchange for doing:

healing

troll skins

armour of earth

astrology readings

and possibly any other helpful magics that might arise.

He gives Dirk a potion to heal him as he is a little bit hurt as well. Dirk drinks the potion and starts to feel better already, he also starts going hairy from the neck down.

Angus finds out that some of us cannot see in the dark. He brings out a pair of Elf eyes. He can exchange these eyes with a person's eyes and the person will get the powers of Elf vision from them, the operation is reversible as well. Robert goes for this, the operation is carried out and he will be blind for several hours after it is done.

Dirk asks permission to Divinate Angus and he agrees to it. Also we D/A his staff and it has powers in both spirits and animal spirits. The Divination reveals Angus did an animal sacrifice about two weeks ago for a pacting exercise, to the Goblin God of Death. Also Dirk is able to get two new counter spells, this is for Sharman magic, the General and the Special.

Dirk is not happy with him being pacted and confronts him about it, in case we might be harmed by it. Angus cuts his hand and does a Blood Bond with Dirk so they cannot wilfully harm each other.

While this is going on Brundar hears some squeaking. There are lots of rats coming down a tunnel towards us, they have smelt the blood that some of the members of the party have shed recently. One of the rats has a Rat Pixie riding on its back. Dirk is able to put a wall of Forbidding up to discourage the rats, but a few get through, one of them is the one with the Pixie on its back, (it looks as if the Rat Pixie is controlling the rats). Sarah tries to cast Fear, but they seem unaffected. It looks like the Rat Pixie cast something as well as Sarah, Dirk, and Brundar start to dance. We are now being attacked by the rats. Gorix helps by throwing a few Molotov Cocktails at the rats to burn and scare them. This does help. Angus conjures to big Shadow Cats which go after the rats as well. While this is

happening Tolmar, Brundar, and Boris the Golem fall to the floor and can not seem to get up. In the end after little more fighting and throw of the Molotov Cocktails, the rats run off.

The party members who fell to the floor were hit with increase localized gravity and it wears off pretty soon. But the dances of the party are still dancing, seems that they were hit with a minor curse. Angus is able to cure the minor curse on the party members. He dispels his two Shadow Cats. After this Angus is a little bit drained. He changes into a Wolverine to recuperate and also to finish the boat trip to the pub. As by this time the boat has reformed itself.

We get to the Gloria's pub, at the docks here there are to laden boats. One is more laden than the other. Angus changes some clothes so not to be as recognisable. There are two females working behind the bar, one is blue skinned and the other we find out from Dirk is Gloria. At the pub there is a group of Orcs and there is a green skinned person who seems to be in charge of them with there happy celebrations. A group of Drow, who seem a bit under the weather, and a pale skinned elf who looks apprehensive and worried.

We are able to D/A the green skinned person, who we find out a little later is called Schnider. He has a GTN of Dragon spawn. His most powerful spell is poisonous fumes and he had teleported somewhere for last magic to impact. He is bare-chested, wearing a black roman style leather skirt, with a two handed sword across his back. He has a horn at his belt that D/A's as formerly living, with a shattering and petrification magic once a day. His boots are light in colour and they improve his TMR.

One of the Orcs comes up to speak to Dirk, (Ganash), a little later another Orc comes up and he is Tolric. Dirk asks question about the mines and any rumours. Seems that Schnider helps them find silver in there mines. There boat is filled with ore. Rumour about the mine down there is that they vanished one night. Information about the mines, where they are and other things. Accommodation is very expensive down there, best place call the Old Sea Hag, 100sp per night. Beer is very expensive, 5sp per pint. Food is expensive. Basically everything in that area is expensive. Need to get the Trolls near the hole to the area to lift us down to get to the island in the middle of the lake in the cavern.

Dirk talks to Gloria to find out other information. The group of Drow are not happy as some of there ore was stolen the two nights ago from there mine and a couple of members from there group were killed as well. The pale elf is an archaeologist and is unhappy about something. Also the blue skinned female wants to speak to him in the back room.

Dirk comes back with a bit more information. What is happening in the mines is not supernatural. Bandits that are very well organised and that they are made up from many different races. Also the contact, (Dressic), can disguise people very well, if we need a disguise. The contact can also do all the party.

Dirk goes and sees the Drow to find out what has happened. He also offers our help with there misfortune. They would like a head. One of the Drow does the five second intent stare, and seems to be a bit surprised about something that he finds out about Dirk. Asks for any information that may help us. If we find information concerning the job we do, we will have to contact Alfrec at the Old Sea Hag Inn. Some of us are able to D/A some of the Drow party. The leader is a Greater Summoner and he last summoned the demon Fornost. Another seems to be a Namer.

Sarah is asked to talk to the pale elf to see what his predicament is. Well he got kicked out of the mining area because the people down there have labelled him a scare monger. As there is a ruined city and a temple down there, and he thinks it is responsible for the missing Dwarvin miners and the dead Drow. The temple is somewhere on the island and he has tried to find it but cannot access some of the buildings as they have been sealed. The temple is to the Sea Hags. He also thinks there should be a Dwarvin Belt in the temple and loot. He has seen zombies down there. He also has the Schnider the green skinned person, who has a friend and she is nastier than Schnider is, she skins humans. She is a black skinned person. Gildor, the pale skinned elf, gives Sarah a small map which he had found on a wall and copied for later use. He is definitely an elf and he has some sort of earth magics, but not our type of earth magics.

As a party we think it maybe helpful to have the elf come with us if he agrees. We should be able to ask Dressic, Dirk's contact to help sort this out. Gildor agrees to this. He is now a Golden haired elf with a PB 24. After this we say good bye to Gloria and make our way further down the channel in Gorix's boat. Only taking a mast off another boat on the way down, no damage to us.

At the docks, the stock is unloaded, and we lose 10% of it (taxes??). Dirk sells the rest of it and we are able to make a little bit of a profit from it. The merchants give us gold pieces instead of the normal silver pieces. After this we go the Old Sea Hag Inn, which is six stories high, to have a listen to rumours and such things before making way to the mines.

While at the Old Sea Hag Inn, there is a commotion with a very angry 11 year old boy who was wearing oversized clothes and handling a black staff. We are able to get some D/A's off on him and the some of the things that he is wearing. He is a shape changer. His black boots are for leaping, he has a belt of strength. His Black Oak staff deal with various magics and one of them is death. His dragon teeth necklace is able to summon lesser dragons, cannot get an answer on the counter required. His feather cloak does shape changing as well. And last but not least he has a cold iron ring on each hand, which are magical and they give him a wish each.

The 11 year olds story is, he used to be an 80 year old person and he made a deal with a Sea Hag that appeared on the island about two days before, to be made younger, he did not specify how young. The Sea Hag has now cursed him to be an 11 year old and he can only age naturally to the time from a certain area on the island. He has tried a few things to try and age himself but they have not worked and they will not work because of how the curse is done. The now 11 year old is known around these parts and his name is Khyber. Khyber would like the head of the Sea Hag to help him in his wait to get old enough to have sex, which he had been looking forward to when he made the deal to be made younger again. He gets drunk on one drink and a couple of his friends take him out. Once he gets outside there is a flash of red light as he lets off a red fire ball at one of his friend. He is a Fire mage. (Rk 20 fireballs, Rk 20 weapons of flame, Rk 25 Dragon flames)

There are some out of work Dwarven miners (six altogether), here looking for work, after a little background on them we decide to hire them to help us mine the mine. (they are hire on either a % or sp per day, as far as know not decided yet).

Officials come while some of us are talking to the miners. Dirk gets to deal with the officials. He gives him the false names and story. The main official is a Namer and his name is Altshome, he is the owner of the Old Sea Hag Inn and he has many other duties including what comes in on the docks. They talk a bit about the ins and the outs of the mining laws. Finds out there was a bit of an investigation into the Drow mine and the deaths there and also the mines that the Dwarfs had. Dirk shows him the deed to the six year old girls mine, and it slightly frightens him because of all the seals on it and that Lady Areilstile is the guardian of the girl. Dirk will be able to store the deed here and it will be safe, only Dirk will be able to retrieve it. For an ore that we bring up there will be a 10% tax on it, (basically a 10% tax on everything). We will need to bring up 5 pounds of silver or 5 tonnes of ore.

The mine had three entrances, but it only has one now, the other two are filled with stone. Word would have already gone down to anybody already in that mine that a party with the proper deed and that we can do anything with the people we find down in that mine.

Gorix the kobold captain offers us a boat for hire. 20sp a day and 5000sp if destroyed. The boat can be commanded by simple command words in his language. This is taught to Brundar so he can control it. At the moment it is a medium size block of wood, it needs to be inflated to proper size, which is about 15 foot. If we are transporting ore on this boat will need to make at least 10 trips on the boat.

Plan at the moment is to go to the mine which is roughly a two hour walk away, as not everybody will fit in the boat. At the mine we are going to get rid of any body or thing that is at the mine and sort out what needs to be done there, then we will get on with the other things that we need to do. (six party members, Shadow, six miners, Angus the Sharman and Gildor the not so pale elf equals 15 people)

When we get to the mine, it seems to be inhabited by something that D/A's a Owl Bear, and it is a family group of them as well. We use the crystal balls to look at the entrance of the mine to find out how many there are. They look like small bears and they have beaks to bite people, and they are able to mesmerize people with there eyes.

We are going in for a fight. I put a counter mind on the front row of people who will be doing the fighting of the creatures. Walking unseens are put on the people who will be going down there to sort them out. As it turns out the walking unseens turned out to be not very good as they could smell us before we got to close and then they see us when we get into a 30 foot range. Sarah is able to Fear one and it goes berserk on us. Boris the golem takes quite a bit of damage from the berserk one and will need mending. Robert is able to get a few mental attacks off on them. Vicious fight ensues, with Dirk getting part of one of his arms taken off because they are able to do three attacks to our one. The front line all gets a little hurt, some more than others. When the fighting is finished, Angus comes to get body parts from the dead Owl Bears and to skin change the unconscious ones into mice. Robert butchers the dead ones for meat, which will last us about two days. Dirks injuries will take a little while for Angus to heal up properly.

While Angus is sorting out Dirk some of us check out the entrance to the mine and we find a dead orcs which has two sacks of ore. Also a big party has come through here recently. Also Dirk has been thinking, that the attacks have been taking every two weeks so far, and it seems that the round trip to get ore to the Free Trade City takes two weeks as well. One of the suspects at the moment is the Schneider the green skinned Dragon Spawn.

The Orcs have silver ore in the bags that they are carrying, (50 pounds altogether). The mine has a six inch oak door. Brundar compacts the boat. We open the door to the mine. The Entrance is 15 foot wide with a 30 foot passage before the passage bears right and goes down to a 5 x 6 foot very square passage. This passage is unusually smooth. Even the miners think so and that normal passages would not be this smooth, but the ceiling is not as smooth as the sides of the passage. The passage has recently redressed by something with finer tool work. We bring in Shadow to see if he can identify any smells that are around, he can smell the Owl Bears and the Orcs and he can also smell something that he cannot identify. There is also a passage that leads down to a smaller mine, this has also been recently done as well.

We go to the cavern, which is further down the passage. Robert's danger sense goes off, and this seems to be the area which the Orcs were living in. Near the entrance of the cavern there is litter on the ground and there looks to be a visible trap in the litter. Dirk throws a rock at the trap to deactivate it, we here a clonk and one of the miners looking at the ceiling says it looks strange. The ceiling of the passageway comes down on top of us. The roof has tiles that we now can see and we assume that the reason that the walls were smooth was to help the roof come down. A couple of the miners were a bit slow in getting out of the way of the falling ceiling and get trapped in the rubble, we get them out. We check the litter again, the trap was meant to be found as it was and to be activated as it was.

A few of hear squeaking. There are about 20 rats coming toward us. Dirk and I D/A them and they are Chaos Rats. Dirk, Theodonna, Boris the Golem, Tolmar, Robert and Brundar are going to be the front line against them. I get hit by one but I was able to resist. Tolmar gets hit and he changes places with Robert. Robert multi hexes his rats and kills two but not the third. He gets a death buzz. Tolmar gets hit again but no effects. Boris gets hit and changes into a Flesh Golem and Dirk changes into a Clay Golem. The rats not charging us start to form a pyramid.

I get hit again while changing to a magical weapon. Able to resist the magic again. Sarah's shoes start to shrink fast, and she gets them off her feet. Robert's helmet starts too expanded after he gets hit, but he is able to kill one. Boris gets hit and he starts to shrink while it seems that the Angus is getting taller. Dirk go towards the pyramid to knock it down, as he is doing this he gains 50 pounds and loses 5 MD, but he is able to distract the pyramid. With the pyramid distracted the chaos rats flee.

Dirk puts up a wall of forbidding and Sarah is able to Fear them before they get to far away. They come running back toward us and as they go past we splat as many of them as we can, but six get through and bolt down rat hole further down from us. The dead chaos rat bodies have become black slime. We go back to the entrance way and Dirk is able to Divinate himself, the duration of his Clay body effect is until the Chaos Rat Queen is killed. Sarah attempts to talk the one of the dead chaos rats.

Information that we get from the dead rat.

The Chaos Rat Queen is bigger than the average chaos rat and she is within 100 feet of us. The chaos rats came here in the last 2 weeks. They fear fire. She does have not any other physical attacks. There are 6 traps in the area with either trip wire, pressure plate triggers and the orcs created the traps and they are along the corridor to the other mine and at the moment 10 feet away and some of them are also magical. The Queen ordered her rats to attack us and she can cast spells, and she has special magical resistances. At Queens' death it will take more than an hour to sort out a new Queen, but less than a day. When this happens the other rats will not fight and if fighting at time will stop fighting.

Near the end of the questions, someone in the party notices a rat running away with something in its mouth, something silver. Someone is able hit the rat and it falls over. Another rat comes and picks the thing that it had in its mouth. While this is happening Robert is being talk to in his mind. Dirk tries to throw some darts at this new rat but hits everywhere else. I, Theodonna, go charging down the corridor trying to be out of Dirk direct line of fire chasing after the rat with the silver thing in its mouth. I am able to get past three of the traps before I finally step of the forth trap and set it off. The trap does not affect me, because it triggers a fire trap in the passageway where the other party members are. Dirk is set alight a little bit and has to do some quick manoeuvres to put himself out before he becomes a pile of ash. All the party members move out of that area where the fire trap is, into the area where the first set of traps are. All the party members freeze in place except for Shadow. I am not moving from where I am. I am slightly around a curve in the passage and I can see a larger rat in a cage with a silver collar around its neck. The smaller rat with the silver thing in its mouth is trying to open the cage, so it must be a key. At this I get the rope and grappling hook and throw it at the cage, I am able to knock it down to try and stop the bigger rat getting out. This only delays it a bit as it is more dexterous than the smaller version is. This is the Queen Chaos Rat.

One by one the party members are able to free themselves from the solidified air that is surrounding them. But one of the miners dies trying, but the Angus the Sharman is able to resurrect him.

Make deal with the Chaos Queen rat, I lose a point of Fatigue. Her name is Shianna, she thought we had something to do with the Orcs. She had been captured by the Orcs, to be used by them. The traps laid here are of her magic, and she stops all the effects once the deal has been made. Sarah shoes go back to normal size, Dirk and Boris return to there normal forms. She will give us information for a growth potion about things that are happening recently. She know there are to Dragon Spawn down here, they are the green skinned one and there is also a blue skinned one and she thinks they are evil bastards. The Rat Queen can talk to any of the rats down here. The only secret way up is through rat tunnels, so we would have to shrink our selves to use them. Also the Orcs will be coming back in the next day or two, and the Chaos Queen Rat wants to deal with them. Dirk and I am able to get D/A's off on the Rat Queen and she is definitely a Chaos Queen Rat and last magic to impact was Shadow walking. The answer to why the rats were building a pyramid was because the bigger the pyramid the more effect the chaos magic would have been.

For more growth potions she will come back with some information that we are looking for and any other interesting titbits that she might think that are useful.

We explore the area further. The miners are check out where the best place to mine will be. We find a room and passage that looks as if it belongs to a temple. In the room there are eight pillars. We D/A the Temple entrance, there is a weak magical aura, it is very old. The being once consecrated to, was Loth.

We check out the corridor and the room for any hidden traps and any secret doors. There is one in the corridor, a secret door, and it needs a magical activation to open it. Dirk divinates it and finds out that it needs the proper words in a certain language to open it up.

There may have been Scripture on the walls but they have been stripped clean. I am checking out the pillars for hidden compartments and I find one, when opening it I felt something hit my hand and start to feel instantly sick. I alert the party straight away. Angus come up to me and checks me out, he goes pale and before you know it he chops off my hand. He just chops it off at the wrist, doesn't tell me he is going to do it. He checks to see that it has not spread further, which it has not. The hand is on the floor and it shrivels up and looks mummified. We ask Angus what that was all about. The poison is of legends, he has not seen it before. D/A on the hand, GTN undead hand, it is now an entity. While we are watching the hand it starts to grow an arm (Greater Undead).

In the compartment there is a scroll, old and yellow, and we get a D/A on scroll, the scroll is around 20,000 years old. The scrolls purpose is enchantment. The compartment where the scroll was kept I silver lined. Before the hand and arm gets to big Dirk use his two battle axes to put the arm in the compartment in the pillar. The arm is also draining fatigue from us. We move out of the range of the area of effect of life drain. Boris does not seem to be affected by this. He is left there to secure the compartment with things so the arm can not get out.

Angus gives me a choice of hands from his little bag of spare parts. I get an Orc hand and it increase my PS by one, but reduces my PB by one. The hand also changes a bit to look more like a human hand.

Dirk Divinates the scroll:

Memory enchantment – memory of a Drow Priestess
If scroll is read, then that person has the memories of that person.
It gives temporary knowledge of ritual and language of the Drow.
Ritual is related to Loth. Can teach if have Drow language
Scroll will not be as effective as it once was because of it age.

The scroll starts to disintegrate, so Dirk reads it quickly.
He now has temporary and partial knowledge of the Priestess Linderia, she was a High Priestess to Loth before the Sea Hags came and took exception of Loth supporters and wiped them out. Dirk has a memory of a map in the shape of a spider. There is a Temple, but Dirk does not know where and there is a password to something important, but it is not the door down the corridor. The High Priestess was going to see the Calamari to get help to sort out the Sea Hags. Loth is a Demon Queen of Spiders.

We bed down for the night away from the room with the undead arm in it. Though we can hear knocking from down there all through the night.

5th Meadow

We are doing mining all this day. Miners are mining, as well as me, the rest are hauling the ore to the boat for transport up when it is filled.

This night the Chaos Queen Rat comes back with some information, this information will require two growth potions for this. Information is based on the Dragon Spawn being based on the island, will require the exchange to complete it. We tell her about the room with the hand in the pillar and ask her to keep her rats away from it. We mention the door in the passageway and she says there are rat holes down to the room below which is bigger and has eight pillars in it, she will require another growth potion for this if she takes us down. We find out that the Orc leader names of the party that had had the Rat Queen were Junior and Headbasher.

Dirk talks to Angus as his arm is starting to feel a bit itchy and it is starting to grow scales on it. Angus says it could have a different spirit in the arm.

Dirk Divinates his arm, there is a different spirit in his arm, but it will not control him.

In the middle of the night we are all woken to squeals and yells from Orcs, who were coming back. Someone asks if the Rat Queen needs help. She does not. The Rat Queen now has a necklace of animation from Orc K9 teeth.

6th Meadow

We go up to the Old Sea Hag Inn, pay the toll to get there. We sell the Ore an assessor, make a profit. Some Orcs are surprised to see us. Dirk tries to sell the Axes and the Armour to them. No takers from them, they also do not look quite a happy as before now.

We talk to Altshome to get some Holy water to sort out our problem. He wants to send down his Priest Altomony to sort out our little problem, we decline but is able to get the three barrels of Holy water that we require. Dirk asks about an Alchemy lab for hire. There is one available. We talk to the Priest and we are able to potion to stop the life draining effects for about an hour.

While we go down to sort out the undead arm, the miners are having a good time in the Old Sea Hag Inn.

Dirk takes the potion and sorts out the undead arm. This is by sticking it in one of the barrels of Holy water and slamming the lid back on so that it can not escape. One barrel sorts the arm out, no need to resort to the other two. They will last for a few more days before the Holiness will wear off. The one barrel is now toxic.

We go back up again to us the Alchemy Lab. When we get up to the top the cave trolls tell us that some of the Orcs went down with twenty lengths of steel, (10 foot x 2 inch x ¼ inch thick). They think it may have something to do with us. We thank them for the information.

The miners have now run out of money.

Dirk and Sarah use the Alchemy lab. Dirk makes four growth potions and Sarah makes some love potions. Dirk also gets his arm resorted out by Angus.

We decide to go and have a talk to the Orcs at the pub. Plan is to put a love potion into at least one of there drinks, maybe more to see what information that we can get out of them. I am able to get a love potion into one of the drinks. A female Orc drinks this and feels very good towards Dirk. They go off together.

Information that Dirk gets.

Steel and coal is being taken down to the Island because Headbasher wants it done. Also Headbasher is very possessive. It is as far away from the Sea Hag that has returned as possible.

When Dirk comes back out he looks a bit roughed up, but he makes a comment and the female Orc wants another round with him and takes him back for it.

We go back down again.

When we get back to the mine, we wait for the Rat Queen to turn up to give two of the potions too for the information that we require. There are two Dragon Spawn on the island at the moment. One is the black skinned female and the other is the blue skinned male. This confirms that there are three that we know of so far. Information from the rat about the attacks is lots of flashing teeth and that the rats who report this are very scared. The Dwarfs were minced by the teeth and the teeth were fast.

Sarah does talking to the dead and is able to get an insane Dwarf and the only thing he will talk about is the flashing teeth and not being able to escape from them as the door was locked from the outside.

Dirk does a Divination on the area and find out that something had been teleported into the area. Also there was forbidding and sealing on the door to stop the Dwarfs going through it.

We do a through check and are able to find blood splatters and that there is evidence that the door was barred from the outside as well.

7th Meadow

This morning we ask if Gildor knows anything about Loth. Loth believed in transforming slaves. She was female orientated but if the female became too powerful she ate them. Drow use her for a patron sign, but not in this area for the last 20,000 years. Also there is no Calamari in this area anymore either. Also the Dragon Spawn are recent additions to this area as well.

We get a good days mining in.

After midday there is a hammering knock on the door.

After the people on watch get the party together to find out who is there. Praxcess a Micholine is checking that we have sorted out our undead problem. Altshome sent him. We get the no toxic water barrel for him. Brundar is able to make the part of the door transparent so we can view him, he is a big Orc and he has six other Orcs with him. We D/A him, he as a GTN of Orc and a Dragon Spawn has not cast a spell on him. Brundar thinks there maybe someone at the bottom of the door, out of our range of sight. All of a sudden they start to back away from the door. Brundar thinks that there may have been another one doing something at the bottom of the door. They all ran away for some reason. Robert is able to do an ESP and they have surprise in there minds. We move away from the door to take cover. Marybell a golem opens the door for us to see what the orcs were surprised of. Outside the door there is a glowing sphere.

Dirk gets the Angus to put a troll skin on him so he can investigate the glowing sphere. It D/A's as illusion magic. The sphere starts to pulse faster and faster. A troll skin is put n me to check the sphere out, it will be a short time before the magic will go off. When it goes off after I have backed away from it, we see a fireball, but no damage has occurred.

We decide to follow the orcs to see where they are going as they are not headed up to the drain hole. They are going towards the lake and the island. They get onto a boat and head for the island. As we start to go back to our mine, we hear a scream from up where it is. We run there and find the door is closed and that it needs a Necromantic special counter spell to sort it out. We are eventually able to push open the door open and find that Angus has been hit over the head and he is unconscious on the floor. We revive him and he says that he saw us come back and lets us in, then the world went black. One of the miners tells us that they saw a black cloud heading in the direction of the area of the Temple that we found. We realise it must be Gildor as he is the only one that is not accounted for.

We head down that way with the Angus in tow. The hidden door that we found has been taken out. Someone has taken actually taken the hole door out with a little bit of the all around the edge of the door to bypass the password. There are stairs leading down. At the end of the first set of stairs there is a room with a trap door in the floor and there is a rope going down through the trap door into the room underneath. We D/A the trap door and the rope. The trap door has the same aura as the rest of the temple that we have seen so far. The rope has a magical aura on it as well and the magic on the rope is slipperiness, so we are not going to use his rope. Through the trap door we can see that there are a lot of spider webs and we that there are two big spiders under the trap door waiting for us to come through. Sarah causes the area to come alight with fire, and the spiders are not very happy about this, as this hurts them. We D/A the spiders, they are Temple Spiders, they are 12 foot at the shoulder, they are magical and need the counter spell Necro Demonic Special. They start to spit venom at us through the trap door but they miss, as it seems there venom is a little bit acidic as it starts to sizzle away where it did hit. The floor is 50 foot away and the spiders are 10 foot above the ground.

The spiders move away from directly under the trap door, so that they are at angles from it. Dirk launches himself at one of the spiders' backs and lands on it. The other spider gets me with a web and it tries to pull me through the edge of the trap door. The others are either trying to cast spells at the spiders. Brundar ties a rope around Boris, so when it goes through the trap door and hits the ground it will not go splat.

It is very hot down there. Lights on stands are exploding because of the heat. I get pulled through the trap door and go splat on the floor, slowly bleeding out. Dirk has a good fight with the spider, eventually ending up in its mouth, just about reaching its stomach. Dirk's armour does not stand up to this though and is ruined by the time that Brundar gets him out of the dead spider. Boris is able to kill the spider, it was fighting, as well as start to glow because of the heat. When the spiders die they turn back to stone. There were book cases on the wall that we could see, but they have been turned to ash now. Also Tolmar used his experimental potion.

To help Dirk and me, Angus cast Troll Skins on us. In the room there seems to be not very much oxygen. All of a sudden the fire starts to roar back into life, as if some one has opened a door some where else. We get out of there. Down there we could see there were two still intact sarcophagus and six destroyed sarcophagus.

I take my experimental potion and try to locate Gildor. It works and I follow the arrow, while the others follow me. Gildor seems to be heading towards the lifts. Brundar opens up the boat as it will be faster to use this and catch up to him than it is wading or running. He seems to be invisible as we cannot see him. We go past him in the boat, but we go back towards him, when we think he has taken too much time. He may have gone down an abandoned mine. We follow, Dirk puts a wall of forbidding up after we get into the mine to stop him sneaking behind us while we are looking for him. As we know that he has some kind of Earth magics, I put a counter special on both Dirk and me. The locate goes off.

We head in the direction that I know he was in and we come upon a dead Orc and the left over skin of Gildor. He was a spy of some kind. We D/A the dead Orc body and the last magic to impact was Black Mage Special Counter. He died by violence and he had a type of earth magics. The wounds are two very small puncher wounds, dagger or a rapier. Shadow smells the Orcs and he has the same smell as the Gildor that we knew.

Robert does an ESP and gets nothing. The rangers of the party check out the area. There have been other Orcs here as well as a female with a well made boot. We follow the track to see where they lead us. They lead further into the mine and to an area that has about a foot of water running through the mine, a small type of stream that is not too big. In this area there seems to have been a fight and all the Orcs are dead, the female person has vanished as her body is not with the Orcs and there are webbed foot prints of another creature, which looks as if it has come out of the water. We search the bodies for any clues to what has happened and to check if they have any other information. We drag the bodies back to Gildor's to see if we can talk to the dead.

Only Gildor and two of the Orcs have souls left, the others there is no soul to be found. Also it seems Robert did a backfire and now he attracts monsters, this will need a curse removal to sort out. We D/A the soulless ones and find out that there is a magical effect of soul dissipation and it will take a week for the souls to come back. Now we talk to one of the dead Orcs. They were not employed by the person who killed them and they were not killed by the Dragon Spawn. They were ordered to be in this tunnel and they do not know who killed Gildor. They met a man here that had nothing to do with their party. The Black skinned Dragon Spawn was with them, but she teleported away when the fighting started. There was a flash of light and it or they came out of nowhere. They were at our mine this morning to see what we were doing, not to hurt us, only gather information about us. They also tracked something down to the end of the mine where the fighting was, after they found the dead body.

We check out Gildor's backpack. D/A everything. Get a couple of maps and letters. Read them. 20,000sp for the Helm of Illusion and also give some Illusion items to help. Dirk remembers the Helm of Illusion, it is an artefact. (from memory of the Priestess). Talking to the dead Gildor. He was to meet his employer in this mine and the money was given, then everything went black. He was hired to find the Helm of Illusion. He had handed over the Helm of Illusion. He was not hired by anyone that we have met so far. He was approached when he worked in the mines by a third party.

We go back to the Temple where we had the fight with spiders. We find a small altar box and there is a small spider broach, a small silver dagger and a neck circlet in the box. We D/A them and a bit later Dirk Divinates them.

Spider Broach: Golem magic

Silver Dagger: Sacrifice magic

Neck Circlet: Become Greater Undead to be controlled.

We also in the area where the fire has been we are able to retrieve a pound of melted gold, with a faint magical aura. This gold may have been a shield at one time. It cannot be reshaped to give back its properties. There are two sarcophagi that have not exploded and there is something trapped in each of them. We still have the Holy Water which we can use. Brundar makes a hole in the first sarcophagus and Dirk pours in the Holy Water and the thing in there does not like that one bit, but it stops squealing after a few minutes. Brundar makes the sarcophagus lid transparent and there is only sludge left over.

We try to do the same on the next sarcophagus but the thing in there attacks us with something and a few of the party members are blown back from the sarcophagus. Something insubstantial comes out of the sarcophagus, and I am told it looks like a Calamar. I start putting counter mind specials down under this thing. Brundar attacks it when it becomes substantial and he starts to feel a little bit drained, and the thing looks a bit healthier. Dirk throws the barrel of Holy Water at it but that does not do very much damage. In the end he gets the lid of the barrel off and throws out the contents at it which does damage, but not enough to kill it. We start to throw throwable weapons at it. In the end this helps and it turns to dust. We disarm the traps on the sarcophagus, but there is nothing in them. But there is one book that seems to have survived the fire. D/A it and there is no answer on if it is trap, warded or cursed. After we carefully cover the aged book, Brundar miniaturises it.

We go back up to our mine and rest. Later on the Rat Queen comes and tells us the Dragon Spawn are really stirred up at the moment. It is not to do with Khyber as he is a fire mage not an Illusionist. The Sea Hag has some Illusionary magic. We can get the Rat Queen to take a message to the Dragon Spawn if we need to. She wants to take us through her tunnels to them. She really wants us to miniaturise. (Not sure if we really want to as she keeps on pushing for this).

8th Meadow

We go back up to the Old Sea Hag Inn. Speak to the cave trolls on the way up. They say a blue skinned man came down recently and disappear in the lake. Don't think it was the blue skinned Dragon Spawn.

We sell the gold. The miners are happy with the money that they get for there trip to town. While we are up here we want to hire the Alchemy Lab again and speak to Alfrec. We find out that Alfrec was killed last night and found in the early hours of this morning. His body is out back of the Inn. We want to go see and pay our respects to him. Robert does an ESP and finds a hostile mind, but we do not know who it is. Dirk says something mean about Alfrec to see if there is a response to that, there is not a flare in hostilities.

Gorix is here today. He has a message from Gloria for Dirk, Dressic is dead. He was stab from behind in the head, same as Alfrec. Dirk places an ordered for new armour with Gorix and gives him the money for it. There is a message tube for Dirk, D/A it, it has a trap, ward or curse on it to disintegrate an person who opens it other that Dirk. Once Dirk opens it the magic on the tube is finished. The message is from Lady Areilstile.

Things are turning a bit nasty. Be Careful. Find the Illusionist. Altshome is Dangerous. Khyber is not as bad a peopple think. There are two groups.

Good Luck

P.S. The Greas has been removed.

A report it to go back with Gorix for Lady Areialstile.

We pay our respects to Alfrec. We are able to find out from him that he did not know the person who killed him. The person was an Illusionist. The suspect was Altshome. He may have an illusionist employed. Alfrec may have seen this person a couple of time but is not sure because the person was disguised. He knows of Dressic and was expecting him to arrive. He did not know of the soulless Drow. The Dragon Spawn are after something in the mines and the suspicion is Loth. Recommends we talk to the Sea Hag. He has seen the Sharman Chlorax. He knows that there might be a couple of Illusionist there are not in league with Altshome. He has a theory why the Dwarfs were attacked, the artefact, The Helm of Illusion, powerful in the hands of an illusionist. Alfrec has at his home items that can detect illusions.

When we get to his house it has been stripped clean, and the other illusionist have been killed and there items have been taken as well.

When we get back to the Inn the hostile mind is gone. So is the big ugly Orc that was there before. Ask around and work out that it was probably Headbasher. They raid the mines because they do not have any miners.

It is decided that we will need to bring back the Drow Alfrec with one of the black pills or get Angus to use his Sharman magic to sort it out. If we use the black pill the Sharman does not want to be around the Drow. Drow can sometimes be funny about being brought back to life. Angus suggests that e may want to D/A the spirit first, but we will need spirit sight for this. Angus has special eyes for this and he could swap someone eyes to do this. Dirk volunteers for this. Dirks eye water when this happens. Dirk is able to D/A Alfrec, he is not pacted and when resurrected life will happen.

Dirk says there are a couple other spirits around, one if a Dwarf and the other is a free spirit. Dirk asks Angus a bit more about the eye and the Angus says 'if you look at the spirit hard enough, you can tell how it has died'. Dirk is unable to get anything off the Dwarf of how he died, but the free spirit is not dead yet, it seems to be spying on us. Dirk tells Angus we have a spirit spy and asks if he is able to do anything about it. Angus asks if we could close our eye, which we do. There is clicking sound and then we are able to open our eyes again. The spirit is in a flask. Angus tells us that we will be able to ask it some questions.

The spirit is Dressic and his body is in a safe place. He thinks we have the Helm.

Dressic looks at Dirk and says that he has one of his brother's eyes. Not to worry as his clan is a blood thirsty clan. Angus lets the spirit of Dressic go. He talks with Dirk a bit more. He was the one who has killed the Illusionist.

This is to stop any of them getting their hands on the Helm of Illusion. The Helm makes nightmares come alive. He does not know who hired Gildor. He says we can resurrect the Drow Alfrek for a week or until we find the Helm. Dressis tells Dirk a bit more about Khyber. Dragon Spawn are show offs, and he has not talked to the Sea Hag, as they are a bit funny and they can do transformation magics. Also, they are a bit up themselves.

We have a discussion about taking out Altshome. If that was to happen we will need to replace him with someone strong, so this will not cause any political repercussions, as long as the money keeps following up to the Lady.

Dressic seems to think Clorox the Sharman is dangerous, because he is a Sharman. The Helm that Gildor had is not the correct one. He says not to assume that who killed Gildor and the Orcs is the one that wants the Helm.

Dressic takes his leave and Angus ants his eye back.

We resurrect the Drow Alfrek. He thought a Drow family had killed him. He is a bit surprised when we told him that it was not a Drow family and we do not know who it was. He thinks Altshome is behind the Drow attacks. The Drow that got killed could have been killed because of who they were. He has not had any contact with the Sea Hag. He does not like the Dragon Spawn and the Orcs are on steroids. Head basher the Orc has a bit more brains than the average Orc. Junior is the one who is unhappy about what happened about the female Orc and Dirk. Alfrek is going to leave town for a few days.

We are going back down to the mines for the night to check things out. The miners want to stay here for the night.

We go back down and also talk to the cave trolls on the lift. They say a strange woman went down a little while ago. The only reason that they know that it was a woman was because of how she smelt. Otherwise she was cloaked and would not have been able to tell.

When we get back to the door of our mine we check it for traps and any magic. There is a trap on the door, a needle trap. We check to see if there are any more traps and there are. A trip wire which is connected to an Earthquake spell. We have to get an Earth Special Counter down quickly as I fluff the disarming the trap. While this is happening Dirk sees a couple of Orcs laughing their heads off over what we seem to be doing. While this is happening I am putting a few more counter spells on the trap so it can not go off then I do the a ritual to sort it out permanently.

When I finish the ritual, they had been able to get one of the Orcs and they had questioned him with very good scare tactics. He had been set by Altshome to see what we were doing. His name is Jazzathin and the other one is Dill. He had seen the cloaked figure at the door waving their hands before going off to the lake. At this Dirk divines the door and finds there were two spells on the door, Earthquake and Wall of Stone. We check the door and found out that the cloaked figure had finished drilling through the door which the other people had not finished. I do the ritual to get rid of it permanently again. While doing the ritual, I hear some other Orcs coming but am unable to warn the party unless I break the ritual.

The Orcs hit the invisible all that Dirk had put up a while ago and only half of them were able to get through it. They seemed to be confused about it. They have a bit of a punch up and one of them dies. These Orcs seem to be our neighbours a bit further down the passage from us. While Dirk tries to get the wall down he blinds himself, which is permanent until it is curse removed. Angus has this capability, which he will do very soon. The wall comes down and the Orcs are able to proceed down to their mine. We do have a bit of a talk with them before they get there.

We get Brundar to do something near the door to scare people away if they do something there. Angus is able to do something with the door as well. Sarah tries out one of her skills and tests the mushroom brew on Robert, who starts to vomit a little while he gets some in him. Angus sorts out his vomiting problem and Robert tells Sarah off. Robert does things near the door as well, in his vomit, a trap which nobody should not be obvious.

Once we get into the mine, Angus wants to stay at the entrance as he is waiting for information from some of his friend. We are going off to explore the temple.

We go down the second leg on the left hand of the spider shape. (Second one from the head). There is a low magical aura all the way through the leg. When we get near a door at the end of the leg the aura is stronger. One of the party members sets off a trap, which makes one of us run back the way we came. That one gets tackled down before they can go down into a pit of spikes which opened up behind us. With this happening Dirk, Robert and I have to throw ourselves on the floor to miss being beheaded by a sheet of metal the width of the corridor. The sheet of metal is swinging backwards and forwards and it is increasing in speed. Brundar is able to use his magic to sort this problem out. Another entrance had also opened up while this was happening. Once we get ourselves sorted out, we check this entrance. It looks as if it may have been an old guard room. There are skeletons of

Orcs, with very old weapons, which are no good because of what time has done to them. The skeletons died of starvation and they had been pacted to Loth.

We check and there is a secret door at the end of the passage that we were trying to get to. It is trapped with needles and the poison that they have on them cause agony and then death. Robert tries to get some of the needles, but is unable to get any. I try but get stuck with one. I am withering on the ground. One of the party members tires to drown me with a water of healing. In the end one of the party members uses a skin change on me and change me into a very pretty grey squirrel, with a bushy tail. We all go up to the mine for the night and see if Angus can sort out the problem. Angus will not be able to do it tonight a he need to recoup from his earlier magics.

In the early hours of the morning the miners come back drunk. They were thrown out because the were causing to much noise at the Inn. They were let down without having to charged to get down.

9th Meadow

In the morning, Angus sorts out the problem with the poison on me. Dirk is able to change me back from a squirrel and I seem to fancy nuts at the moment. We go back down to the door of yesterday and Brundar get Marybell to sort out the needles by filling there holes up. There is Fear on the door and I counter it. I open the door. Inside, from what we can see from the doorway, there is a chest and couple of dusted mummies. D/A on chest, the chest has no magic trap, ward or curse, but there is illusionary magic around and it is illusionary terrain. Brundar gets Boris to poke his head around the door and this causes him to get his by a fire spell. Not good. One of us puts down an Illusionary counter to disspell the magic for a little while so we can see what we are up against.

There are two dragons in the room, one on each side of the chest. D/A on the dragons reveals, that one needs a Fire Special Counter to deactivate it and the other needs an Air Special Counter to deactivate it. Also to stop them activating them without using the Counters on them, a Staff of Office needs to be in a person's hand. We seem not to have the Staff of Office that they require, so we are going to do it the old fashion way, with counter spells.

When we get to the chest, the chest has a trap on it. Brundar gets Marybell to sort this out again. The chest contains a small helm and we D/A it. It has disguise illusion on it. There is no answer on if this is the Helm of Illusion. Brundar gets Boris to pick up the Helm, it drops it and covers its ear. The golem seems to be having a nightmare. We use a counter Illusion on Boris, and this works for it. One brave party member uses sticks to pick up the Helm and put it in a sack. Bois gets to carry the sack, Brundar gives Boris a password so only the person with that password can get the sack off Boris.

We go to the next leg. Trap on the door at the end of the corridor. Brundar get Marybell to sort the needles out. The usual bit with D/A's and the sorts. When the door is open there is a terrain with water and an island in the middle with a chest on it. Torches have started to go when the door was opened and is slowly heating up the room. The liquid is methanol. We get Bois to go to the island and get the chest after a rope is tied to him. Robert is able to do something with the surface of the liquid. Once Boris gets back to us, the door is closed and we run for it. A short time later we hear a muffled explosion. In the chest there is another Helm. We ask Dirk if he has memories of the Helms and the rooms. He has only memories of the rooms and they were used for something else 20,000 years ago. D/A on the Helm reveals that it is only 15,000 years old and the being who made it was Koalinth.

We go on to the fourth leg. Sort out the traps on the corridor. The door does not need the Staff of Office to open it and stop anything. We check the corridor again, no more traps. The door is opened, there seems to be a large cavern and we can see spider webs. D/A's on them reveal that they were made 91 years ago. There is no aura on the floor so that does not seem to have any magic on there. The nearest web is about six feet away. We use the rope and grappling hook to see what effect that it has on the web. There is no reaction on the web, besides the web being very sticky and we cannot seem to get the rope and grappling hook off this web. Everyone pulls on the rope. The rope snaps. The grappling hook is lost and the rope is now shorter than before.

Brundar wonders if Marybell should be sent into the cavern to explore. Dirk goes through the door, but when he wants to step back there seems to be an invisible barrier there. Robert says he can feel hunger coming from the cavern. Spiders start to advance. D/A the spiders, they are Cave Spiders. They fear big spiders and are only slightly scared of fire. Angus says that the spiders do not have any poison, but they bite hard. Brundar gets Boris to go through the door and Boris does not have any problems going back through again. Robert goes through to help Dirk with the spiders that are advancing. After about 15 of them are killed and the webs catch alight they run away to mummy, who is the Queen Cave Spider and she comes to attack. While this is happening, all the webs and the small spiders disappear, they were illusions. The grappling falls to the ground and the fire disappears.

The Queen Cave Spider has a weakness of cold and the barrier will not come down when she is killed. Dirk is able to impale the Queen Spider as it is crushing him. After damage from weapons and spells the Queen Cave spider tries to run away, but Robert is able to slay it. With that a Helm appears. Like the other ones. Now we can see that there is a broken chest. The Helm is put into another sack like the other two. Koalinh has put his magic on the Helm. Dirk Divinates the barrier around the room to see how to get Robert and himself out. It turns out that they have to wear the spider broach that we found earlier to pass through the barrier. It works. We go through the other corridors, legs, and get the other Helms. We get seven altogether and they were all made by the same person.

We check the main rooms of the Temple, the Head of the Spider and the Body of the Spider. Dirk tries different places in these areas to use the password that he got for the memories. A trap door appears near the back of the Spider. It has a strong magical aura. We have no luck with D/A questions. Another Divination is done. It has White Fire and Black Sphere if going through the trap door.

Dirk searches his memories for a command word to try and get through the trap door. While he is doing this two spectral type figures appear from the walls. Doing the stare and they are Undead Spirit Sharman's with the aura of Greater Undead. Their college of magic is Sharman magic. Silver may hurt them, and we will definitely get drained if we hit them.

The Undead look as if they are Underground Barbarians, they speak, "Leave now before we bring the wrath of the spirits down on you!"

Angus goes pale for some reason. Dirk asks him to put down a counter Sharman special spell around us. We can also see a chest through the trap door. All of a sudden Tolmar and Sarah seem to be fighting something in their heads as they are gripping their heads. I cast a counter Illusion special on them and that seems to stop what is happening to them. All of a sudden a hideous monster comes out of nowhere for me. It is my worst nightmare. It also looks as if Dirk has something similar happening to him as well. I counter myself and I also do one on the Undead Underground Barbarian, and the illusions seem to have gone away.

Brundar gets Boris to get the chest and we start running for the other door. When we stop and some of us are hit with the nightmares again and Dirk and Brundar seem to be hit by something. I put down the Illusion counter special around us again. This seems to help a little bit. We D/A the chest and it has Illusionary magic on it and it needs a Illusionary Special Counter on it.

Dirk goes unconscious and the chest seems to be trying to get to Dirk. He is also seemed to be fighting something in his unconscious state. Luckily Angus got a Troll skin on him. After doing the counter on the chest the chest looks different and the aura has changed. The GTN is Illusionary Spirit. It is decided, we kill the chest.

We start to hit it. I get hit by something and I am told I went unconscious and the chest seems to change direction and start to attach to my leg. In the end Angus does the killing blow to the chest. With this Angus realises that he has a death curse on him as he starts to fade. Robert does healing on Dirk and me, but we do not regain consciousness. Angus tells Brundar to kill him quickly and away from the party, as something is going to happen to him when he dies.

Brudar sorts this out to help Angus and gives him one of the black pills. He witnesses the Goblin Death God with Angus and says that Angus did not look very happy.

Angus told the rest of the party, Dirk's and my spirit have been dislocated from our bodies. He will be able to sort this out. While this is going on, the female Orc that like Dirk thumps on the front door of the mine. One of the miners lets her in. (Later, when Dirk is on his feet again, he tells the miners off for this.) She is unhappy to see Dirk unconscious.

Angus sorts us out.

10th Meadow

While we are recouping from the soul dislocation, Dirk gets information from the female Orc. She has been kicked out by the other Orcs of the party that she was in, because she is pregnant and they have carved Dirk's name into an Orc Death Totem.

The Dragon Spawn have attacked a couple Dwarvin groups. Headbasher spends the most time with the Dragon Spawn. At the moment there are only two Dragon Spawn down there. There are also 15 other Orcs down there.

Dirk also Divinates the Orc. She is defiantly pregnant, as she has a lovely aura to see. Some of her memory has been wiped eight weeks ago.

Dirk also divinates some of the Helms, especially the last one we got. Basically the ones he was able to do are all fakes even the last one we got. The last one that we got has an aura alteration spell on it. All the Helms are covered with shells and pearl and they are silver.

Dirk also has a curse on him that needs to be removed. We decide what we need to do for the next couple of days.

11th Meadow

We stash the Helms that Dirk has Divinated around the mine. Dirk is also able to Divinate some of the others, they are still fakes.

We talk to the Chaos Rat Queen. She knows of the webbed feet people and they are Koalids. They live in the lake and they can be a hazard sometimes. Make noise and wave the shiny weapons. Ask that the Chaos Rat Queen keep an eye on the place when we go back up to town.

Brundar says that he will be able to do something with the three piles of ore that we have, to bring it up all in one go. While this is happening Robert is talking to the female Orc, and finding out a bit more of her story from about eight weeks ago.

She remembers having to bring down coal and steel for a forge type thing. She has seen the Dragon Spawn not as Dragon Spawn. They look like weak lizard skin people and they have small webbed feet, she came across them unexpectedly so they wiped her memory.

Angus is able to remove the curse from Dirk. We go down to have another look at the Temple to see if we missed anything. It does not seem so.

Robert talks to some fungus on one of the doors and is able to find out that the door was opened about six weeks ago and when it was disturbed it got wet.

12th to 22nd Meadow

We are going to take the ore up to the town today.

When we are loading the boat, Dirk goes and checks on the two Orcs that were watching the place for Altshome. They are dead. Sarah goes and asks them some questions. The cloaked figure came through again and they think they were killed by Koalids.

Dirk gets Shadow to have a smell around and he can only smell Orcs smells here, maybe one of them had an illusion on them. The bodies are put into the lake as we cannot take them with us.

On the way up to town, we speak to the trolls on the lift. They say that the cloaked figure came back down again and that she smells like Drow. Also they have heard about Koalids. They say they are not that intelligent.

At the town, Dirk picks up his armour and he gets another letter and Dirk is the only one able to open it. It seems as Lady Arialstile spy network is disappearing and she does not know how much longer she can be a help to us. There is also a small broach, which can be used to talk to Dressic. We sell the Ore, one and a half tonnes worth.

While we are up here Dirk uses the Alchemy Lab to make some potions that make a person smaller and a growth potion. He also tries to blow himself apart as well.

While in town we get directions to the mines that we need to go to and also find out about when Clorox was last seen up here, which was about three weeks ago.

We go back down and visit the mines and talk to them about security and other things. We get a bit of a better description of Clorox, who is in his late 50's, greying and is quite round tad. Also he wears good quality furs. Brundar does some magic on the doors to frighten off people.

We also go and see the Drow mine, to see what they are up to. The door is warded with Hell fire and the trigger is non Drow people. Dirk calls out to see if someone will see us. A deep voice answers back and the door opens and it is the cloaked lady, and she has a small Earth Elemental with her.

We talk to her. She knows that we have a Temple of Loth in our mine and she would like to destroy it because it is not in Drow hands. She has talked to the two dead Drow that were killed over a week ago, and the only

information about their deaths is that a powerful Illusionist killed them. The Earth Elemental that she has with her is not hers, it is a companion. She has a suspicion of how they got into the mines. That is they get an item in the mine somehow before they attack. She was sent here by her Priesthood.

Drow used to be down here but they were evicted by the Sea Hags. Koalids do not like people going to the Island. Also Dragon Spawns are more into killing Dwarfs. She knows about the Helm of Illusion, and that it was made about 17,000 years ago.

While this is going on some of us were able to D/A her. She is Drow and she is pacted to Loth and had communicated to Loth about 18 hours ago, which we recon was about midnight. And she does not have an illusion spells in effect.

We go, so we do not stay our welcome.

On the way down to the Island we talk about what the Drow said. We recon they may be building another Temple of Loth down there.

We go to speak to the Sea Hag. She is 5 foot 6 inches, she has slightly webbed feet, green scraggly hair, and she is wearing a green scaly dress. When we get there she is talking to two rats on her table. Chaos Rats.

We wait to speak to her. She knows Dirk's name. Her name is Aleasie. She says the Sea Hags made the Helms of Illusion. They are there as a distraction from the real treasure down there. She says they are not real and to put them back. She knows the Chaos Rat Queen personally. She knows a lot of things. Like the Dwarven Belt is somewhere around here, hidden. She says Althome is a complete bastard and he has spies on everybody. He is a very careful man. The only mistake he made was about three weeks ago when he let Clorox escape.

We tell her of what we think the Drow are up to in their mine. She says they are bastards to their own people.

Back to Clorox, it seems as if he may need our help. The Sea Hag was the one that was telling the Rat Queen, that it would be good if we were smaller to get somewhere. The Sea Hag says we will need the Rat Queen's help to get to where we need to go.

She suggests that we put the Helms back and watch the fun.

We talk to her about Khyber. She may help us with his little problem if we only take the Belt and any gold that we find on this Island. She says if we find something that D/A's not of this world, that we are not to touch it. She tells us sort of what it is, and what it can do, very bad.

The Sea Hag gets distracted and starts to talk to the rats again. We are dismissed.

We go back up and collect the miners at the pub and while we are there we encounter Junior's group of Orcs. There seems to be hostility emanating from them. There is another group up above them and from them there is amusement. The amused ones are female and are the Dirk's female Orcs friends.

Gorix is still here so we can send some more messages with him about what is going on. Also some of the miner's equipment seems to have been marked.

We go back down to the mine. We check the door. It seems clear. We get the golem to open it for us. We think some one has been in the mine while we were gone. Shadow thinks it may be Orcs. We go around the mine areas and check for traps. There is some equipment slightly out of place.

We find a magical aura on a rock face. It is trapped/warded with Earth Tremor and needs an Earth Special Counter to help deactivate it. I Dissipate it. Dirk Divinates a different section of the wall that seems to be different. Someone has been using Tunnelling on this section and the person who did it is about a medium level spell caster with that spell.

We talk to the Chaos Rat Queen and she confirms that there were Orcs that came through and it was Headbasher's Orcs head by Junior. They also had a gem with them to begin with, which they did not leave with. Shadow checks and he could not find a trace.

We go and check the corridors again and one section of one of the corridors has a magical aura and a slightly smoother area than the rest of the rock. Dirk Divinates this area. It has had Earth transformation magics performed on this rock. Moved to put something in. Brundar makes the rock transparent for us to look through and see if we can see the thing that they may have put into the rock. There is a small glass sphere, we are able to D/A it, not to the nature of its magic. No answer to the counter spell required. Trigger is remote. Dirk Divinates it. It is

a remote sensing device, it is hyper locatable for teleportation. No counter spell to stop it and it has a three month duration, affinity to rock.

Brundar is able to get it out and we put it in a cloth bag. We check again and find another smooth patch. Do similar check as we did for the first one. Divinate it. Remote trigger, concussive fire, locatable.

Robert is going to change the liquid in there to water. Something does not seem to go quite to plan. It does not work, and when Robert tries again, he freaks out a bit. He tries again and nothing seems to happen. Dirk Divinates Robert and finds out he has a fear of fire and his spell effects are delayed. Half way through this the liquid changes to water. The rest of us sort out while Dirk finishes up. We are able to get it to the lake to chuck into the water. Soon after it goes off and fish start floating to the surface. We collect these for food.

When we get back, the miners are mining. We also recheck the mine for traps.

Dirk Divinates the broach that is used to communicate with Dressic. It is an item that has been made to communicate with the type of being that Dressic is. It can summon his spirit here only once, then the item will not work again. Once a day you can communicate with the being for a certain amount of time. While this is happening Angus is removing the curse on Robert.

We use the once a day communication to talk to Dressic. He has gotten captured by some one and there is an altar in the room that he is in, as well as another person, it seems to be Clorox. They are both chained up and they feel weak. They are not given food, so Clorox is a lot weaker than Dressic is, usually Dressic says he would be able to break out of the chains easily. There is strange squeaking in the background and it does not seem to be rats. There is a Giant Black Egg near them that is being heated in a brazier with a black flame. Dressic was not the one that talked to us at site that the Drow Illusionist was killed. The room has murals on the walls. All sorts of animals and beings on there, e.g. dragons, dwarfs, spiders. They seem to be bits of different Temples. Sometimes he can hear a single set of foot steps in the distance. None come in here.

We have a talk about what we have learned and start to make plans. We need to talk to the Rat Queen. We are able to contact her about two hours later. She comes in the form of a 9 Inch female this time. We talk to her. She will lead us to the catacombs on the Island, then we are on our own to sort things out. We trust the Sea Hag enough not to kill us or the Rat Queen.

We tell the Miners to stay here and not to open the door. We leave by the back door, once the Rat Queen has made us invisible. When we get near the front of the mine on the way down to the Island, we see a couple more of Altshome spies. We get to the catacombs on the island without incident. There are small holes in the ground and there is a musty smell coming out of them. The Rat Queen informs us that we can take everything but the certain thing, and if we want to we can destroy the altar. She will take us almost to the bottom of these small tunnels. As there is a ward near the bottom that seem to let people in, but will not let them pass through to go back out. Before we go down she changes back to her rat form to traverse the tunnels. Some of us use the skin changes that we got and Dirk and I will use the miniaturization potions, so we can turn the others back when we get down there.

When we get down to 480 feet the Rat Queen says she has to leave us now as the ward is only a few feet down. Before she goes she gives us Enchant Armour. We D/A the faint glow. It has a magical aura, the counter spell required is Dark Dragon Special, and there are no triggering conditions. It seems to be a permanent magical barrier. There are auras on the walls and floor and they are Bound Earth.

Brundar drops Marybell through on some rope. He sees her mouth move in the words of "Oh Shit", he tries to pull her up, but she will only go far before she hits the barrier and will not come up any further. Dirk decides to drop through and encounter whatever scared Marybell. There are two gigantic spiders on the ceiling (this is the perspective of all us when we get through in our small forms). We all drop through, and we do not burn our feet as Dirk did on the hot plate of the stove. The spiders are not interested in us because we are invisible. The spiders GTN comes back as Crypt Spiders, their weakness is steel and their greatest magic is entanglement.

The stove seems to be stoked up for the night and the kitchen seems to be bigger than they usually are. As we are changing people back, a piece of paper comes floating through the hole. On the note it says "RUN, they are coming".

Two toads drop through the ceiling and they start to grow. They blink and then they are in a different place and they can also turn invisible. In the end we kill them after throwing some flour around to see them, and they were Yellow Slaad. As we kill them the spiders are now able to see us and they join the fight by webbing some of us. Once they are all dead, Angus harvests body parts that he will find useful. We check the kitchen area. One of the doors leads off to a store room. Sarah takes some of the herbs that seem interesting, that are hanging there, also we check for secret passages and we do not find any. Neither of the doors are trapped nor do they have wards and other things on them. Robert also checks the area and can only find dreaming people.

We go through the other door and there is a small corridor. To our left there is another door and there is another one further down. We check the door on our left and there are no traps and other things on it. The door opens on what looks to be a dining room. There is a curtain at the back of the room and there is another door on the other side from the curtain. From what Robert is able to pick up, the sleeping minds are behind this curtain area. Robert does a recon of the area. There are three large sleeping Orcs (Uber Orcs) behind this curtain. Check the door to see if there are any traps and such things, there is nothing, there is another corridor with some doors off them. We quickly check them for traps and things and they are okay. We go back to sort out the Orcs. Some of us deepen there unconscious. Once this is done we D/A them nothing unusual about them.

I am able to do a Compel Obedience on one of them and then we wake him up. We are able to get he is from Headbasher group. The Black skin Dragon Spawn is a Necro, the Blue skin one is an E&E. There are eight Orcs down here altogether, that is including these three. They came down here about two or three months. Headbasher does not do very much fight these days and this started about two or three months ago. The other guards will be relieved in four hours. The place is busier during the day. A potion is brought down every morning to stop the effects of the draining. There is a key near the stair up they let people through in emergency, he tell us where it is. The Black Dragon Spawn is a regular visitor down here and she goes down the stair. Some of the other Orcs are in the preparation room (torture room).

Angus gets some of the body parts and we dispose of the rest. Then we go to the area where the key can be found. There is no answer for the counter spell required, and there are no traps on it. We were going to take the key with us, but when we get a certain distance for the stairs up the key gets very heavy. We hide the key near by.

We go the room that has the double doors on the outside and check for traps and thing, which there are none of. Someone kicks open the doors and we are confronted with two Orcs and two dogs. We are able to dispatch them relatively quickly, but Orcs further down hear us. Robert feels this and informs us some more Orcs are coming and that they were able to trigger some sort of spell before they came. We take up position near the door that they will be coming through. They were no much for us. But we kill the leader and we needed to question him. We get to ask some questions of the dead.

The dead Orc is able to tell us from the questions that we ask was that he prayed to a being and got a rank 20 Armours of Earth. He gets one spell a day when from this being. There are magical traps on the stairs and in certain areas. Most of the stuff down here is attuned to certain races to help them move around more freely. He has no idea when Headbasher will come again.

We heal up any damage that has been inflicted on us. The area that we are in looks to have had repairs done in the last couple of months. It used to be very plush. Robert feels watchfulness. We D/A the top of the stairs. Counter spell required it Black Dragon Special and the trigger is unauthorised people.

Dirk divinates the top of the stairs. Authorised people are people who have been authorised by Gogiths. We hear movement coming up the stair. We see a Grey Slaad coming up.

We are able to D/A it. Its magical attack is summoning and there is no counter spell for it. The Grey Slaad can be heard making noises as if it is preparing something. It was preparing something and 40 Crypt Spiders are coming up the stairs. While some of the party members attack the Grey Slaad, which is able to rebound magic cast at it to the caster. Brundar is able to use an item that seems to scare it away. A couple of the spiders that we have to deal with can cast magic and I was laying down counters under the ones that ere casting, but they got smart and went in two different directions far enough apart. In the end all the spiders are killed and we do not see the Grey Slaad again.

After having a cold meal to get back some energy and talk about what we can do, we decide to resurrect the Orc head guard as his aura could be helpful by getting us out later on. We get some information about the lay out of the place. The Grey Slaads rooms are down behind to brass doors forty foot away, and the sword with the runes on it summons the spiders, but it seems he has other summoning powers. He can also teleport.

When we down the stairs to continue on, we find some big toadstools. The D/A's on them reveal that they are Chaos Toadstools. Found out that some people and creatures have been eating part of them. It is possible to be possessed by a chaos spirit/creature if eaten. We think this may have happened Headbasher, as the tied up Orc told us that Headbasher eat some.

We move on to the door, there are no traps on the door. Before we go through the door we feel a compression wave. Through the door is a bed and there is a slave girl there as well. She serves the Grey Slaad. We look back down the corridor and there is a machine with lots of teeth on it taking up the whole corridor. We have found out what has killed the other miners. Going into the room, it is decided to break the bed and use some of the sturdy pieces to block the door and we are taking some with us to do the same on some other doors. We get the slave

girl to run away from us. We go through a number of rooms and corridors trying to evade the machine. In one of the rooms there was a really old desk in it and when Boris touched it, it disintegrated, but we found two brass tablets. Boris picks them up and they are put into a backpack. In another room we find a brass key and it has a magical aura and it D/A's as an opening device.

The machine is not being diverted very much from what we are doing. In the end we get to near where the altar room is. We are being drained more rapidly here. Putting down a certain counter spell helps a bit. When in the altar room some of us do not feel as strong as we used to. The female does not feel any of the strength effects that we are. In the room we can see the black altar with the gold runes in it. There is the brazier with the Black Egg above it, and the two people that we are looking for. The chains on the people have a magical aura and it requires a counter spell that we do not have.

The Black Egg has a GTN of Shadow Dragon. It will be a long time before it hatches, but a short time before it awakens in the egg. There is no answer to the counter spell required to stop it waking. There are items in the brazier, the female Orc uses a steel item to get them out. This was after finding out with D/A's the material that would not be affected so much by the flames.

As this is going on Brundar, Dirk and Robert are sorting out the Orcs on the machine. Boris is using a couple of skin changes on Chlorox and Dressic as he is also not affected by the strength drain. The female Orc is able to get the Belt, a Sphere and a small silver dagger from the flames, as well as a few gems. Once the items are out of the Brazier, the time of awakening has changed to long. Dirk has memories that the Shadow Dragons and the Drow were enemies.

In the battle Tolmar uses the lump of rock to put down Hands of Earth, which Headbasher seems to walk right through. This is after the machine was destroyed by something Brundar did, it seemed to have fallen to pieces. That is when it is realised that the Headbasher that is coming towards us is not the real Headbasher. We move back into the room with the egg. We use potions to get small and use some of the tunnels in this area. Dirk, the female Orc, Dressic and the Orc guard go into the most secure corner and cover themselves as best they can with a shield just before an Earth Tremor hits. Dirk gets a little bit of damage. The Black Egg gets some cracks in it as well.

After the Earth Tremor all except Dirk gets skin changed, as he uses a potion to shrink himself. We use one of the bigger tunnels to go down, that the rats may of made. We come to an intersection with three tunnels leading of it, after a little debate and some other things it is decided to go down the middle tunnel. When we get to the big cavern at the end of this tunnel, Dirk goes and talks to the chaos rat that is there. It can lead us to another part of the complex which the Orcs do not go to.

As e are being lead to the other place all except Dirk need to skin change as the effects of the potion were just about to wear out. Dirk takes the second to last potion. When we get to the place that used to be an old bedroom, Dirk tries to change me back but has a hard time. We rest and have some food to gather our energies. During our little rest the Chaos Rat Queen comes for a visit. She wants the dagger that we got from the Brazier. She also wants us to destroy the Black Egg. We also get from her Headbasher is possessed by some chaos creature from when he ate some of the mushroom. Also she ate some of the mushroom and she turned into the Chaos Rat Queen and she wants to be the only one. She also tells us that there are some creatures beyond these all and they are Ebony Deaths and a Chaos spectre. She also does some threatening with her rats after telling us that she can return us to our normal size, this is because she really wants the dagger. She will leave us to discuss what we want to do.

We discuss this. I relay the information back and forth to the party members in rat form and Dirk who is not in rat form. I also remind Dirk of his Phoenix feather that he has. He takes it out and uses it. It seems that we can ask the Phoenix questions and it can come back with the information. Dirk asks it about the Dragon Spawn, Shadow Dragons, Chaos Creatures and about this area. It tells Dirk to brew the feather after it has come back with the information.

While waiting for the information to come back, Dirk is able to get me back into my human form. When I am back to human I change Robert and Dressic. Dressic berates Dirk for not asking about the Black Egg. Dressic takes his leave of us to go to the surface and do things.

The Phoenix feather gets back to us. The Shadow Dragons were an ancient off shoot and they are in to illusions (shadow magic). Dragon Spawn are a very weak version of the Shadow Dragons. The feather draws a map on the floor for us then it turns to dust after saying the to brew the dust and use the potion that is produces to drive out the chaos entity that it is thrown over.

I try and start to get the rest of the party members back to their original form. Something goes wrong with the one that I am casting on Brundar and he it seems that he is in rat form permanently. Luckily in our travels there was an Orc skin change and we use that on him. It was not just an ordinary Orc it was one of the beefed up Orcs.

Brundar uses the little doll that was found to put the face of Headbasher on it and he activates it to see what Headbasher is doing. Currently he is sleeping.

The Rat Queen comes back and she really wants the dagger. She can give us something that can shape change us for a duration, but not until it is dispelled. She says she can tell us more about the egg. Threats again. We tell her that we will think about it. She goes off again.

Dirk does a Divination on the dagger. It is for healing non humanoid, eg horse, dogs Rank 15 waters of healing if stirred in wine or other things. Once a season it can resurrect. It counts as a magical weapon. If assassin uses it, it has bigger penalties and if used normally it has a little bit of a penalty.

The Tablets are Divinated as well and they are recording Tablets. They have not changed in the last five weeks. Need command words to record more and also to listen to what is recorded on the Tablets. It is said to be recorded in Goblin. The command words are given.

The current recording is of a Goblin Adventurer called Crete. Angus is able to translate for us. Angus also knew of him. Heard of him about nine months ago, a well known explorer. From the Tablet that he recorded on, he was hired to find something down here. He thinks someone has been trying to corrupt the Black Egg. He found the Tablets and learnt how to use them, but he does not know the language that it is in. Chlorox thinks it has elements of Elvish in it. Dirk does not remember anything from the Drow memories that he has. Does not mention Headbasher in the Tablet.

Dirk suddenly notices my aura has changed. My GTN seems to be Human with a small tint of Chaos. Last magic to impact is spirit binding.

Angus and Chlorox check me out because they are Sharmans and they know more about this sort of thing. They think it may have something to do with the Black Egg, when we were in that area. The thing that it linked to me knows where I am. Dirk thinks it is wise to Divinate me. I am Spirit Linked to an entity called Zahthora. I will now be able to combat chaos magic better and I will start getting chaos abilities later.

Brundar makes us aware that Headbasher has now woken up and he is not very happy about something.

Chlorox tells his story about being knocked out and how far he had got. He is disappointed that we had not found his staff when we were with the Black Egg. He also mentioned a Belt that he found in the Temple that is in the mine that we were working in. He needs his staff as it helps him with his Spirit Walking that he does.

Dirk Divinates the Belt. It has Rank 20 Heroism. It once was a Dwarven Ancient Artefact, has been corrupted a little with the Chaos magic. Should be able to get sorted out later. The wearer is immune to control magics. Dirk will continue to wear the Belt.

We are going to investigate the area and go to another part of the complex. Angus puts defence spells on Brundar, Robert and me. There are no traps on the door that we want to go out. Outside the door there is a lot of dust which has not been disturbed. Angus puts Witchsight on me as I cannot see in the dark. Further down the hallway there are two more doors. We go to them after checking the hallway for traps and Divining the area for things.

The first door leads to another bedroom. There used to be something on the door but the spell of Awareness will not activate now. We search the room. There was a desk which had disintegrated. There are a couple of books that were able to be saved. The other room seems to have been a study. One of the books in this room has a magical aura. Robert's Danger Sense goes off. The book has the nature of Learning on it and it is trapped with Mass Hallucination. I put an Illusionary counter spell special on it. We quickly get out of the room after a limited precog is done.

When we get out of the room Chlorox and Sarah start to run. We grab them before they get too far. Dirk calls out to make a deal. Nothing responds. Some people see an invisible thing coming towards us from further down the corridor. I put an Air special Counter down in front of us so when we move forward we will be stepping into it. All of a sudden I turn into a Rat with human features. Robert says he can feel Insanity.

Further up the corridor they now can see a small child like being. Dirk goes at it with his net. Once it is in the net, I cast Air counters under it to stop it from casting. We seemed to be affected by some sort of fumes. Brundar holds it down while some of us hit with magical weapons. Dirk managed to kill it in the end. It seems when I hit the entity

and it hit me with things I randomly drain the party members of Fatigue. Also my aura seems to have changed more since this encounter with this entity that as the Chaos Spectre.

My GTN is now Chaos Human. The Shamans will need 18 hours to get rid of the Spirit Binding. The rest of the party needs to take a breather after the last encounter. I also return to normal size. A little bit later I am able to do this at will.

Brundar says Headbasher is very active now and seems to be very driven. We go back to one of the other door that we passed and check it for traps and things, which it has none of. In this room that seems to be a lounge of some sort there are two humanoid skeletons and two animal skeletons. The animal ones are panthers and the Humanoid were Dragon Spawn. We were able to find out that they were drained by other Dragon Spawn a really long time ago, same with the panthers.

While the other party members rest, I do guard duty as I am buzzing. After they rest, Brundar tells us that Headbasher is projecting amusement now. Also enough time has passed for us to contact Dressic again. Dressic says on the way up he had been ambushed by Chaos Rats and it will still take him another four to five hours to reach the surface. Instructions are given to him for items that we need and who to contact. (Find a way to get Endurance back and Fatigue back. Also speak to Phoenix and Lady Arial.) He will do what he can.

While the party members are still resting, Dirk asks me to see if I could somehow transfer some of my Fatigue to the other party members. It does not work, it drains them some more. They do some more resting. After they get some more back we check the other room across the hall, this seemed to have been an armoury, but not anymore. There is one magical weapon that is not ruined like the rest. It is a Fail, it has Damaging magic on it and it is not trapped/warded or cursed. Dirk's girlfriend wants to have it. She also gives Dirk a bag of Gems, which she took from the altar. We D/A them. One is for Defence and it has a medium rank. The next one is for healing, it will not heal life draining. The last one does concussion. A D/E reveals that it needs to be fired from a sling to get the impact to make it explode.

Brundar says Headbasher is now celebrating something. We do a location and he is on the same level as us and he is probably near the Black Egg. We use one of the crystal of visions of where the Black Egg would be. The brazier now has a staff in it. There are Orcs repairing the machine of teeth and it seems that they have done really well with it, as it will be completed in less than 12 hours. All the Dragon Spawn are there as well.

I have a look at the Diary and I seem to be able to understand it now. It is for the mage Khyber. He is talking about an ancient rival/enemy. The Diary is from 12 years ago, Year of the Toad. "After so many reincarnations it is funny to meet my enemy Kaldor". It says he is thinking that he is up to his old tricks again. Mentioned a bit about an ancient conflict, but not anything specific. I ask to see the Tablets again and to replay the bit that I could not understand. I seem to understand this now. They were talking about driving back the Chaos and that it has not been banished. This has also drained them. This has weakened them for the fight against the Calamari. This was the Sea Hags.

Brundar gets a sudden sense of fear from Headbasher. We use the other crystal of vision to find out what is happening. It seems that the Sea Hag has arrived and they are afraid of her. She seems to be giving them instructions, she must be the head boss. She is angry.

Robert tries to hypnotise me to contact the entity that I Spirit Bound with me. It does not work as something is holding me back. Robert does something silly and hits me, this causes him to feel tired and I feel more energized. Dirk tries just talking to the entity Zahthora through me, but it is not ready yet.

We check out some more rooms, in one there is an alchemy lab. We find some potions, we check them with D/A's. Healing with a random side effect. Self Immolate, burns clothes. Listening, durable. Imitate Death, no side effects. Teleport for one person, no side effects. We go into the other room and there is a complete iron made Iron Golem and there are two incomplete golems, one is a Rag golem and the other is a Clay. There is also a book with a magical aura, but it looks a little worse for wear. Brundar preserves it, D/A's reveals that it is a book of making Stone golems. Brundar looks through the book and absorbs the knowledge of it.

There are another couple of doors down the corridor, which opens up into an area with a bridge over a chasm. When we get near the doors Robert is able to sense some minds. There are two dormant minds one behind each door and a few more active ones coming from the direction of the bridge. One of the minds seems to have sensed us and comes to investigate us. Though it is far away a couple of us are able to get a D/A on it. It GTN is of a Giant Cockroach, and it has no counter spell. From a distance of about forty feet it sends over a glob of something that hit Dirk on the feet and encases them. D/A on the glob of stuff says we either need the saliva of the cockroach to dissolve it or vinegar. While we are trying to sort out some vinegar, Robert is able to stun one and it falls. He can tell that they are up to something. Dirk gets his shield out for some protection in case they are going to be shot anymore of the globs.

Dirk gets spat at again, but this time is not the gluing stuff. It is the acid stuff that eats through shields stuff. We get Dirk out of his little predicament and go off to the rooms to get the door down to use as shields and some other stuff.

We do our attack and Robert is able to scare them away when he kills one with his bow. We go over the bridge then and get to the brass doors which are on the other side. They have Mass Fear on the doors and it needs a Necro special count to get it off, which I do. We go through and there are five more doors in this corridor. We check the doors on the sides and they seemed to be old guard rooms. We are able to find some sp and in one of the rooms there was a ring with a curse on it. We bring some of the chest to keep the ring in so we do not activate the curse.

I start to hear voices. It is the entity that has Spirit Bound with me. I relay hat she says to the party. She needs help to stop the things that are trying to corrupt her. It is the Brazier that is doing the corrupting, we need to destroy this. We have to stop Kaldor, it is a Dragon Spawn in the shape of the Sea Hag. It will take another day or to before it will be too late to stop it. They are not looking for us because they have really blocked the corridor near the egg room to stop us getting there. The blockage is forty foot long. She has been here 20000 years and she has another 30000 years to go before she hatches. The Dragon Spawn are an unfortunate breeding mistake on someone part. Kaldor may not be physical strong but has powerful Illusionary magic. The Blue Skinned one has bound the earth by sacrificing one of the Dwarfs, we find out from our mine and the others are chained near the egg being drained. The Sea Hag has now brought the Chaos Rat Queen over to her side. Zahthora can help all of us get to the room if I take the teleport potion. Somehow, she says I have linked to the party, that is why I have been getting there energy. She knows about Khyber and recommends that we get him somehow, known him from before.

We can use Chlorox to get Khyber. A tube arrives which Dirk has to open. Message says "Egg is dangerous, otherwise help the creature. Will try to send help." There is also a small scroll to help with the draining effects of the egg room, it will reduce it to a lesser rate. It will last half an hour once activated.

We go and check on the last door, which will lead into the Throne room. There seems to be a lot of traps and spells on this door. I have to counter three of them before we can have a better look. The trap on the lock and the lock look beautiful to Brundar, from his point of view. Chlorox thinks so as well. Brundar makes the door transparent so we can see beyond. The room used to look very beautiful, but it is not now because of the years that it has been left. There looks to be a key on the other side of the door that looks like it will fit in the lock. But it is on the wrong side of the doors. The doors have a lot of integrate traps on it, we would need a very skilled person to deactivate them, but it would still take time. Which we do not have on either of those accounts.

The voice says they will be teleporting the machine into our area in about eight hours.

Deciding to send Chlorox up to get Khyber and do some shopping for us.

I ask Zahthora about who controls the Grey Slaad. And she says he does not seem to be controlled by anyone and he does not take any orders. She says if we get the chaos off her she will be able to help us with by stopping the life and strength draining. The Slaad have been here for thousands of years and have something to do with the chaos, and they are independent types.

At the moment in the Brazier there is a staff and the Rune Sword.

Dirk gets me to expel the first spell on the doors into the Throne room. Once I do that a whining starts. We run for it. All except Angus goes into the furthest guard room to wait and see what happens. Angus we find out later went through the brass doors and across the bridge. He did not have any trouble with the giant cockroaches as they seem to have legged it as well.

The room that e are in falls in from an explosion. Brundar and I die from our injuries, and the others get injuries that they can handle. Dirk tells me that after about to minutes I just wake up and seem fine, except that my aura has changed into Chaos Being. It seems that I am fully chaotic now, and I can communicate really well with Zahthora and she is a Shadow Dragon Queen.

Brundar is fed one of the pills, and he comes back alive and he is fully Dwarvin now. Brundar gets from the doll Headbasher has headed to the surface because of the explosion. They think they are being attacked from the top. The Chaos Rat Queen also died in what happened and I can feel that they are looking for a new Queen. I issue a challenge.

About a thousand rats converge on us. They surround me. There are two other rats who are fighting to be Rat Queen. I go into rat form after getting some equipment off me that I may need. With the magic that the circle is

forming the rats have grown us into six foot rats. The two rats start to rush me. I throw a pouch of some special dust, which kills one of them. I have only one to go. The last rat comes in, I try to keep it far enough away with my staff but I fail. Now it is teeth and claws. As my strength and agility is lower than the rat, it has the advantage. One of the party members yells to me that it ill be okay if I drain a bit and also from that party member it is okay to drain them almost completely. I drain all party members for some strength and agility. I drain one party member of nearly all his strength and agility. This gives me the much need boost to win the fight. The other rats bring forward a crown and a rapier.

I get the rats to inform me when Headbasher is coming back or anybody is coming back down. While we wait for a little moment, we heal up Robert. Some of us check the Throne room for gold and items. Then we take all that we can.

Talking to Zahthora again. The runes on the altar are warping the altar with chaos magic. The main thing is the Bazier.

We talk to Dressic again. He says he is recouping. We tell him it is time to come back.

Robert skin changes into an Orc to help with the draining that happened. Dirk uses the scroll that helps to reduce the draining effects. We teleport in holding hands. Frinix, Dirks girlfriend does not arrive with us. Sarah also does not arrive with us. We are in the egg room. All the dwarfs are dead and they have been dead for the last half hour.

Two party members use the ends of two of the great axes that we have to get the Brazier onto the ground. When they nearly get it to the ground they have a little spill. Angus gets hit with some of the black flame in the Brazier and he looks really old now, and it was painful for him to get to that age. The staff and other things that were in the Brazier look corroded. One of us pours the Phoenix potions over the egg. My powers seem to be weakening now.

Three of the party members use the great axes that we had to destroy the Bazier. We start to go after the people down here so they can not start this again. We find Sarah in a cell down the corridor. I get information from the rats that Headbasher and the others are now coming down really fast.

We go to the area that they will be coming through and set things up so that we can get them. Dirk and Brundar and Boris get into a fight with the fleeing Orc mechanics, they eventually kill them. The Dragon Spawn come down the stairs with Headbasher and some other Orcs in the lead. Brundar uses the doll on Headbasher and is control him a little bit. I get some of the rats to come out and try and trip them up. This cause the green skinned Dragon Spawn to use his poison breath, which gets the rats and Headbasher. This causes Headbasher to turn on the Dragon Spawn. The Grey Slaad joins the party and kills the Black skinned and Blue skinned Dragon Spawn. The Green skinned Dragon Spawn uses his horn on Headbasher who petrifies and shatters. Dirk and Brundar also get hit by this but they do not shatter. The Green skinned Dragon Spawn goes after the Grey Slaad after he has killed the other Dragon Spawn. The Green skinned Dragon Spawn is able to cut off one of its arms before it teleports out. Robert is able to get the last Dragon Spawn to go unconscious, before it also disappears.

Angus is able to somehow get Brundar and Dirk released from the petrification. While this is happening my rats tell me there is an Orange Slaad in the room with the egg and the Green skinned Dragon Spawn is under the egg. Zahthora is crying for help as they are doing something major now.

I am able to quicken the party members to run to the egg room. I change down to my rat form and try and get there fast. The one armed Grey Slaad is blocking the passage into the room with the egg. Boris does a charge at the Grey Slaad and loses his head. The Orange Slaad is preparing a spell, I try and get the rest of my rats into distract him. Brundar is able to kill the Grey Slaad. But the Orange Slaad lets his spell off and he kills my rats and Dirk and Brundar take a little damage from the fire spell he cast.

Brundar and Dirk go after the Orange Slaad now, who has a glowing sword. I try get around the engaged combatants by keeping away from them to get behind the Orange Slaad to the altar. I use some of the corroded weapons to slide the Green Slaad from the altar after I have changed back to human size. Robert picks up the Orange Slaad is not very happy that we did not take any damage form the Dragon Spawn. Dirk loses and arm and a leg in the combat to the glowing sword. It seems to be able to chop things off without touching the person.

Once I get the Green skinned aged Dragon Spawn off the altar, the black egg cracks and a chunk falls off. I can tell she is dying. The Orange Slaad seems to be indecisive about what to do, continue attacking or going after the egg shell that fell off. Dirk makes the Orange Slaad decision up for him by hitting him with the whip and damaging him.

He goes after the shell. I go after him from behind and get a garrotte around his neck. It does not seem to be affecting him. Brundar hits me as well as the Orange Slaad. Dirk is able to entangle the Slaad with his whip. The Slaad disappears with Dirk and me. I find out later from Dirk when he reappeared in the room with the egg and the

others had finished destroying the egg by eating it. The departing spirit told them that I was in serious danger at the home plane of the Slaad.

The spirit is able to help them one last time, by teleporting them to where I am. Angus goes with them because the Temple starts to disintegrate.

They arrive in an ornate room with the Slaad. I have been thrown across the room. When the other come through the Slaad it surprised, and it activates some chest pieces that turn into, one a cloud of buzzing bees and the other one turned into a Deathwatch Beetle. I went after the Slaad and stop it drinking a potion. Robert is able to get behind the Slaad and hit on the head very badly. It jumps out of the fight, but is cornered by Angus's spirit panthers. It dies in the end, by Robert's hand and he gets a death curse for his troubles. Sarah uses her wish to get us and some of the items back to where there is enough room for us, which is at the bottom of the drain that leads to the mines and the island.

We all arrive safely. But the beetle and the bees come along for the ride as well. We start running in all different directions from the beetle, as it is not acting normally. The beetle explodes by itself and Dirk and I get hit by it. This causes people from the top of the drain to come and have a stare to see what that noise was. Dirk tells them that it was an unstable grenade that went off.

The trolls of the drain come down to see the damage that was done to the platform. It will cost 300sp to fix. Dirk mentions to the trolls that he would like something like their healing powers. Dirk feels magic impact and he finds out that it is a wish. He is now starting to regenerate his lost limbs.

We make our way back to the mine and we find Khyber there. He tells us that the Sea Hag is still alive and that what was killed was a clone. He also asks if we have any shell left. He will give us one of his rings, which has a wish on it, for the shell that we have left. We then find out that we only have half the shell that we thought we had left. Dirk not knowingly used some of it when he was talking to the trolls.

Tulmar does his wish from the egg that he has eaten. He wishes us all back before this happens to the egg. We find we have gone back in time to when the Orange Slaad is just about to teleport out with his piece of egg shell. Khyber is with us this time. We also have all our memories of what happened when we were teleported before, people who had used their wishes have lost them.

Dirk and I disengage from him and let him teleport out. Some of us do healing things on the egg. Khyber amps some of us up with some of his spell that he has. The egg then teleports us to where the Orange Slaad is. Sarah and Shadow stayed behind because they were not feeling up to it. This time the Orange Slaad is not alone. There is a blue six armed female demon with him. We waited a little too long to get through.

When we take in what we need to take in, I put a Counter spell on the chest set that is on the desk, so the Slaad cannot activate it, which he tries to do. Both Dirk and I put Banish on ourselves after we find the counter spell that we need on the blue six armed demon. Rest of the party members try to do what we did last time, but it does not quite work with the demon there. Robert is not able to get his attack from behind, as the demon moves to intercept him and throws him at the chained slave girl at the bed, who tries to seduce him, which he tries to resist. (It is a Succubus). Khyber shape changes into something cross between a lion and a vulture. The Slaad materialises his sword into his hand and Boris loses his leg and falls down. Most of us take normal type of damage. Tulmar loses his left leg and right arm, just like Dirk. They are twins.

Brundar I able to hit the Slaad badly around the head, and the Slaad is able to get Tulmar and use him as a hostage to get up the stairs. Dirk and I am able to Banish the Demon, but Khyber was engaged with it at the time and disappeared as well. Robert lets the Slave girl go and she disappears as well. We can hear chanting from up the stairs. The walls are changing colour and we think the Slaad is removing the spell that is keeping the water out from this area. I grab Tulmar and Brundar and get to the portals. Robert grabs a few of the chess pieces on his way. Angus grabs one of the rugs on his way to the portal.

When we get through the portal, there is a female shadow figure over the egg. She tells us that when we leave the complex our memories will fade of this, and that she will not be here, but the complex will still be around. She tells us that Khyber will be reincarnated.

We D/A the rug. It has flying magic on the rug. Angus wants to have the rug in exchange for a wish. The Staff that was picked up has Banishment magic on it. Only two of the chess pieces that Robert got were magical.

Dirk asks Zahthora if she can help with the lost limbs. Which she can, but it will take a few days. While this is happening Brundar is able to preserve two of the dead dwarfs, as they will be able to be resurrected. Angus takes his leave. Dressic gets in contact with us and tells us that Angus got some more miners to come down and do mining at the mine, while we sort out down here. Dressic has business with the Lady. His item disintegrates when

he is finished talking with us. Brundar also preserves the Orc Mechanics so they can be brought back to Seagate and to sort out the machine, which he finds beautiful.

We undo the shape changed Orc head guard, to get information. Robert tries a spell on him, but he makes himself a bit of a vegetable, this will be lasting for a while. We use the old fashion way and it works better than a spell, and we get more maps and information about the place. We do more searching. Also, those capable sort out the bits of bound earth that are blocking the corridor. While Dirk is regenerating he is able to Divinate most of the items.

Dirk asks Zahthora about Frinix his girlfriend. She is able to locate her and teleport her back here. One of her arms has been replaced with a mechanical one. She tells us that there is a nutter down there near where we have been before and replaced her arm because it was broken. He wanted to replace other things as he wanted to improve her. Dirk and Tulmar limbs are regenerate by this stage.

We get the blockage out of the way, and go down to the bridge where the cockroaches are and sort them out. Then we sort the two rooms that had the dormant minds in them. They are Ebony Deaths. Luckily one of the party members has an amulet that they cannot pass through, and we use this to our advantage. In the rooms it is very ugly with decay and other things. After do a search we are able to find a magical ring and an Amulet.

We go down to the room with the golems and Brundar is now able to activate the stone one. We go back up and check on the egg and the entrance. Someone has been trying to get in. We enforce the entrance again. I try and do a spell and I lose feeling all over my body.

I try another locate but it does not work. Seems like she/it may be out of range. I use a crystal of vision to see what is outside the door. It is a big and tall grey golem looking creature and it is still bashing at the door. We go back down to the fork and start to investigate the rooms. The one on the left is trapped with binder magics. We deactivate them and get Boris to open the door. The ceiling crushes him, but we get in. In the room there are all spare parts for all sorts of different golems. We try the door on the right side of the corridor. It has Wicca magics on it. We deactivate them, but there not as much of a lock on this door compared to the other one.

Frinix tells us a bit more about the nutter, when we ask her some questions about him. He goes unsubstantial at will. He did not touch her when the arm was put on. Wooden golems did this for him. She was held in an amphitheatre, and there was sand on the floor.

In this room there is an alchemy lab at the back. It also used to be someone's room as it has a bed and desk in there as well. Robert has been telling us that he has been having a tingling feeling down his back and it is slowly getting worse. Once in the room Robert and Sarah are watching the corridor and they see figures making there way down it. They warn us, but it is slightly too late as they had thrown some sphere at the door way. Robert was able to close it fast enough, but it did not stop the gas coming through and making him and Sarah unconscious. Brundar also falls down. We find out from Tulmar that there was a blue glowing figure behind him just before he went down. We can hear voices and they are taking dibs on which ones that they want of us.

In the end they take Frinix and Sarah, after getting some other gas to fill the room. We are able to get out of there once the gas has cleared. Further down the corridor there a double set of doors and one is ajar. We look through the crack and what we can see in the room. It is the amphitheatre. There is a big chess board in the middle. There are destroyed golems around the edges and other things. We can hear a rhythmic clanging and also sounds of people arguing and they sound as if they are siblings. There are also a number of unusual golems around the chess board as well.

We use the other crystal of vision. In the corner where the clanging came from there is a 60 foot iron golem, with a big hammer working at a forge. There are a number of working wooden golems going about and doing things. Both Sarah and Frinix are strapped into devices and they look as if things have been done to them. Frinix arm is of better quality than before.

I go into rat form to get closer to see what they are doing and to get information. I find out the odd golem used to be living beings. The female spectre is has wiccan magic. They are Dragon Spawn spectres with Chaos. Her highest ranked spell is Damnum Minatum. She is able to tell that I am not a real rat and calls me over. The rest of the party members come in as well after this, with the coin bags. As from what we heard of the argument they were trying to decide which of the enhancements done on Sarah and Frinix will make them the better opponent.

We find out more about the spectres. They have been here for thousands of years, they grew bored of being evil and they look for entertainment of thing battling each other.

They are interested in what I did and ask if I can grow bigger. Only with a growth potion, was my reply. The female spectre, Ellouise, is interested in the growth potions and asks a bit more about them.

They ant Sarah and Frinix to battle each other and they are making bets in Mithreal. Then they start talking to each other in another type of language. Dirk sort of make a bet for us. The battle begins. Frinix looks as if she is winning to begin with, but in the End Sarah is able to bet her.

They want us to fight a creature that has been enhanced. It is the thing that was outside the door. It has a GTN of Rock Boarer. There are two other golems that used to be living things, on is Koalith and the other looks like a Drow we met at the mine where a new temple as being built. They died in the water a few days ago, when there was a big explosion near them. We will not be fitting them, only the Rock Boarer.

We get mechanical enhancements and put in to some type of exo skeleton thing. The Rock Boarer is being enhanced by drugs from the Ellouis. The Rock Boarer, when we are ready starts to attack Sarah, as she is our distraction, while the rest of us do different things to it. First Sarah is taken out, then I am. The others are able to damage it. Robert does the killing blow to the back of the head and is able to get out of the way when it topples over backwards.

With this entertainment for them, the spectres are happier and we introduce ourselves more formerly. We enter into some negotiations.

We finish Adventure 22nd Meadow.

QUOTES

Dirk: Any words of advice.

Altshome (NPC): Yes. Make money.

Dirk: No altar, someone made alterations.

Dirk: I'm up all the time. (Telling a NPC Orc female)

Robert asking a question to a dead chaos rat: Can we come back and ask you another 78 questions.

Answer from chaos rat: **NO!!**

Dirk: Get up man, you are not follow Party Leader Orders.

Not realising that the reason Robert was on the floor, was because he was unconscious.

Dirk: Pimp my girlfriend