

## Shadows of Undrentide

Game Diary, March-April, 2021

Mar. 8

1. Droган was poisoned and dying after the battle. Spoke to Ayala who told me I had to get some things from the herbalist in the village in order to heal Droган. Then picked Doorna as my henchman.
2. Went into the village, killing kobolds in the barn and along the way. Looked in the two houses on the West of the road, but there was not a lot worthwhile. (=66GP) Picked the lock to Tolben's(?) house, but there was nothing there and I didn't speak to him. Left and closed the door after us.
3. Spoke to the Smith, but didn't buy anything.
4. Spoke to the Herbalist and got two of the three things needed to heal Droган. He told me to try the cook at the Bubbling Cauldron for that one. Tried talking to his dog, but just got a snarl in response to the overture.
5. Went to the Bubbling Cauldron. Found a mob besieging Kobolds who were trapped in the kitchen but with the cook as hostage. Spoke to the Tavernmaster and undertook to try to speak to the Kobolds. Persuaded their leader Hurc to take me as hostage in exchange for the cook. (=+3 Good) She got out free and stayed alive in the aftermath.
6. After an exchange with the Kobolds, I intimidated them into getting out of the kitchen. The mob outside first surrounded and threatened and then massacred them. I did try to dissuade them, being a goody-goody. (=+3 Good) Spoke to the Tavernmaster again. (=250XP)
7. Returned to Ayala with the ingredients. While she saved Droган, he was too weak to talk. Spoke to Ayala again and learned about her assistance in teleporting and about the artifacts that had been taken by the Kobold attackers.

Mar. 9

8. Spoke to Riisi at Entrance to Droган's Lab. Answered his riddles (@=50XP) and got the few things he hid from the Kobolds. (Focus crystals & key to workshop upstairs) Went up to workshop and explored looking in chests and taking whatever I thought useful (=64GP) and checking out the Desk & Grinder.
7. Went back down toward the village and stopped in the Community Hall. Spoke to Mayor (drunk) and Haniah and undertook to deal with Piper. Spoke to him and got him to admit he had defiled Hol's corpse. That disgusted the crowd and he slunk away in disgrace. Problem solved! Reported back to Haniah in the Community Hall. (=60GP+200XP)

mar.10

8. Went into Hilltop East and talked to Halflings. Agreed to Katriana's commission to try to get Daschnaya's cards. Healed the three injured Halflings around Katriana, even though she did not want me to do so. (-@25XP)
9. Also spoke to Katriana about where the caravan is going next and agreed to go along with them.
10. Along the road East from the caravan, Norah Blake came running to asking for help to get her husband and baby back. Went into the house Saw Adam Blake dead on the floor and immediately had to kill two Kobolds (=5XP). Went upstairs and found another Kobold with the baby. When I spoke to him, he asked for a gem in return for the baby. I thought about just giving it to him, but given that I had high dexterity ability, I decided to try to snatch it from him instead. That was successful and Doorna killed the Kobold. (=5XP) There were other options in the dialogue, but being such a good, capable hero, I chose this one. Then went back out to Norah and gave her the bad news and the good news. Gave her baby back to her (=200XP & +2 Good) Then I had the choice of giving her some money to help out. Seeing as

how her husband had been killed and I was flush with GP and am such an all-around nice, caring person, I gave her 50DP. (=+7Good)

11. Went to the upper level in the North and into the farmhouse there. Followed the footsteps into the basement and killed off the three Kobolds there (=5XP). Found Daschnaya's cards in the remains of one of them. Also a Morningstar+3 and a Lightning Arrow. In a crate upstairs, there were Green spores, a gold ring a sapphire and a quartz crystal. I'm not sure what the spores are for so I'll isolate them in one bag.

12. Outside the building, there are a set of footsteps that end at a sheer cliff over the water. Hmm.

13. Spoke to Szaren and said I would think about helping him set up in Hilltop.

14. Went back to Katriana with the cards. She gave me the key to Daschnaya's wagon. Went there, used the key to open the door and gave her the cards. Declined reward. She told my future. (No XP or GP)

15. Went back to Haniah, persuaded her to give Szaren a business/residence permit, and then told him. (=200XP & 100GP.)

[I confess tried alternatives. Undertaking to force Szaren to leave resulted in fewer XP and character profile shifts. Prevaricating before deciding and then choosing which to pursue resulted in no XP or anything else.

[So, in addition to the better personal result, I decided that the nastier aspects of the Thayvian influence (slavery) were outweighed by the positive (better security and more economic growth for Hilltop).

[There are two political science lessons in this: (1) Governing is often about the least bad option. And, (2) failing to make an important decision in timely fashion gets no credit from any constituency.]

Mar. 11

15. Entered the Foothills. Went first to the Injured Brown Bear and healed it. (=25XP & +2 Good + No more bear attacks in Foothills) [I confess I experimented here with different outcomes: (1) Killing the injured bear =5XP and other bears continue to attack (=5XP); (2) Leaving the injured bear gets no XP and no respite from attacks.]

16. Met and spoke to Feran Vaillancourt. Learned about the Crypt, about where the Kobolds (and a lone Kobold) had gone and about his quest for the horns of the Shadow Hart.

Mar. 12

17. Went South and entered the Elven Crypt. Ugh. Lots bats and rats to kill. (=5XP) Got healed at the statue of Corellon Larethian, just to see if it worked. Tried the door to the East, but it is locked and can't be opened.

18. Went to the lower level of the Crypt. Saw a bunch of Kobold corpses and a barricade ahead. Destroyed the barricade and killed the Kobold behind it. Then went back a bit, to explore the short passageway I had passed before attacking the barricade.

19. Met Nimaldor, the Crypt Guardian. He offered to help clear out the remaining Kobolds if I would clear out the Giant Spiders that had invaded the Crypt. Found them in the next room up the hall and killed them (=5XP) and destroyed their Cocoons and Egg Sac.

20. Went back to Nimaldor and reported I had destroyed the spiders, egg sac and all. (=100XP) He told me about where the Kobolds had holed up, that it was a trap that could be enabled in a secret control room near them. He also advised that I take one of the magical items inside the control room to protect me from the poison that would stun the Kobolds. He also gave me the key to the locked door in the Upper Crypt.

21. Before Leaving, I decided to have a look at what was inside his sarcophagus. There was a Longbow+1 and a Gold Ring, but I didn't think taking them was worth risking a fight with the Guardian. (I checked to see what might happen if I did: 100XP; but also +3 Chaotic & +3 Evil.)

22. I figured that if the Kobolds were holed up in a trap farther in the Crypt, they wouldn't budge any time soon. So I decided to try the key on the locked door upstairs.

23. I unlocked the door and got to the pedestal. Getting there is pretty easy: Just step on the squares with the red dots. Got the Cloak of Ascalhorn from the pedestal. Getting back wasn't quite so easy: If you step on an incorrect square, you are shot back to the pedestal, with a bit of damage. And, when you have the Cloak, there are no dots on any of the squares to help you. After a few tries, I figured it out. It is not easy as long as you believe you can only get to the exit by walking over squares. (=50XP)

24. Safe back where I began, I was on my way out when a chest appeared that was not there when I came into the room. There was a Valiant Shield, Helmet and Armour inside. Seriously good stuff. The chest disappeared when I closed it.

25. Back downstairs and up the hallway, we had to fight our way through a bunch of Skeletons. (=5XP) In a warren of crypts through a door on the West side, there were lots of bones and a chest to loot. I took a look at each to see what there was, but did not take anything. None of the items was valuable enough to be worth an alignment shift. Or the nasty feeling of being a grave robber.

26. At the end of the hallway, I went through the door on the West. I went into the first room on the right and found an Elven Spirit mumbling about his Sword stolen by some unscrupulous grave-robbing adventurer.. I undertook to find it for him. Who knows, I could get lucky. More adventurers than not get killed pretty quickly. Especially grave robbers..

27. There was not much worth looting in this passageway and the Spirit's sword was nowhere in evidence, so I decided to go through the Eastern door. The first thing we ran into was a Kobold ambush which we cleared. (=5XP)

Mar. 13

28. Shortly after going through the door to the South, we ran into a bunch of Skeletons lying in wait. (=5XP) We went in through the first door on our right and had to fight off a horde of rats. (=5XP) At the very end of the ossuary, there was a corpse on the floor. Searching it, I found a couple of things, including an Ancient Sword. There was no alignment change when I picked it up, so I concluded that this probably was the one belonging to the Spirit we had run into earlier. Took it back to him (=50XP) and he offered me one item from his chest. The choice was not very exciting (Sapphire, Speed Potion, Amulet of Cold Resistance). I just took the Sapphire.

29. The we set off back down the East and South passageway. Beyond the door where I found the sword, there was a short passage with a door to the West. leaving it for the moment to explore the dead end further South, I found the secret door Nimaldor had mentioned.

30. Through it was a control lever, a couple of weapon racks filled with some good stuff and a chest with four protective helmets. Clearly, this was the Control Room to which Nimaldor had referred and the door we had passed a few minutes ago had to be where the Kobolds had holed up.

31. As I recalled Nimaldor's, advice I could see that the thing to do was to equip one of the helmets, throw the lever and then go back and attack the Kobolds.

32. I decided, however, to see whether it was possible to reason with Kobolds and persuade them to give me whatever they had stolen from Drogan and then leave forever. Probably not particularly smart, but what the heck, I am a good guy after all.

33. So I went back to the other door and tried it. I managed to persuade the Kobold on the other side that I wanted to talk to his leader, so he opened it. A bunch of Kobolds blocked the way. They insisted that we unequip our weapons. Well, I was not about to trust totally in the good faith and restraint of these little monsters and go in unarmed. They would not let me pass, and when I tried to push through to the leader, they all attacked. With nothing else to do, we had to kill them all. (=5) On the corpse of the leader, I found the Mummified Hand (=750XP) and some other so-so stuff.

34. Exited the Crypt and went North where I met Nathan Hurst who told me about his daughter's abduction. I undertook to help him get her back from the Hill Giant Rumgut. Found his cave after a lot of running around and got him drunk. Then got his key, freed Becka and returned to the Hurst farm to see Nathan. (-150XP & Amulet of Natural Armour+1)

35. Wandering about, thinking I might try to find the Shadow Hart I ran into Deekin in the area South of the Crypt. He admitted to having the Tower Statue and to breaking it, and described it. He was fearful of going back to his master having broken the statue he was ordered to bring back. He offered to give me the statue if I got him free of his master, the Dragon Tymofarrar. I agreed to try and agreed to meet in Blumberg if I was successful.

36. Wandered about a lot more and eventually saw the Shadow Hart up in the Northeast, near the road to the Nether Mountains. Killed it, got the heart and horns. (=5XP) made my way back to Ferran and gave him the horns. (=300XP) I did not try to extort any reward from him. Perhaps I could have.

Mar. 14

37. Headed North to the Nether Mountains. Killed a few Wolves who attacked. (=5XP). The bears didn't bother me here. They must still think highly of me for healing the bear in the Foothills. Found the Orc Cave and cleared it. (=131XP & =@5XP)

Mar. 15

37. Went into the Kobold Cave, killing off all the little monsters that presented themselves and looting the remains as we went. (=5XP) It's a good thing I got all those bags of holding!

38. Came into a big room with a quite obvious trap in the middle that the Kobolds must have thought clever. How more obvious can big pointed arrows be? So, having both lock picking skills and enough HP to withstand an onslaught of the little buggers, I opened their surprise chest.

39. After disposing of the bunch of them, I went into and looted each of the four rooms. then pulled the lever in each room in proper order (Red ball, B&W square, Blue chevron, Green Rectangle).

40. Came into a big Cavern are with lots of Kobolds who did not attack me. So I decided not to hurt them. (You get tired of just killing everything in sight after a while, and it was nice to learn that all Kobolds are mindless attacking machines. I did however open all the doors off this area, bash and loot all chests, etc.

41. Happened on the prisons area, where the guards attacked me so we killed the bunch. Got some good stuff. opened all the cells and found a prisoner called Klumph who claimed to be a Master Jumper and knew how to get to the "Master". I figured this must be the same "Master" as Deekin's, so when he said he would help me if I got him the 'Rod of Ruler' from the Chief Kobold, I agreed.

42. He told me the Chief was off beyond this prison area, so I went in search of him. Found the Chief at the end of the corridor and tried to speak to him, but he just said he didn't like me and they all attacked. Killed them all (=5XP), got the rod and a bunch of other stuff from the Chief. Took the Rod back to Klumph, who was ecstatic and told me he would meet me at the blocked entrance to the Master.

43. Met him there and he got a bunch of the Kobolds I did not kill to jump into the counterweight and, eventually, lift up the boulder blocking the entrance to the Master's Lair. (=200XP)

Mar. 16

44. Went in behind the Boulder and entered the master's Lair. Killed a bunch of Kobold ice Dogs (=5XP), at the start and in a couple of rooms down a corridor. Then went out into an open area where there were a bunch of oxen behind a fence. Decided to let them go. They stampeded and killed all the remaining Kobolds ahead. (=200XP & 196GP in the pen)

45. Went in to Tymofarrar. Found out about the attack and J'Nah, got his oath, promise of freedom for Deekin and undertook to Kill J'Nah. Got the Phylactery of Ice and then took some other stuff out of his desk. left through his secret exit to the Nether Mountains.

46. Went back to Hilltop, sold all the resale items to Szaren. Then went back to Droган's, gave Ayala the Mummified Hand and put all the Valiant stuff in my locker,

Mar. 17

47. Made my way to the High Forest and began exploring. My good deed to the bear back in Foothills didn't cut much ice here. A bunch of Brown Bears and Trolls attacked (=5XP)

48. Went into a cave with a bunch of Bugbears. (-5XP) Saw a barrier made up of barrels and crates. Broke it up. (=50XP) Came to a door that needed some special key to open. So went back outside. Memo to self: Come back later if you find a key.

49. Came across some bandits almost in the dead middle of the forest, who attacked unprovoked. (=5XP) More Trolls and Brown Bears, too.

50. Found another cave filled with a Polar Bear, wolves and a dead white stag. But not much else except another inoperable door. memo to self: See immediately preceding memo.

51. Came upon another cave. Full of bandits (=5XP), but lots of interesting stuff, including a Silver key and a book written by someone called Garg, presumably one of the bandits. Also a ring that give +12 animal friendship. Maybe I can talk to one of these bears and see why they are attacking me.

52. Found yet another cave, this time full of Red and White Dragon Wyrmlings. (=5XP) Lots of treasure, but also a Dragon's Egg. I'm not sure what I will do with it but, I think it may be worth something.

53. Went back to the first cave with the locked door and opened it with the Silver Key. Whoops: Lots of Skeleton warriors and a Mummy. (=5XP) But, in the coffin in the centre is a Sash of Shimmering (Spell Resistance+12) Aha! The other door that was locked in the other Cave is now open too. Well, That was worth the effort. Now I can get back to those tracks.

54. Went out on a boardwalk that took to a Hermit Merchant. Offloaded all the skins and other stuff I picked up in the forest and caves. He also offered to teleport us if we wanted and to recharge any magical items we might have. For a fee, of course!. I didn't think we needed either, so declined.

55. Back out on the trail of the footsteps in the snow. What godawful weather this place has! Took shelter in a cave in the Northeast corner.

Mar. 18

56. Went along the cave passageways. Took the first left and fought my way through a bunch of Gnolls. (=5XP) They are sort of like trolls but smarter and a bit better fighters. Kept going forward and left where there was an option and finally came upon the Warden of some kind of prison. Killed him and got a key.

57. Behind the doors in his old, I found a bunch of the Kobolds who had raided Hilltop. They told me that the Gnolls had taken the Dragon's Tooth that they had stolen. I persuaded them to help me fight the Gnolls (=200XP) but doubt they will be much help. They also told me about the Gnoll Chief to watch out for.

58. left the Kobolds there and went back the way I had come, toward the Southeast. Found a big enclosure with human prisoners. Also found a lever that opened the door that I first had found blocked from the other side. The humans told me they were from were from Blumberg, their village destroyed and they had been enslaved by the Gnolls. I confirmed Hilltop was safe and told them they were free to go to Hilltop.. (=200XP & +1Good) I also gave them 100GP, (=+3Good) They also told me about another prisoner named Glendir who was held in another area.

59. I followed them through the door to the South. I figured that I might as well see what I had missed by turning West there the first time and headed East. More Gnolls. Came to another prison area. Got a Silver key from the warden's body. Spoke to Glendir: A shifty character, lied about being a noble's son to keep the Gnolls from eating him. Told him to hold on and I would come back for him.

60. Went farther North along the same passageway and came to a Gnome Sorcerer. Made short work of him. (=5XP) Found his journal: Complained about a sorceress. J'Nah, I assume. Also a bunch of other stuff, including a Wand of Missiles, which I gave to Doorna.

61. In the next open area I came across a Beastmaster, who had a lot of Black bears behind bars. They had been woefully treated. I could not do much for them except put them out of their misery. (=5XP) Found a locked door to the West, but it was barred from the other side.

62. Went around until I came to the Gnoll Chief surrounded by his warriors. Managed to speak to him and agree that He would help me fight J'Nah, but only on condition that I not start any fights with Gnolls or steal any of their stuff.

Looked around all his stuff anyway, but decided I had enough to carry for the moment. Maybe I'll come back for it.

63. Went through the door behind him and came to a room with a rope going down a hole. Went down and was in this room with coloured doors. Got a note from a Goblin corpse. Also noticed the lever next to the corpse. Figured out that it opened a door whose colour corresponded to the beam of light that shone over the lever. And that the colour change with every throw of the lever.

64. I noticed very quickly that, going through a door, paths of light showed ways to proceed. I also learned very quickly that the yellow routes were riddled with traps that hurt a lot. Enough to kill a lesser adventurer. Also lots of Mephits (=5XP) At the end of the path behind each door was a different Elemental: Air, Earth, Fire, Water.

65. Every time I beat one (=5XP), I was transported back to the level and had to start over again on the next Door/Elemental. When I had beat all four (=300XP), I was transported back to the lever. There I found I had a token in inventory.

66. Threw that token into the Magic Pool and press the fire button and got a thingee that I think lets me summon a fire elemental. There was a symbol on each button, corresponding to the kind of Elemental one would want to summon, I suppose. There was also a button with all four symbols, but nothing happened with only my one token. Getting the other token needed was too hard: I couldn't cast Caltrops and I couldn't figure out which to spell where anyway.

67. Oh Yes, another door opened up in the North of the Hall. I suspect that's where J'Nah hangs out.

Mar. 20

68. Not only did I find J'Nah and a few other unsavoury characters, I heard her being chewed out by some shadowy other thing who disappeared when the bunch of them noticed me. I managed to do a negotiation with her, undertaking to kill Tymofarrar. I got another phylactery from her which, she said, would help out with that.

69. Thinking it over, I decided I didn't like her very much and that I had, after all, made a deal with Tymofarrar. So I downed his phylactery and, with the help of Doorna and the Gnolls (who showed up), made short work of J'Nah and her accomplices.(=5XP) Then, searching her body, I found the Dragon's Tooth. (=750XP)

70. Rummaging through the rest of the place, I got a bunch of other stuff that will be saleable. Also met Azith, J'Nah's familiar, telepathically offered to transport me to the High Forest.

71. I decided that I would rather go back and despoil the Gnolls after all. They were nowhere to be seen, so I just took everything they had with total impunity. Came across those Kobolds I spoke to earlier. They were still looking for weapons! I left them there. If they are too dull to know they are free to go, that is their problem.

73. Back North to Tymofarrar. God this country is bloody cold! Deep in the Kobold Cave, the previously quiescent Commoners decided they wanted to attack me this time around. We made short work of the little reptiles (=5XP)

74. With Tymofarrar, I told him I had killed J'Nah. (=750XP) I negotiated Deekin's freedom (=Stuffed Doll to give to him) and his promise to leave Hilltop alone in the future. (=250XP &+3Good).

75. But then he made me negotiate for the Mask demanding first 500GP and then after a bit of negotiating, 300GP. I paid and got it but then thought "How can I really trust him to leave Hilltop?" and "Why should I let him off scot free after what he has pulled?" So I turned back and had it out with him. (=30XP) Plus all the treasure I looted from him!

76. Went back to Drogan's Farmhouse and gave Ayala the Dragon's Tooth and the Mask, for which she was grateful. Then sold off most of the stuff I had collected to Szaren. and went off to Blumberg to find Deekin and the last stolen item.

Mar. 21

77. Entered Blumberg and met a pretty badly wounded guy. He told me what had happened there. I healed him and he was all ready to join up to clear out the last of the Gnolls when one of them shot him in the back. Killing him and undoing all my good work. These bad guys must not have got word of my deal with their Chief. Or else just didn't care. So Doorna and I proceeded to clear all the area of them. Just retribution.

78. Found Deekin, told him he was free and gave him the doll from Tymofarrar. (=750XP) Then he didn't know what to do with himself, so I said he could come along with us if he wanted. But the little bugger just disappeared.

79. Took the Statue back to Drogan. Accepted my new marching orders, although they put it more tactfully than that. (=2000XP)

80. I had forgotten about Glendir, so I went to Fiona and got her to offer 200GP for him, then went back to the Gnoml Cave and unlocked his cell. Had to lead the dumb cluck to the cave entrance. (=100XP)

81. Back to Drogan and off to Chapter 2.

Mar. 23

82. Met Katriana and the Halflings at the Caravan. Short chat then attacked by Stingers that I saw off handily. (=5XP) The Caravan's Guide was missing, though, so I agreed to find him. I am absolutely certain that, if I had asked for something in advance, I would have got a bunch of GP. Saw Deekin and thought he would be good for comic relief my henchman, leaving Doorna with the Caravan.

83. Found the entrance(s) to the Stingers' underground tunnels and went down. No place for anyone who is claustrophobic. Killed a few Stinger guards (=5XP) Found and followed some footprints which took me deeper into this labyrinth.

84. A whole new level. And lots more Stingers. They come at you in, well maybe not hordes, but certainly big clusters. Like Wasps. Lots of loot down here: They must have taken an awful lot of desert travelers unawares.

85. Hmm. Doors wide open. Whoops, they closed and locked and a Manticore appeared. That would not be an easy fight for a lesser mortal, (=5XP)

86. Went farther on. Found a Treasure Room with some good stuff (Boots of Elvenkind & Arumvorax Armour, GP, etc). More Stingers and then a downward slope.

Mar. 24

86. Down another level. Killed two guards (=5XP) and then bashed the two statues where they were, just for fun. Went past the doors behind them and got attacked by a whole bunch of Undead and Stingers. (=4XP) Saw the guide, Zidan, behind an altar. Smashed it and freed him from whatever it was that was holding him ready for sacrifice. (=350XP) He asked if I would he could accompany me out and I said yes. (=+3Good)

87. Back at the Caravan, found Katriana and she grudgingly offered me a reward for finding Zidan. (=1000XP) I told her to give it to him (=+3Good). After all, I am a millionaire and anyone stretched out on an altar and within an inch of his life deserves something for his trouble.

88. Saw Daschnaya, after I finally realized I had to walk up the steps to her wagon to open the door. Got rid of a lot of stuff, but gave Deekin the Arumvorax Armour and the Boots of Elvenkind. He needs all the help he can get.

90. Wouldn't you know it, Katriana didn't lay in enough water and now it is up to me to try to get some from the Bedine. She can't because she has so turned them off that they won't let her or her caravan near their water supply.

91. Tramping through this wasteland of sand and rock, I came across a Bedine Camp under attack by a bunch of Zombies. I helped kill the bunch of them. (=5XP) Spoke to the Bedine leader, Ibn-Musid and found out they didn't have any water to give. Agreed to help him by getting the bad guy that turned off the taps and get the water flowing again, in return for free access to it.

92. Went into the Catacomb of Al-Rashid. Killed off a few Zombies, and looked around, which brought statues to life to attack us. Disposed of the lot of them. (=5XP) The statues coming to life revealed the pressure plate puzzle. Put the rune stones on the right plates and then stepped on the last to make an X. That opened the sarcophagus. (=200XP & the Desert's Fury)

93. Passed by Ibn-Musid and told him I had got the Desert Fury and he gave me the blessing of the wings of the flies of a thousand camels to speed me to victory. Big help. Ran into a whole bunch of Zombies while exploring the rest of the camp area. (=5XP)

Mar. 25

94. Entered the Tomb of Kel-Garas. A pretty grim place. A couple of pillars covered in runes confirm this is the place. Four ugly statues. I didn't like the look of them so attacked and destroyed them. (=4XP) one of them had a bit of gold in its remains.

95. Carefully going forward, I spotted a big trap between two Gargoyles. Disarmed it, then destroyed the two Gargoyles. (=4XP) Good thing too, because they were zappers.

96. Looked out onto a board walkway and didn't like what I saw: Shapes in the shadows that didn't look like a welcoming committee for whoever might tried to make his way across that boardwalk. So I checked the walls behind where the Gargoyles had been and found a secret door on each side. "Aha!" I thought, "I can get at these creeps and surprise them, instead of vice versa." Good thing I did. There were a BUNCH of them to kill. (=4XP)

97. After dispatching them, I took a look around and found a room on the North with a stone outside naming four priests dedicated to the bad guys in this place. I proceeded to loot the sarcophagi. Each time I lifted a lid, a major Mummy appeared and attacked me. (=4XP)

98. In a room over on the other side, the Zombies were having a Jamboree. Not an easy fight, including a Zombie Lord, (=4XP) but at least it got some stuff to flog later and a kind of magnifying glass good for finding traps.

99. Bashed the Gargoyle at the opening to the next passageway and saw four Minotaur Statues. Found out quickly enough that the statues themselves were indestructible, and that they let off a horde of flying bugs that did a LOT of damage. At the back of the room, Kel-Garas appeared and tried to cast holding spells on us so that the bugs could finish us off. Luckily, none worked and I managed to reach him. At which point he disappeared.

Mar. 26

100. Rested up and then proceeded to the end of the passageway. Looking hard left, I saw the passageway was crossed with what seemed like three bowling alleys with fireballs blasting both ways fast, making it very difficult to pass. Just a bit to the left of me, I made out a secret door. To my right, a pile of boulders



disappeared, revealing a door that led to a Tomb of the Elders of the Divine Fist. Went in and desecrated the sarcophagi of the four and was immediately accosted by Undead Monks. (=5XP) A bit of worthwhile loot there and lots of GP. Went through the door on the other side of the crypt and ended up facing the truly mad undead Master Zaar. (=60XP & Holy Avenger)

101. Cleared all the skeletons (=4XP) from the passageway behind the secret door. Went back and figured out Fireball Alley and made it through. All behind me is clear now.

102. The room at the end of all that bother is not very impressive, but scores of Skeletons wanted to keep me from going further. Traps abound. It's a good thing I have High HP and heal as I go thanks to my Ring of Regeneration. Plus, my Pendant of the Elf has made all of Kel-Garas's holding spells useless to him.

103. Ever onward. Down the hall there was another door that had a really bad aura emanating from it. Entered and was attacked by a Skeleton Blackguard and Warriors which I dispatched handily. (=4XP & some Evil armour) Gave the Blackguard helm to Deekin. He thinks he looks quite debonair. Others might not. Looted the chests in the room and then found a Secret Door. (=90XP) Behind it, a treasure room. Lots of gold, lots of magic weapons, armour and other items. Not least a Boots of Tumbling (+10!)

103. Disabling traps along the way, I went behind the next closed door and found stairs down and went down them to the Inner Catacombs. Looked around and several Spectres attacked. (=4XP). Then noticed the Statue of Jergal had ruby eyes. Went to take them and it came alive and attacked. (=6XP) Got the rubies eyes in the rubble that was left. Noticed a secret door with a trap set chest on each side. Managed to disable one to loot it, but had to take damage on the other.

104. Looked at the Altar to Jergal. had choices to pray faithfully, pretend to do so or spit on the altar. Did the last and got encumbered and slowed. Luckily, I had a Greater Restoration scroll, which I used to remove both those curses.

105. Followed a walkway off to one side and opened the door to find a trap and Gargoyles. disabled the trap and smashed the Gargoyles. Farther on, I came to a hall lined with statues of archers on both sides. and spotted three trap springs on the floor ahead of me. I'm not naive. I knew exactly what that meant! Disarmed the traps and, as I expected, the statues remained statues. Decided to smash them all anyway. (=4XP)

106. Went through the secret door, killed Kel-Garas (=17XP) and got his Rod of Blight. Deekin took pretty good care of the two Skeleton Warriors in the room. I proceeded to loot the chests and sarcophagus and found a whole lot of GP and other quite good stuff. I was loaded up with stuff to flog!

107 The place seemed to start to collapse, and I began to run out. But, for some reason, I held up for a few seconds and then noticed a portal had appeared. Went through it and, lo and behold, I was back at the Caravan.

108. Went to the Tomb of the Morninglord and was going to put Kel-Garas Rod on the Altar when he reappeared with a bunch of Skeleton Warriors and attacked and set a moving spear trap in front of the altar. I went through them, through the trap and put the rod on the Altar. That did them in! (=1000XP & @4XP) Ibn-Musid appeared and made good on his word, giving the Caravan free access to the Bedine's water supply. I took a look at the Alter after that and noticed that the Rod of Blight had turned into a rod of Dawn. That is good for a lot of stuff, but only Clerics can use it. I took it anyway to sell. After all Ibn-Musid did say that I could take whatever I might find.

109. Returned to the Caravan and told Katriana the news. (=1000XP) Sold her all the loot I had picked up and said I was ready to go on. Doorna and Xanos were in camp still ready to come on as henchman, but I got kind of a kick out of Deekin, so kept him.

Mar. 27

110. Well, I will say this for her: Katriana sure can make the Caravan move when she puts her mind to it. We arrived at the encampment where Garrick is supposed to be located. Said my goodbyes and Torias asked me to get him a bottle of Ao wine. He said it was really supposed to be something, but couldn't get

it because the Aoists wouldn't let him back in their encampment. I was going to say yes, but then remembered he seemed to have a drinking problem. So I talked him onto giving up booze. (=500XP) he was so desperate, though, I am pretty sure I could have got something quite nice from him for bringing back a bottle.

111. Walked up to the Encampment and spoke to the Guard. He said Garrick was in the Temple, badly wounded. He also told me about the Ao wine, the Ao minister, Musharak the Merchant and Jasmeena the wine maker.

Mar. 28

112. Spoke to Musharak and brokered the deal between him and the Minister of Ao to sell the Ao wine (=1000XP & 2000GP). Also set Musharak to find something special for me.

113. Spoke to the Minister again who gave me his "test". The Ao worshipers thought that I was the God and I spoke to Telnix, who gave me Cloak of Ao. (=+2AB, +1 Constitution, +1X mind spells) Gave it to Deekin.

114. Found Garrick in the Temple, healed him and he told me of the figure that was looking for the Crystal.

Mar. 29

114. Spoke to Garrick's despairing nurse Valana who was in a crisis of faith and persuaded her to adopt my religion. (=1000XP)

115. Stole a bottle of wine from the temple (=+3 ->Chaotic, +1->Evil)

115. Went into the Valley of the Winds. PU. Dead bodies and flies everywhere.

Mar. 30

116. Went down into the Excavated Ruins. Lots of dead workers, More empty rooms and lots of falling rubble. Ran into some Blue Slaads (=4XP) that conjured up a bunch of Red Slaads to help them attack.

117. Went into a room guarded by a Green Slaad. (=4XP) Saw an orb on a pedestal and runes on a pillar. The runes indicated that if I cast spells on the orb, something would be created. Cast Aid, Resistance and Bless and, lo and behold, I received a Spellstaff. (& =300XP)

118. Went into a room on the Northeast. Pulled the chain three times and found a belt of Giant Strength. Found another room and got some middling stuff.

119. Farther on, I came into a room with a Shield Guardian fighting a bunch of Slaads. Killed them and he thought I also was a Guardian. When I questioned him about his "Master" (a skeleton on the floor behind him, he got angry and attacked. So I had to kill him too. (=31XP) Found Ointment of Stone to Flesh on the Skeleton, a Ring of Magic Defenses and a Necklace of Fireballs. Gave both the latter to Deekin.

120. Went on and found a secret door at the end of the hall. Encountered Basilisks inside. Somehow they petrified Deekin and also stopped me for a few minutes, but eventually, I was able to loosen up and kill them all. (=83XP)Used the Ointment of Stone to Flesh to bring Deekin back. Then also on the Sphinx Statue. Found out everything he knew about these ruins and then answered his riddles. (=500XP) After he left, I cleaned up all the remains, etc.

121. Went on to the room of the Strange machine. Used Dragon Blood in the Defensive Urn and Fairy Dust in the Offensive Urn to make a stone of invisibility and Resistance. left and went out into a big room to the East. I think I might have seen this from the other side on my way in here. In the middle is a big hole in the floor and to the North there are a couple of gates. Oops1 attacked by some ants and Slaads. (=5XP)

Mar. 31

122. Decided I didn't want ants nipping at my back, so I went down into this hole to nip that problem in the bud, so to speak. Lots there to fight (=5XP), but I didn't attack those that didn't attack me. Went merrily along looting chests, rifling in rubble and killing attackers until they seemed to have had enough of attacking me. Then I came upon a juvenile Queen ant. (I think they call themselves "Formians") We agreed to cooperate against whatever it was that attacked them and killed their old Queen. She gave me some sort of crystal to summon them when needed.

123. Saw a bunch of boulders behind the Queen and climbed up them. Came into a room with two Minogans which I duly killed (=5XP). Lots of good stuff (Bow+2, Shield+2) in this room. There is a secret door out to that hallway from the room where I got the belt by pulling the chain. Wonder how I missed it?

124. Made my way back to the closed gates and entered the Portal Precinct. Saw that Hooded Thing from before disappear and then had to fight a whole bunch of Slaads. (=5XP)

Drogan appeared and began to try to open the portal. While he was doing that, I pressed the button on the pillar in each of the six rooms (after several wrong tries) and that opened the portal. Then the place began to collapse around us. Drogan sent me through it and died keeping it open just long enough got me and Deekin to get through.

Apr. 1

125. Well, here we are in another desert. That portal was certainly a point of no return. Saw a bunch of life-like statues and considered using the Ointment of Stone to Flesh to see what would happen, but thought better of it. I might need that somewhere down the pipe and I am not sure how long it will last. Fought off a bunch of Asabi Warriors. (=5XP)

126. Then I thought, what the heck, the Ointment bottle has "10" written on it, so it probably has ten more uses. So I tried it on one of the statues, which then promptly attacked me. (=5XP) So much for gratitude at being brought back to life.

127. After wandering all about I saw that Shadow thing up top of a stone structure. There was nowhere else to go so I chased after her. Bad move. The next thing I know, Deekin and I are both turned to stone. Just like those other statues we passed. Great. Stuck here forever, I thought. That's probably why those other statues were so mad when I used the ointment on them.

128. Eventually a bunch of Asabis came by and took us back to their "master". Great, I thought: "Here we are, displays in some goof's rogue's gallery." Nothing quite so lucky, however. This big thing comes out and puts something around my neck. At least I begin to be able to move again.

Apr. 2

128. When I am able to move, I go into the next room and there is this Ashtara "Prince of the Asabi Tribes". Apparently, I am his slave thanks to whatever he put on my neck. In order even to have a chance at getting freedom back, he tells me I have to kill off ten Golems so that he can raid the place. Well, I'll do it to be free of this goof, but let him loot? Fat chance! Noticed Deekin standing stock still: Still a statue, so I brought him to life with the Ointment. Eight is now the number on the bottle.

129. Wandered about and discovered the centre of the Centre Core which has an Ark of the Winds. (=500XP) Then wandered some more until I ran into a Golem Guardian in the NW corner of the Centre Core who said something about "Northwest Vizier Street" before beginning to fight me. Broke off the fight and went into the North Fragment.

130. Ran past another Golem Guardian. It did quite a number on Deekin, but the little guy killed it. (=150XP) Made into the Stone Butler's Room in the NW part of the fragment after fighting off a few Dire Spiders. (=5XP) Spoke to the Stone Butler, who quite informative about the city, the Temple of the Winds and, when I told him about Heurodis (=200XP). where to find the three winds it was necessary to put in the Ark to be able to get at her/it (=300XP). he also told me about the ring his dead master used to

control the Golem Guardians. Went into the Sarcophagus room and closed the door, then got the Golem Maker's Ring, a Scarab of Protection+4 & Bracers of Dexterity+4 out of it. (=1000XP) Healed Deekin.

131. Back out to try to calm all ten Golems for Ashtara. Had to kill a bunch of Spiders & Beetles (Wraith =5XP; Queen =85XP; Stink & Bombardier =5XP).

Apr. 4

132. Calmed, then destroyed the four Golems in the North Fragment. (=249XP) Then I went off to the East Fragment. neutralized another Golem in the northwest of the Centre Core on the way. More spiders and beetles in the East! Yecch! Destroyed the Golem in the small library. (=249XP) That makes six out of the ten. Might as well see if there are any in the Centre Core.

133. Got another just South the Temple of the Winds ! (=249XP) That's seven out of ten. And another in a room to the East of the Temple, Eight for ten.

Apr. 5

134. Off to the West Fragment. Oof! Another bunch of Beetles and Spiders. (=5XP) Good thing I stocked up on lesser restoration potions and scrolls. Ok. Got the last two Golems. (=249XP) Now let's go back and hold Ashtara to his word!

135. As I suspected, you can't trust a lizard. We are stuck here unless I can get us out. At least he has left me free to go about as I want.

Apr. 6

136. Back to the East Fragment, to the Great Library. Lots of Dust Mephits & Dust Elementals (=5XP) and a bunch of moldy books that crumble to dust as soon as I pick them up.

137. Finally reached a sort of reference room way at the back. There were two books: One blank and one entitled "The Beggar's Love".

Apr. 7

138. Started reading the "Beggar's Love" (=200XP) and was transported on to a landing in the midst of a kind of swamp. met this lame beggar, William Rey, lamenting the loss of his love, Jendra. Same old story: Mother didn't approve of the match and sent the daughter off to a nunnery to protect her from herself. Couldn't make a lot of sense out of him other than that. He begged me to help free her.

139. Entered the Unholy Nunnery, killed off assorted Unholy Priestesses, Crusaders, Clerics, Monks, etc. (=5xp) Found Jendra dead. Got a Quill from the Grand matron's corpse and a bunch of other stuff from the pillars behind here. Read the Treatise on Hell and went forward into a fiery place with a few walkways. (=200XP) Leveled up: Now Rogue (5)/Paladin (15).

140. Found a wizard (Karsus the Archwizard) fighting a bunch of Succubae and helped him, killing them all. (=5XP) Got him to tell me his story and he gave me his Inkwell. (=350XP)

Apr. 8

140. Rewrote the Beggar's Love, which took me back into the Unholy Temple where I found Sir William and Jendra happily reunited. (=249XP) He even offered me his help in finding the Wise Wind.

141. Rewrote the central argument of the Treatise on hell (=249XP) and was transported there. Found an archangel instead of Karsus (=249XP), but she communicated his promise that he would be there to help me fight the Wise Wind. (=249XP)

142. Back in the Library, I wrote a story to catch the Wise Wind. (=700XP) Killed the Wise Wind with the help of William and Karsus (=282XP). Then took the Wind into inventory. (=1500XP)

143. Sold off all (well, most) of the loot to Ashtara and went off to the Crypt Tower in the North Fragment. The place is loaded with traps that had to be defused and Disturbed Undeads (=5XP). The only way to stop them coming is to bash all of the sarcophagi in the room. (=100XP) When we finished, Deekin told me a hilarious stupid joke. With the punch line "Never hatchet counts before they chicken."

Apr. 9

144. Went up to the second floor of the Crypt Tower. Loads of burning men, but none attacked me so I left them alone. Went to the centre and threw the lever there. Then went around picking up everything and rifling all the bones about. Most of it was rusted junk, which I dropped in the centre area. But there were a few nice things: A Mithral shield, Elven armour and a pixie blade. And a few GP. Not much else here, though. (=500XP, when through to 3rd Floor).

145. On the third floor, I navigated the constantly shifting maze. Went into and looted all of the surrounding rooms (3@100XP) Killed lots of assorted monsters. (=5XP) The room in the Northeast has thrones on which it is possible to sit and be cured. Or almost killed, if you sit on the wrong one.

146. Finally to the fourth floor and the Dead Wind. He was not so hard, but his zombies kept going like the energizer bunny, And the Greater Wind Zombie was a real bugger. He killed me once and I had to go back and come in anew, fully spelled wand with three summoned creatures as well as Deekin. Dealt with them all that time (=3XP) and took the Dead wind into inventory. (=1500XP)

147. Teleported back out to the North Fragment and then went and unloaded a bunch of stuff on to Ashtara. Then to West Fragment.

Apr. 11

148. Entered Arcanist's Tower and met Dagget Filth. He was mouthy and, well, a rat. So I killed him (=15XP) and his Fire Elemental. (-5XP)

149. Went up to the 2nd floor and found it was lots of islands connected via portals to another plane, from which I had to portal back to another island to make my way across. The only problem was that from each of those portals spewed Shadovars (=5XP). I needed to kill them to get the gems to use the portals. Eventually, I figured out that I was not going to kill all of them: They just kept reappearing. So I made my way across and went out to the 3rd Floor.

150. Entry to the 3rd Floor was uneventful, but the first door I opened, I came across a great Shadow Monster tearing a strip of his minions for letting me through. Then he disappeared through a doorway that was blocked to me. Had to fight off more Shadovars until I made it to the High Arcanist's Chamber. There, rifling through stuff and opening a locked and trapped chest, I found a Portable door and amulet. (=500XP). Well, of course I knew what the portable door was for!

151. Went through the portable door and had a show down with the Shadow Lich and his Shadovar minions (=5XP). Got the Dark Wind from the Shadow Lich's remains. (=1500XP) Back out to the 3rd Floor, I was able to get through that previously blocked doorway, which teleported me to the West Fragment.

Apr. 12

152. Sold off the Shadovar armour, etc to Ashtara. Then went back to the Temple of the Winds and put the three winds in the Ark. That opened up the temple walls. (=500XP) Went up the stairs and pulled a chain to my left and was transported to the Temple central area. Had to fight off several Medusal Handmaidens (=5XP) and Battle Horrors (=22XP). Disarmed (or set off all the traps and opened the four chests on the walkways. Then, I noticed four doors had appeared. Opened one and it took me to the 2nd Floor.

153. Arrived on the Western part of this area. Went in and met up with many (!) Skeletal Devourers (=22XP). This area has four sectors, each loaded with Skeletal Devourers protecting the way to the spot where there is one lever in a bank of four that has to be pulled. The lever in each area has to be pulled in order to open up the entrance to the next level. Problem was the way between each sector is patrolled by a Tentacled Monster in the middle that blows fire at everything that tries to pass. Found a piece of meat on a bloody altar in each sector and threw it on the other altar in the sector. That attracted the monster, which let me scurry to the next sector while it was diverted for a few seconds. Ended up in

the East sector, which was fortunate because that is where the entrance to the Chamber of the Mythallar is located.

154, Went up and saw Heurodas behind a circle of Mythallars. Let Deekin occupy her while I bashed all of the Mythallars and, when they were all down, attacked Heurodas. She has a lot of powerful spells, but is a wuss because she has next to no HP. Beat her, watched Destoven do a little dance and sat through the boring end movie and credits.