

"Not until we have seen Death, can we truly appreciate Life"
Book Of Grenth, Xenaxi, Koan 23

Mundy 2nd of Geldonath, 1022

It is strange being so close to Grand Sulis, it has been a little over two years since i finished training and began The Tour.

While I first lamented visiting graveyards across the continent, it has opened my eyes to many a wonder.

I had arrived in Middleford, hearing talk of those robbing graves and the dead walking - such a feat would not have occurred had the order not been scattered.

While visiting the local inn, The Hopeful Anchor, I encountered a Paladin of The Burning Hand by the name of Sir Pending.

The teachings of Grenth are opposed to the Burning Hand's insistence on cremation but the Paladin embodied the hardiness of their order, especially drinking an imported beer called "ass-cracker"

I also observed a pickpocket at work - however the quality of his gear suggested more than a sneak and a thief.

This "Procurement Specialist" introduced himself as Hob Boskins.

We were pressing the landlord for information when a drunkard ranted about seeing a shadowy figure digging up the dead and bones spelling out ZEK in the road.

Having investigated the local graveyard, we encountered empty plots - the sight of which was abhorrent to myself and the Paladin, let alone we encountered a lone goblin next to an open grave

Distracting the goblin by demonstrating intricacies on the local tombs to Sir Pending, Hob was able to approach the goblin and dispatch it with ease.

Returning to the inn, we encountered the local law, by the name of Gerald.

Reporting the slain goblin, we queried him on the state of affairs and he told us of Zek - being a Dark Wizard who commanded monsters and is buried in the hills.

Staying at his house overnight and fed by his gracious wife, Gerald lead us through the woods toward The Tomb Of Zek

We travelled through the dense trees we encountered a roaming zombie - Grenth's teachings allowing me to hold it in place with chanted scriptures while Sir Pending sundered the zombie with his massive morning star.



While shaken, Gerald led us to an entrance to the tomb.
As the actual entrance had been buried, we encountered a rubble pile leading into the tomb where the ceiling had collapsed.

As Sir Pending was heavily armoured and carried the lantern, he entered the tomb first and was set upon by a swarm of goblins
Hob evaded into the darkness, dispatching several feral goblins while Sir Pending shattered many with massive wide swings of his morning star.
I myself encountered several goblins, thankfully I still carry Xenrai's Judgement and the heavy sceptre made quick work of the monsters i faced.



We headed into a well-used corridor, Hob located and attempted to disarm a trap - however he disarmed it by being hit in the chest by a large pendulum!

We encountered Zek's tomb - a massive ornate carved sarcophagus that thankfully had remained unopened.
We found another lantern which Hob carried to aid him in his work as a "security specialist" in locating and disarming traps - he was very careful about checking rooms thoroughly and did encounter several



While we ventured deeper into the tomb, we found a carved statue of some foul demon - i was unable to determine of what it was carved, but Sir Pending's morning star made quick work of it.

We approached a heavy set door and encountered a pressure plate that fired heavy metal spikes out of a nearby wall - Sir Pending took several without any complaint but my training of Grenth's Life Aspect allowed me to heal him efficiently

While Hob worked on unlocking the heavy door, we had a lone goblin attempt to ambush us from behind - his poor aim and as we were on the other side of the pressure plate, some hasty insults enraged the beast into stepping onto the plate and vanquishing itself!

The problem we next faced was the room we were about to enter was full of Zombies and Goblins - lead by a hunched shaman.

Sir Pending again proved the tenacity and stubbornness of his order and filled the doorway with his massive form - blows bouncing off his armoured form as he smote goblins aside - my chanting binding the zombies, allowing Sir Pending the opportunity to lay them to rest.



As the way was blocked by the Paladin, Hob began sprinting back around the route to catch the goblins unawares from behind - succeeding in entering from the other side of the room as the Paladin and Thief cleaved through goblins, a pathway was clear for me to attack the foul shaman and end his defiling of the dead

Xenrai's Judgement smashed the goblin aside, leaving him battered - as he invoked dark magics to smite at us, Grenth's distaste intervened and the creature exploded in a burst of green lightning

We efficiently finished off the goblins and explored the rooms, finding nothing further of interest, it was this shaman stealing and reanimating the dead.

As we began clearing the rooms, we attracted the attention of a large furry creature - it striking the paladin heavily, but his skill in combat luring it past the thief, who was able to despatch the creature without it being aware of him!

Exploring the tomb, we encountered no further opposition and we debated what to do with Zek's Tomb.



While against most of our teachings, I agreed to follow the Burning Fists' custom of cremation - such evil cannot be allowed the peace of the dead.



Returning to Middleford, we instructed the locals to seal the tomb - while the necromancer had been ended, it doesn't do well to allow goblins to infest places.

After being supplied by the villagers and provisioned by Gerald's wife, we trekked to Grand Sulis - We are hearing rumours of a cult and potential rewards for ending the two ringleaders, an elf and a woman.

Once i have visited Grand Sulis' graveyard and the local Followers of Grenth, we may have to investigate further...