

Meno's Journal
Samsday 10th, 22

I have ended up in the Lark & Barrel at Lark Springs outside Grand Sulis – my adventures in locksmithing ain't been great of late and I gotta drum up some gold. It's tempting to go on a night-time session of "checking locks" but that always comes back round in the end.

It were here a cleric called Veronica gathered some adventurers to help her clear a ~~catta~~ ~~kaver~~ tunnels what is affecting the healing waters at her temple.

Not my sorta thing, but a hundred gold!

There were a pair of elfs there, a scout called Inana and a mage called Ithryll and a big cat lady called Vasha! She were nice. I dunno if all cat peoples are but she is.



Anywho, Veronica lead us all up to Gabriel Hill, oh! Veronica had a chest what walked! That were weird at first 'cause it has loadsa legs but nifty.

Yeah, Gabriel Hill has loadsa ~~substinance~~ holes where the ground's falling in and Veronica reckon's that's part of the problem, but the locals also reckon there's people with glowin' eyes about at night.

We trekked down into this rockface, proper muddy slope, what lead to a big underground lake! It was really deep – Inana drank some potion and ran like across the top of the water, she were superfast. Vasha didn't like water so scrambled across the rocky walls but Ithryll turned into a dog and teleported across the lake!

Veronica and I had to swim – her luggage kinda floated but splashed about with all it's legs

As I were swimming this big lizard man thingy leapt out and stabbed me!

I jabbed it with my knife and swam for it 'cause it were big and tough

Inana was on the rocks in the middle and were able to fill the thing full of arrows afore it got too far and Veronica had made the middle rocks so were able to help heal me – that god magic's proper helpful!

Vasha and Ithryll had made t'other shore and found big moving mushroom folks!

I watched from the middle of the lake, climbing up onto the chest and held on as it swam for the shore. Vasha's arrows left mushroom juice everywhere.

While Inana joined the two on the shore to slay a mushroom, Ithryll ran past, further into the tunnels.

The thing is though, there were a stagtite? Samaglite? Gurt rock thingy, like normal but this one had tentacles and an eye! That ain't normal!



We seen more mushroom poeples too, but they were like, tending the mushrooms so ain't bothered by us so everyone whacked the rock-thingy – shooting arrows and doin' magic and Inana proper flashy sword stuff.

I snuck by 'cause I ain't a fighter at all – now I thunk about it, didn't find any doors or traps for me to work with.

I did find this big rock that looked with a heart stuck in it – as I tried to pry it out it broke but I actually felt a lot better so dunno what that magic was – gotta keep an eye out for more.

Anyway, while everyone were attacking the rock-thing, we kept to a raised outcrop to keep out of it's weird tentacles.

Problem is, while god-magic's good for healing and throwing at things, Veronica ain't too nimble and managed to fall off the outcrop.

Inana was proper cool though and leapt onto the rock-thing's head and smashed it!

I joined Ithryll in the next bit and there were a load of big stagbeetles swarming outta the mud at us! But she like glowed a bit and set 'em all on fire – pop, pop, pop just like sausages left on the pan too long

Anyway, we found a big temple that Veronica reckoned was older'n humans but had these glowy letterses round the door so we thought to check out the rest of the tunnels afore checking it out.

As we looked, there was these tall shimmery blokes floating about, moving rocks about.



We gave 'em plenty of space, thinking they were like the mushroom folks and they did look peaceful but suddenly went for Veronica – they teleported about the place!
While Ithryll threw magic at 'em Vasha's shot arrows faster'n I could see, Inana proper diced one up and the other one bugged off
Everyone kinda forgot what we were doing and headed back to the scary temple but I was distracted by a handful of gold I found in amongst some mushrooms.
The last slender man suddenly appeared and attacked me!
So I scarpered past Vasha and toward the other folks.

As we were looking at the doorway, Ithryll just wandered straight into the temple when a load of smoke started appearing, turning to water and then into this big scary blob monster



The elves and Veronica charged in but as they hit it, it ~~morf metamorf~~ changed and swung tentacles and big mouths with loadsa teef and was biting and attacking and Veronica's magic did nothing and Ithryll was all burned but not burned and Vasha kept me back outta the doorway.

Veronica ran by us and tripped down the stairs and Ithryll bolted too 'cause she were hurting and Vasha's arrows kinda bounced off it's eyes and it were proper scary but Inana was moving so fast and her sword and knife cleaved bits off and she dodged and were able to cut it apart!

As the smoke and guts all faded away, we were able to rest and check out the room – was full of skulls and four big treasure chests.

As they were all locked, the team helped boost me up to get to work – three of 'em had a mix of stuff but the fourth had a gooey blob monster in!

Inana tried her bow but it went straight through! Ithryll used her magic though and it 'sploded but I got it all over me and it burned! But Veronica weren't far and were able to help me.

She had proper weird burns that didn't heal properly and Ithryll had marks all over.

'Cause we cleared the trogolydites, we headed back to Veronica's temple to check the healing waters and see if they were better and they were!

She 'splained that the Temple of Minerva was a new temple and was being built to provide free care for the community instead of the pay-per-heal what you get a lot of.

She offered us bonus gold for the tough 'venture, but I only took the promised hundred 'cause charity and all that.

We met this guy inna wheelchair called Albert who also had the same burns from this apprentice what went bad and he said there's demons? Or something inna volcano place.

I dunno. Veronica sez we can stay here and rest and I reckon i'm gonna go back to Grand Sulis to see if I can pul the Door-Knocker scheme – it'd be good for the local locksmiths and should get I some commission and I can see 'bout some .. lets see, I wrote it down... Potions Of Restoration 'cause that fixes the weird burns the crew has.

Anyway, hungry and tired and that's not good for Mal so gonna go fix that. XXX