

"It is in battle we find ourselves closest to Grenth, the line between Life and Death is where we embrace Him"

Book of Grenth, Menhlo, Koan 3

Wornsday 25th

While we gathered the party for the trek toward the Witches Cottage we detoured into Candlewick Ruins, close to the Temple Of Minerva.

We had Inana and Ithyrll, Cavill and Brian while we searched for Vasha – she has a cats intuitive ability to disappear unexpectedly.



We found pre-Reman ruins with tracks leading underneath – Inana was able to determine two types of tracks, heavy booted footprints and smaller bare feet.

As we ventured down into the gloomy corridors, we were set upon by several goblins.

Thankfully Inana and Cavill were able to slay two while Brian's brawl allowed him to grab one and headbutt it to death!

We had to gather close to Ithyrll's glowing form and as we explored the dark corridor we faced off against a ballista!



While a massive bolt impacted the glowing Elf Mage, I dragged the wounded Ithryll back into cover and called upon Grenth to aid her healing.

Brian followed his instincts and rushed the ballista, his prestigious strength forcing the ballista upwards as the orcs frantically attempted to reload.

While the party were bottlenecked, Cavill and Brian managed to force the artillery backwards, giving the Elves chance to join the fray.

As the party explored further Brian grabbed the Ballista, now named Dave, and tore it off it's mount to take with us – his strength remarkable.

Inana lead the party into a room off the corridor, encountering a Bugbear and it's guards. While Ithryll's magic seared flesh , Cavill's sword cutting arcs and Inana's blades dicing bodies in a flurry.

As the party moved on to combat Orc guards approaching Brian's patented door opening techniques, Ithryll fed a rat she encountered, it's voracious appetite chewing through cheese, provisions and knocking loose a bottled demon, it coalescing into a monster of bronze and fire! It toppled the elf mage in a single swing!

Thankfully Inana and Cavill were able to combat the demon, allowing me to bring Grenths' Touch to revive Ithryll

Brian, enraged by the orc sentries tore off into the darkness, flashes of light strobing around him as he faced off against a beholder that fired powerful beams from it's eyes!



After Cavill and Inana defeated the demon, I used the distraction to heal up the party – the two combats leaving everyone battered and bruised – thankfully Lord Grenth was able to infuse them with health and we continued after Brian.

Unable to see which direction he travelled in, we ventured into the dark and located a throne room populated by a Black Orc Chieftain, and his bodyguard.

Ithryll lobbed an explosive into the room and Inana quickly shut the door

After the detonation, the party charged – a frenzied melee erupting at the foot of the dais. Ithryll, losing her composure, summoned a massive fireball that engulfed all those involved – while several orc were burned and the huge boss injured, Inana caught light, still unleashing a flurry of blows as we tried to aid her.

Nonetheless, we were victorious over the foul fiends and Grenth's Healing used judiciously.

As we explored further, we encountered a distressing sight – Brian's corpse, having been slain by the beholder.



While we were able to enact his vengeance, Grenth had already claimed Brian and he had passed into The Underworld for judgement.

As Sir Pending wasn't with us, I was able to perform Last Rites and prepare Brian's body for return to the graveyard at Minerva's Temple.

We pressed on – these ruins would require cleansing before we could leave with our loss

Travelling through the corridors, we encountered a locked door leading to a room containing a Troll – grief was with us and Inana and Cavill overpowered the beast easily.

This was a well-populated dungeon as the next room contained four orcs eating at roughly constructed furniture.

While Inana demonstrated elfen grace in mounting the table and slaying an orc, Cavill's skill was also shown as his glittering blade cleaved through an orc scout.

Ithryll's magic was as destructive as always, exploding an orc as his crossbow quarrel was deflected by Inana.

Pushing onwards, an adjacent room contained another Bugbear, this one preparing lumps of unidentifiable meat for other monsters to feed on!

After ending this creature's foul existence, we continued to head toward the exit – finding a torture chamber filled with more orc

Despite the losses and the length of our battle, we slew them and continued toward what we hoped was the entrance.

The final room we encountered was something out of place – four ornate arches, inscribed with powerful runes enclosed a mystic chest – one of the fabled Sorcerers Chests.

This room was patrolled by two more beholders – our skills put to the test in evading powerful eye-beams and their erratic movement making it difficult to pin them down.



We were able to slay them and Ithryll was able to pas through the spell-shields to utilise the Sorcerers Key on the chest – it's form twisting and moulding to fit the lock perfectly.

We had cleared out this Orc Lair and was able to prepare Brian's body for return to Minerva's Temple that he may be laid to rest.

This has been a journey – while we have aided in securing the area against more raids, Brian's loss will be difficult for us.

I must speak to the quartermaster here about a lantern and supplies for the next trip, but first I need to visit the commune to implore Grenth that Brian may be accepted into The Tomb Of Primeval Kings, hopefully it's trials allowing him into the Hall Of Heroes.

