

**“While Grenth decides between Life and Death, we must ensure the balance is kept.”  
Book of Grenth, Livia Koan 16**

The party of adventurers have reconvened to aid the city of Grand Sulis with an infestation of spiders.

While Monster Hunter Cavill was front and centre for hunting beasts, Sir Pending was resolute in bringing Light to the darkness.

Inana and Ithryll, our Wood Elf friends bought their expertise, Ithryll joined by a wooden sprite named Twiglet. We were also joined by the Khet Vasha – recovered from her illness but somewhat unnerved by the arachnids.



We journeyed just outside the walls of Grand Sulis, finding a large sinkhole leading into forgotten catacombs beneath the city.



Cavill was able to secure a rope so that we could abseil into the catacombs, following Sir Pending's lantern into the dark.

No sooner as we began to explore, Ithryll was paralysed and dragged into a pit by a giant spider!



While attempting to free the Elf Mage, Cavill also fell into the pit! This restricted mobility for all three, allowing Cavill to slay the spider and we were able to extract the pair without too much fuss.

While Inana and Sir Pending held off scuttling spiders, we checked an adjacent room to find another giant spider setting up a nest amongst an interesting mausoleum.

Twiglet was able to fend off the spider long enough for me to bring Xenrai's Judgement to bear and crush the beast's skull.



After Inana and Sir Pending located a room teeming with spiders, we carefully latched the door and continued deeper into the catacombs.

While we encountered a few rooms, one containing a massive statue, we found an area with a collapsed wall, teeming with spiders



As the party were exploring, Ithryll, Twiglet and myself engaged the cluster of arachnids – Ithryll throwing fireballs and Twiglet providing a respectable combatant.

As I fended off several spiders, a door I had not noticed began talking to me!

“Hello Brave Adventurer” it intoned

I begged it's pardon, promising to engage once the mortal peril had passed – a surprisingly patient response from the enchanted portal.



Cavill plowed into the spiders until he was overcome and the monster's Paralyzing toxins leaving both of us incapacitated, Ithryll and Twiglet left to fend off the beasts.

Thankfully sir Pending, Vasha and Inana had followed a pathway around and engaged the cluster from behind and we were able to destroy all of the spiders and their clutches of eggs. We returned to Doorian who asked us a riddle, a tradition for enchanted doors apparently. Vasha guessed "fish" as a response, if an automatic response to any question or having worked out the riddle I don't know but the door opened leading us to a corridor with a traditionally locked door.

Cavill proved himself resourceful as searching the corridor, he located the key. Inside was a vast pile of gold and interesting items, from gems to clothes to a hand-crafted wooden acorn painted gold!



Continuing to explore, we came across a room with a massive pentagram set in its centre, surrounded by bones

While I beseeched Grenth to allow me to speak to one of the fallen heroes, all we received was a warning to leave the area alone.

Not paying attention, Ithryll poked the pentagram with her staff and summoned two beholders!



Twiglet, looking to protect the mage, leapt toward one of the beholders but as he touched the pentagram he was turned to dust and a third beholder arose!

The party engaged the beholders, dealing damage from afar as the beasts spat lightning into us all – thankfully Grenth was with us and I was able to keep the warriors stable enough to defeat the demons.



We returned back throughout the catacombs to catch up with Sir Pending who had returned to the spider-filled room we had left – his massive morningstar able to make short work of the critters.

Having cleared the catacombs we returned to Grand Sulis to let them know of our success – we must head to Halfpenny Farm to continue clearing the area of these monsters...