

As our stalwart group an entity from the plane of negativity, we were asked to speak our true name and give an implement of magic to let us pass. Our party decided to let Arco scribe them a scroll for that implement meanwhile the party liberated much magic treasure from the tombs of the Kings of the Mind-flayer "People"

1st Age Many Amethyst stones with a light transmutation magic

2nd Age 10 Crystals with a strong conjuration magic

3rd Age 10 swords of different makes all with a moderate evocation magic

4th Age 10 rings on a chain with many different magics

5th Age Electrum statues of women, human race, each with a strong conjuration magic

6th Age 10 braziers many different magics

7th Age 10 coffers with coins various levels of power in school of necromancy

8th Age 10 chests of jewels with a light illusion

9th Age 10 jewel studded Mind-Flayer females statues with a moderate transmutation

10th Age 10 Tapestries Transmutation upon taking one down it animates and attacked

As Rascal pulled the first tapestry down it sprang to life and enveloped his head before he had time to react. Bravely Scott pulled it off of Rascal only to be enveloped himself. After a few short moments Scott finally destroyed the Sheet Sprit with mighty healing spell as it was a creature of Undeath. With a couple of flashes of fire magic Arco incinerates the rest of the tapestries.

An argument broke out about Julianne not wanting to let go of Scott while attempting to go through the portal guarded by the entity. During the scuffle was able to go through alone followed shortly by Azura. While neglecting the faithful Rex, on the part of Arco, Ditty attempted go through the portal only to get the crap slapped out of him. Ditty resourcefully got another scroll from Rascal's selflessness and teleported away. The rest of the group teleported shortly thereafter.

We had ventured into a room shaped like a lozenge with uber light gravity and atmosphere to match.

WE FOUND THE BOOK YEAH!!! Oh right also 10,000 filled soul-gems.

We left the Hallz room only to face the guardian of this place the deadly Ath.