

## Sealing The Keep

Our adventure begins on 6 Janus, 1008

Halfnmoor

(Real-world date June 30, 2018)

In the morning Imago and High Light teleport to just east of Hellgate Keep. Arco tries to use the teleport scroll to bring the party there also. He succeeds by using a telepathy scroll and connecting with Imago. We are in an area called "The Talons". It is formed by Orcs and Half Orcs. We are in a cornfield. We fly toward the keep. We come to a clearing. We approach one of the towers. The dragon roars! We see what look like flying teeth. They are wicked winged heads with sharp teeth. There are 20 of them. They are called "Vargouille".

6 Janus, 1008

Halfnmoor

(Real-world date July 14, 2018)

Arco casts Blast of Flame at the Vargouille, having no effect on them. He then casts Quickened Lightning striking 5 of them. Farro casts an illusory spell making several party members look like dragons. Daylight has no effect on them. Imago destroys most of them with Cacophonous Burst. The rest flee. We then decide to investigate the nearest tower. We fly into the courtyard. From there, we fly to the roof where there is a stairway, which we descend. Imago steps on a pressure plate and he and High Light disappear from view into a pit covered with a block. Azura gets him out. We continue down a narrow corridor and the dragon roars! We encounter a Stone Golem in the shape of a bull with steel horns in the room at the end of the corridor. We defeat it with minor injuries to some party members. We then loot the area finding three 20 gallon barrels of gun powder and various items from a corpse in the pit Imago fell into. It is 11:00 am.

6 Janus, 1008

Halfnmoor

(Real-world date August 25, 2018)

Farro opens a secret door. There is a room with various items. It appears to be a storeroom. There is a helmet that is magical. We go down another corridor and come to a door which is chained shut; there is a sign that says "WARNING! DO NOT ENTER!" There are pressure plates in front of the door. Farro checks the locks for traps and proceeds to open them. 4 hours and 35 minutes later all locks are opened. It is 3:35 pm. Arco uses Torc of Seeing and sees a corridor. Lauralei opens the door and draws her sword emitting daylight. We go down the corridor and into a room. There are 3 bodies. There is a 5 foot archway leading out. Looking into the next room, something (or someone) is there and the dragon roars! There is what appears to be a black stalactite hanging from the ceiling. As Mot advances into the room he sees another one. Mot pokes at one and says that it's "squishy". It is called an "Ebon Terror". A 3<sup>rd</sup> one enters the room from a doorway and then a 4<sup>th</sup>. 2 more enter. Azura is overcome by fear and runs away as does High Light, Sul, Arco, and Farro. The Ebon Terror's seem to have damage reduction as it is very difficult to inflict injury on them.

6 Janus, 1008

Halfnmoor

(Real-world date September 8, 2018)

It is 4:00 pm. Imago casts Manyjaws and 10 little disembodied jaws swarm around the Ebon Terrors. We kill 5 of them and the last one retreats. Imago follows it into another room where there are 3 more of them. One of them enters the room with Lauralei and Mot. Lauralei attacks it and kills it. Enola sees one in the doorway and shoots at it. Lauralei attacks it. Enola finishes it off. Mot tells us that there are 2 more in the other room and he moves toward the other room to attack them. The monster spits 3 loogies at him. Lauralei attacks one and Mot follows up with Soundburst. Enola attacks it. Lauralei finishes them off. It is now 4:20 pm. While searching for treasure Arco picks up a brick and suddenly throws it at Enola. The party stares at him in disbelief. She escapes injury. He picks it up again using Mage Hand (to see if it would end with a different result) and throws it at Farro. She escapes injury as well. Clearly the brick was not just an ordinary brick and we leave it alone. At 4:30 we set up camp in one of the empty rooms. The night passes uneventfully.

7 Janus, 1008

Approachen

(Real-world date September 8, 2018)

At breakfast Mot casts Heroes Feast on the party. We head back to the surface and go to the left tower. It is 8:30 am. The tower is in ruin but there is an exposed, seemingly intact, spiral staircase leading down a 10 foot shaft. We plan to fly down, as the staircase seems unsteady. Arco stops us and tells us that we are about to fly into a magical “force field”. He sends a brick on a rope into the shaft to see what happens. He pulls it back with no consequences. We notice birds flying in and out. We then fly around the outside of the force field, and we encounter Vargouille.

7 Janus, 1008

Approachen

(Real-world date September 22, 2018)

It is 8:45 am. Arco casts Arco’s Spark Gap vaporizing one of them. Imago casts Cacophonic Burst destroying all within the AOE. We continue to attack them. One of them appears to do something to Arco but does not succeed. They seem to be trying to attack Mot but again do nothing. Imago finishes them off with Cacophonic Burst. We head over to the third tower. It is 9:00 am. There are 2 towers and the remains of a 3<sup>rd</sup>. They are the former gate towers. Arco does not detect any magic from the towers. Farro and Enola see “something strange” coming out of the forest. They see “Treant’s”; at least 8 of them, all carrying boulders. One of them tells us not to go into the keep because of the evil within. They say they are the Treant’s of Turlang. The leader’s name is Garthon. He says Grinthark’s Gulch is the easiest way in to the bottom of the keep. He says Tanaruk (Tanaruk are bred from Orc slaves and demons. They are almost always evil, with evil outsider bloodlines) have escaped from the keep and have been slain by the Treants. It is 9:30 am. We reach the gulch at 11:30 am. We enter through Razorthorn Rift. We realized there is a layer where there is no dead magic or wild magic. Traveling to the right along the wall of the gulch we come to a crevice, beyond which is a passageway. The crevice is very narrow but opens up into a 10 foot wide passageway. It leads 90 feet north. We enter a hallway that has no evidence of recent traffic. We come to a door and Farro hears voices fighting over eating a raccoon. Azura opens the door and

one says “I told you I heard voices!” There are several Tanaruk that we are able to defeat with no injuries to the party.

7 Janus, 1008

Approachen

(Real-world date October 20, 2018)

We are in the room in which we defeated the Tanaruk. There is a hallway to the right. We go down it. There is a room at the end of the hallway. There is a pile of debris in the center of the room. We locate a secret door. A Tanaruk comes out of another door on the other side and Azura kills it but the beads it was holding ignite and flames begin to spread. Half of the party flees back the way we came in, down the hallway. Arco identifies a sigil on a door in the other room as “Meb” (metal bane). Lauralei, caught by the fire, loses 2 items leaving her barefoot and without gloves. The party loots the bodies left in the other room. We then check the rest of the room. It is 12:00 pm. Farro disarms the large double doors.

7 Janus, 1008

Approachen

(Real-world date November 3, 2018)

12:00 pm – There is another door to the left upon which Arco detects magic. There is a glyph on the door called “Gi-nesh” (The Traveler). Azura opens the double doors Farro disarmed. The handle breaks off and it appears to be a false door so we decide to go through the “Gi-nesh” door. There is a long hallway with a door at the end. High Light activates the glyph and ends up in “The Pit”. He figures out where he is and 30 seconds later he comes back. Azura goes down the hall and opens the door to a 30’x30’ room with a spiral staircase leading up an adjacent tower. Azura suggests we check out the “Meb” door first. Imago plans to test the glyph first. He manages to open the door. There is a hallway with a corner at the end. Azura looks around the corner and sees another hallway, in which there appears to be a Tanaruk body. There is an opening leading to a room at the end. In the room, there are 3 cylinders at one end and double doors at the other. The cylinders are magical. There is something written on the floor in front of them. They are translucent with some kind of iridescent swirling stuff in them. The writing appears to be in blood. In Orcish it says “Do not touch the cylinders”. Azura throws the dead Tanaruk at them. The dragon roars! Giant spiked balls come toward us from each end. There is a swirling mass in the middle of the room from the cylinder the dead Tanaruk touched. It begins taking on a huge humanoid shape. The balls enter the room and eject spikes injuring several party members. The creature forms into a Metal Colossus called a “Merchurion” (an evil construct). A battle ensues and Mot exits down an adjoining hallway to another room occupied by rats.

7 Janus, 1008

Approachen

(Real-world date November 17 2018)

12:15 pm – We defeat the Merchurion. The Merchurion turns to liquid and “drains” away. Arco fireballs the rat swarm and they are easily defeated. We move down the hallway toward the room Arco is in. There are piles of rubbish. There is a door with a glyph that says “Y-sat-ay” (magical toxin). Farro checks the other doors for traps, and the dragon roars! There is a Tenari called an “Alkilith”. They are amorphous and can shift to

fit through small cracks. We defeat it with no damage to the party. We loot the dead Tenari, begin to loot other bodies in the room, but stop because there is taint coming out of the piles. We all leave the room and Arco lights the piles on fire. We wait for the piles to burn out, taking 7 hours. It is 7:30 pm. We rest in Rope Trick's for the night which passes uneventfully.

8 Janus, 1008

Longday

(Real-world date November 17, 2018)

We begin the day at 6:00 am with Heroes Feast. Farro checks one set of double doors for traps. Azura opens the "Y-sat-ay" door to a passageway leading to another room. The other double doors lead to a grain storage room. The then checks the other double doors which contain a cistern. We move down to the door at the end of the room. Azura opens it and there are numerous dead children. We search the room but find no reason for their deaths aside from starvation and dehydration. They are all human. We go into the next room, an amphitheatre. There are many books and we find 3 valuable ones. There is another door with a glyph "Akendi" (Fire to anyone unless lawful good). Azura opens the door and the dragon roars!

8 Janus, 1008

Longday

(Real-world date December 1, 2018)

Azura sees [16 spaces filled with] a gargantuan Elder Sentry pudding. Arco casts Open just before Mot casts Know Vulnerability but Mot's spell fails. We try again. The door opens again and we attack it with ranged weapons. We kill it in 12 seconds. We move through several rooms and a hallway with a glyph "Tase", but Imago checks the glyph and it looks different to him (Syat is the Sleeper). There is a sign that says (in orcish) "This is the Clubhouse". Imago opens the door and the dragon roars!

8 Janus, 1008

Longday

(Real-world date December 15, 2018)

There are 8 Tanaruk in the room. Arco casts Snowball Storm, damaging some of them. Farro uses spring attack. Enola casts Arrow Storm and fires 12 arrows. Lauralei kills one. Mot casts a blade barrier. We continue to fight them. A fire bead breaks and burns up a lot of Arco's items. 3 more beads break and form into Guardian Demons.

8 Janus, 1008

Longday

(Real-world date December 29, 2018)

The Tanaruk continue throwing beads at the party. We are put into darkness with the rupture of 2 beads. 2 daylight spells still provide no light and the party remains in darkness. The darkness is finally dispelled and we notice that Imago is naked and seems "aroused". He tries to attack (or mate with!) Lauralei and then Farro. All Tararuk are dead now, except 1. There is 1 shadow demon left from a bead Lauralei threw across the room. We defeat the last demon and focus our attention on what is happening with Imago, and now also Arco. Enola lassos Imago and Lauralei binds his feet loosely.

8 Janus, 1008

Longday

(Real-world date January 12, 2019)

Lauralei moves toward Imago and secures the rope. She then moves over to Arco and ties him up with the remaining length of rope. Arco casts a spell and gets out of the rope ties so Lauralei entangles him with the other end of the rope. Imago whispers something to Azura and Azura goes to get his clothes. Imago and High Light go into the rope trick (which Arco had cast in hopes of luring one of the girls into). Azura and Lauralei go to the bottom of the rope trick and Azura has Imago's Gee. He hands it up to him and goes into the rope trick to untie him. Lauralei goes up as well and unties his hands. Arco seems to return to normal also. We decide to rest in rope tricks for the night, which passes uneventfully.

9 Janus, 1008

Endsnear

(Real-world date January 26 2019)

We awake in the morning and head toward a hallway we haven't yet been down. Farro listens and hears breathing, snoring, and crying. The door is locked and there are no glyphs on it so Farro picks the lock. Arco casts Metal Melt on the door hinges and they melt and run in a puddle on the floor. The dragon roars! Azura wedges his axe in the door as a handle and Imago moves it out of the way. There is a staircase leading down and there are cages with bunk beds and imprisoned Tanaruk children. There is a bound naked female on every other bed in various stages of pregnancy. The sign says "Impregnatorium". Enola casts Guided Shot and shoots at a nearby Tanaruk. The Tanaruk holds up his arms in surrender. We tie him up. Lauralei lights her sword and provides light. We decide to release the women and children. We go to the clubhouse to get clothing off the dead orcs for the women. A few of them run back to the cage room so Lauralei goes back to convince them to come with us. After a couple of hours we meet up with a group of Treants and tell them about the women and children. We meet "Somewhat" (the Treant in charge of patrol). He wants to know why we have Tanaruk with us. Enola talks to him and explains. He says they will take them to a settlement with their own kind. Mot heals them (many of them had minor scrapes and bruises) and we leave them with the Treants. We go back to the impregnatorium. We come to a door that says "Danger – Caretaker". Enola listens and hears the sound of trickling water. There is another sound that she can't identify. Farro checks for traps and finds none. We open the door. There is a large room with vines and hanging raindrop-shaped capsules from them. There is barely room to navigate. Each "raindrop" contains a Tanaruk of varying ages. Each Tanaruk has tendrils going into their orifices. There are piles of feces under each one. Lauralei detects evil from some Tanaruk but not from the "fleshy mass" occupying the ceiling. Azura moves into the room to bring a teardrop closer. There is an acidic fluid on the outside of it. Azura tells us it's "in his head" and then we all hear it in our own heads saying "I am the caretaker. You should all leave now before I grow hungry." The dragon roars! We feel a wave of confusion roll through our brains. The creature emits an intensely bright light toward the doorway and Lauralei, Azura, and Farro become only shadows on the wall (their physical bodies seem to have vanished leaving only the shadows of their presence) and they hear "You are in my realm now!" The creature shuts the door and the 3 party members become solid again but are in different places than before. Imago goes over and opens the door again. We realize we need to suppress our

thoughts after the creature acquires the secret word “Gosfarnik” (associated with Enola’s darkness belt) which Farro is aware of having thought about. Mot tries to use the Parboil spell on the creature but it appears immune to fire. Enola shoots at it appearing to cause damage. Farro and Enola become confused, but Imago is immune. The creature closes the door again with Imago inside. Mot tries to open the door again but can’t. Azura opens the door and Arco destroys it leaving Azura holding the handle. Lauralei moves back to the doorway and notices that the creature doesn’t look as bad as we thought it should.