

10th Obelisk Campaign Notes

The Prologue:

Day 1:

- Garantek (dwarf inquisitor) and Tarsis (half-elf ranger) have been roommates in the City of Vadin for a month.
- Garantek and Tarsis went to the local tavern for breakfast. There they met the tavern owner, Joseph (human), the barmaid Talia (half-elf) and Garantek's old friend and drinking buddy, Geoff (human).
- Outside of the tavern, Garantek acquired a wooden pendant from a merchant with ties to the Thieves' Guild (merchant had a Thieves Guild tattoo on his forearm).
- Tarsis purchased an inexpensive piece of jewellery for Talia from the same merchant, and gave it to Joseph to give to her.
- Garantek and Tarsis went to the job board to look for work. There they found a posting for guards for a caravan that was leaving Vadin the next morning.
- Garantek and Tarsis signed up for this job.

Day 2:

- The caravan was led by a human warrior named Langdon.
- The second-in-command of the caravan was an elven ranger.
- Caravan was attacked by bandits near the Catan Forest.
- Garantek and Tarsis battled the bandits, and defeated them.
- One of the caravan guards died in this battle.
- The body of the dead bandits were disposed of at the edge of the Catan Forest. Vines emerged from the Catan Forest, and took the bodies inside the forest.
- After the battle, Garantek and Tarsis were assigned to the last wagon in the caravan where they were introduced to the wizard Fenal.
- Fenal was obsessed with the wooden pendant Garantek had, and tried to take it away from Garantek a number of times.

Day 3 (Maps):

- The wagon Garantek, Tarsis and Fenal were on fell into a giant hole in the ground.
- Molek (half-elf monk), a member of the caravan, came down into the hole to help.
- The caravan crew were attempting to pull the wagon out of the hole when they were attacked and killed by Ankhegs.
- Ankhegs attacked Garantek, Tarsis and Molek underground.
- The Party escaped the Ankhegs, by travelling deeper underground through the tunnels.
- The Party found a safe place to rest for the night.
- Garantek had thrown the wooden pendant into the fire when the Party was resting for the night.

Day 4 (Map):

- Garantek, Tarsis and Molek travelled deeper underground where they encountered a black void.
- On the other side of the black void, the Party entered a long hallway with an aqueduct leading down the hallway.
- In this hallway was a mummified body in blue robes.
- The mummified body had a pendant that looked exactly like the wooden pendant that Garantek had, except this pendant was made out of metal.
- Molek kept the pendant he found on the body.
- The Party travelled down the hallway and entered a vast chamber.
- At the centre of the chamber was an obelisk.

- The aqueduct that ran down the hallway became a waterfall in which flowed into the chamber.
- There was a long staircase leading from the top of the waterfall to the floor of the chamber; it took the Party several hours to travel down the staircase.
- The Party heard grinding noises coming from the obelisk; every couple of hours the grinding noises would stop, and then start up again. When this occurred, the waterfalls would flow in the reverse direction.
- At the bottom of each of the waterfalls were pools; within these pools were fish that aged at an accelerated rate.
- Within short span of time, the fish start off as eggs, then grow to maturity, reach old age and die.
- Whenever the grinding stopped, and the waterfall would flow in the reverse direction, so too, was the life cycle of the fish reversed: the fish would start off in old age, then become younger and eventually return to an egg.
- The Party made camp in the chamber.
- Molek and Tarsis had strange dreams of blue skinned beings.

Day 5:

- Garantek, Tarsis and Molek entered the obelisk.
- The inside of the obelisk was much larger than what it appeared to be on the outside.
- The interior of the obelisk was covered with a massive amount of gears, and other complex pieces of machinery.
- At the centre of the obelisk was platform.
- On the walls of the platform was writing in a number of different languages, quite possible all of the known languages of the world (i.e. Common, Elven, Dwarven, Halfling, etc.).
- The Party took the platform up to a throne room.
- In the throne room, there was another mummified body in blue robes.
- Molek acquired a pendant from the mummified body (the pendant was of the same design as the pendant found earlier, but was made of a different metal).
- Tarsis acquired a book written in a strange language from the obelisk.
- The Party found a black void similar to that one they had come across the previous day.
- The Party entered the black void, and returned to their beds in their apartments at the start of Day 1.
- The Party retained the valuables that they acquired on their journey to the obelisk.

The Adventure:

Day 1:

- It turned out the Molek was living in the same apartment building as Garantek and Tarsis; Molek lived in the suite across the hall.
- Molek lived with his dog (Anubis).
- Garantek, Tarsis, Molek and Molek's dog (Anubis) went to Joseph's tavern where they met Darga (half-orc barbarian), Sarodan (human cleric) and Tarra (Halfling sorceress).
- Geoff was in the tavern, drinking in the background.
- The Party discovered that Tarra was born with a strange mark on her neck; the mark looked very similar to pendants that Party found during their journey to the obelisk.
- Due to this strange mark on her neck, there have been many people after Tarra.
- A magical bond was formed between Tarra and Sarodan, whereby they could not be physically separated from each other (the two had to stay within so many feet of each other).
- Tarra, Sarodan and Darga found apartment suites to rent in the same apartment complex as Garantek, Molek and Tarsis.
- The Party travelled to the Wizard's Tower, where they met Fenal, who revealed his true form (black haired man, with a calm presence).

- Fenal revealed the following to the Party:
 - The world is in a 900 year time loop, that somehow repeats itself every 900 years (Fenal did not know exactly where in this time loop that present time line was).
 - Fenal is an extremely ancient being, who has lived through the 900 year time loop cycle several times.
 - The existence of many more obelisks, similar to the one the Party encountered in the Prologue.
 - That there is someone trying to take control of the obelisks (Fenal did not reveal who or what this person was), which could result in the end of the world.
- Fenal asked the Party if they could take control of the obelisks, before the enemy did.
- Fenal told the Party if the obelisks could not be controlled by the Party, they needed to be destroyed.
- Fenal hinted that the race of blue skinned being that Tarsis and Molek saw in their dream were the original race of the world, in which all of the other races of the world descended from.
- After Fenal finished talking, he appeared to have passed away.
- However, as Darga (the last Party member to leave Fenal's room) was leaving to the room, he noticed that Fenal came back to life.
- Back at the apartment building, the apartment's landlord arranged a match between Darga and his half-orc enforcer.
- Garantek was experiencing a lot of stress due to the events of the day.
- Tarsis gave Garantek 10 gold coins, so that he may go out to the taverns and relieve his stress.

Day 2:

- Garantek returned to the apartments in the morning, after a night of indulgence.
- A crowd had gathered outside of the apartment building in preparation for the match between Darga and the landlord's half-orc enforcer.
- Garantek bet 10 gold coins on Darga, and headed to the apartments for much needed sleep.
- Soon after the match started, someone from the crowd tried to abduct Tarra.
- Tarsis managed to kill the attacker with an arrow before he could abduct Tarra.
- Members of the Thieves' Guild attacked the Party.
- Garantek jumped from the apartment window onto the attackers, in order to aid his companions in this battle.
- A riot soon took place.
- The landlord's half-orc enforcer, who was nursing his wounds from his match with Darga, was given some 'water' to drink from a member of the crowd. The half-orc enforcer died shortly after drinking the water.
- City Guards arrived on the scene, and dealt with the riot and removed the dead bodies of the Thieves' Guild members.
- The landlord fled to the apartment building.
- The Party went after the landlord.
- Inside of the apartment, the Party could not find the landlord, but found a secret passageway leading to the 'ratways'.
- It appeared that the landlord travelled down this secret passageway.
- Due to the riot, the apartment building became off limited. Thus, the Party needed to find another place to sleep for the night.
- Joseph allowed the Party to stay in his home for the night. His home was above the tavern he owned.
- Joseph offered the Party drinks that night.
- Everyone, except for Molek, took the drinks Joseph served them. Sarodan drank the drink that was offered to Molek (in addition to his own drink).

- The drinks caused the Party members to fall into a deep sleep, due to the poison that was added to the drinks.
- Molek was the only Party member unaffected by the poisoned drinks.
- Molek saw cloaked figures entering Joseph's home and saw the cloaked figures trying to carry the bodies of the unconscious Party members away.
- Molek attacked the cloaked figures with his throwing daggers, but was struck with a poisoned dart, which caused him to fall into a deep sleep.

Day 3 (Map):

- The Party woke up in a holding cell in the 'ratways', as prisoners of the Thieves' Guild.
- The Party members were missing their weapons, armour and equipment.
- The Thieves' Guild did a poor job of searching the Party, as a number of the Party members still had their daggers hidden away on their clothing.
- The hidden daggers allowed the Party member to break free from their bonds.
- The Party escaped the holding cell, and disposed of the guards.
- The Party found their weapons, armour and equipment in a chest in another room that had a trap that generated flames.
- Molek and Garantek came up with a clever strategy of creating a device with their existing equipment that generated a powerful explosion that killed the force of 30 Thieves' Guild members who occupied the barracks and blocked the Party's means of continuing on their journey through the ratways.
- The Party had faced a series of traps and puzzles and overcame these obstacles.
- The Party found Joseph, who was in a holding cell as a prisoner to the Thieves' Guild.
- Joseph revealed the Thieves' Guild blackmailed him into poisoning the Party's drinks, by holding his wife as a hostage.
- The Party engaged in a major battle with the Leaders of the Thieves' Guild.
- Among the ranks of the Leaders was a Mind Flayer, a creature that none of the Party members knew existed.
- The Party defeated the Leaders of the Thieves' Guild.
- All but one of the Thieves' Guild Leaders was killed. The surviving Thieves' Guild Leader was a tattooed warrior, who fled the battle during the battle.
- In a moment of rage, Joseph charged the Mind Flayer. The Mind Flayer killed Joseph, and then departed.
- The Party found the landlord's dead body in the room where the battle had taken place; it appeared that he was killed by the Mind Flayer.
- In the aftermath of the battle, the Party found the body of Joseph's dead wife and treasure (which included a pouch of holding, a small statue, a magic spoon and elven boots).
- Tarsis obtained Joseph's wedding ring and a pendant with a picture of Joseph's late wife on it.
- Tarsis planned to give these items to those close to Joseph.
- The Party exited the 'ratways', and returned to Joseph's home with the dead bodies of Joseph and his wife.

Day 4:

- Talia (half-elf barmaid) entered Joseph's home, and found the Party with the dead bodies of Joseph and his wife.
- Talia assumed Party was responsible for Joseph and his wife's deaths, and fled.
- Tarsis ran after Talia, but before Tarsis had a chance to explain what happened, City Guards showed up and arrested Tarsis.
- City Guards had entered Joseph's home, and arrested the Party.
- The Party was placed in holding cells.
- The Party met the Captain of the Guard.

- Fenal visited the holding cells, and proved the Party's innocents through the use of 'truth spells'.
- Due to what happened to Joseph and his wife, the Party was ordered under the laws of Vadin, not to be permitted to travel outside of the City.
- Joseph's tavern became a crime scene and the apartments where the Party lived were off limits as a result of the riot.
- The Party was forced to look for a new home and tavern.
- The Party visited Tarsis' mother, Avalarea Wynthara, in the upper class elves district of Vadin to obtain funds to help with the purchase of a new home.
- The Party purchased a pendant from an Antique store, where the owner told a tale of a blue skinned being as the owner of the pendant many years ago.
- At the Antique store, the Party sold the small statue they found in the 'ratways' (Day 3).
- A thief tried to pick pocket Garantek, but was captured by the Party.
- Garantek recognised the thief from a wanted ad, and took the thief to the City Guard to receive his reward.
- The Party purchased a new house (circular house, with a court yard in the centre), and afterwards found a new tavern, which is owned by the gnome named Tarak.
- Geoff became a new regular customer of this tavern.
- Garantek found a forge where he could work on creating a new Great Sword.
- Molek requested to have a dagger harness made for Anubis at that same forge.

Day 5:

- For the first part of the day, each of the Party members engaged in their own activities in the City.
- Tarsis travelled to the Ranger's Guild, where he obtained information that Tarak (gnome tavern owner) could be a valuable source of information for the Party.
- Tarsis also visited the Temple of Saranrae and meet the good priest (Tarsis learnt that this priest has devoted his life to selflessly helping others; Tarsis found inspiration from the good priest's actions).
- Garantek travelled to the forge to continue his work on the Great Sword.
- The Party reunited at the tavern, where Tarak provided information on the Thieves' Guild.
- The Party learnt from Tarak, that he was a former Thieves' Guild member.
- Sarodan purchased a brewer, a wagon and an old horse at the tavern.
- The old horse later died when the Party arrived at their home with the brewer.
- Tarsis wanted to give the old horse a burial, while Garantek wanted to sell the dead horse in the markets. However, the decision of what to do with the dead horse was up to Sarodan, as he was the owner of the horse.
- Sarodan decided to sell the dead horse.
- The Party took the dead horse to the markets, and sold it (the old horse would be used for glue and meat).
- With the money from the dead horse, the Party was able to purchase supplies and a mule.
- That evening, Tarsis received a note from the Thieves' Guild saying that his mother was being held for ransom and Tarsis must bring Tarra in three days time to the cemetery for her safe return.
- The Party then returned to the Tavern to speak with Tarak, who provided more information about the Thieves' Guild.
- When departing the tavern, the Party captured a Thieves' Guild member who tried to steal one of the pendants.
- Through the process of capturing the pick pocket, a bar fight was started in the tavern.
- The Party took the Thieves' Guild member home with them, where they obtained more information of Thieves' Guild.

- Due to the fact that Tarsis' mother life was in grave danger, the Party could not let the Thieves' Guild member go, as the risk of the member alerting the Thieves' Guild of the Party's plans was too great.
- Molek took the Thieves' Guild member outside, and in the back of an alley, he humanely ended the man's life.

Day 6:

- The Party travelled to upper class elven district, to obtain more information about Tarsis mother's whereabouts.
- There the Party met Tarsis' uncle, who was upset with Tarsis, but agreed to use his political influence to help the Party in the safe return of his sister.
- Tarsis' uncle used his political influence to have the order that prevented the Party from travelling outside of Vadin revoked.
- The Party visited Tarak, who was cleaning up his tavern from the aftermath of a bar fight (which was started by the Party when the Thieves' Guild member attempted to steal the pendant the night before).
- Tarak provided more information of the Thieves' Guild.
- The Captain of the Guard visited the Party home in the evening, with a document stating that all actions against the Party in relation to the incident with Joseph and his wife were dropped. The Party was now allowed to freely move outside of the City.
- The Captain of the guard was clearly upset when he handed the document to the Party.

Day 7:

- The Party had breakfast at the Tavern, where Tarak revealed the names of two City guards the Party could trust to get a good view of the cemetery (the meeting place of the exchange).
- The Party visited Fenal who revealed:
 - The mark on Tarra's neck shows she shares the bloodline with the True Ones (blue skinned beings)
 - All member of the Party are somehow connected to the True Ones.
 - The gods are starting to show a greater influence in the world.
 - A total of 10 obelisks exist.
 - It appears that the Party turned off one of the obelisks, which has torn open a part of the fabric to the world.
 - The mind flayer the Party encountered in the 'ratways' is not native to the world. It came from another world.
 - The pendants were given to being such as Fenal as reminders of what he is.
- Fenal gave the Party a piece of a map that revealed the existence of an obelisk beyond the mountains in the north.
- The Party visited the City Wall overlooking cemetery, with the help of one of the guards Tarak said the Party could trust.
- The Party created a map of the cemetery.

Day 8 (Map):

- Each member of the Party went on their separate ways to prepare for the encounter in the cemetery.
- Sarodan went to the Alchemist's Shop to purchase a potion that would allow him to communicate with his goddesses (Dezna and Sarenrea), in order to ask for the bond between him and Tarra to be broken.
- Sarodan purchased this potion, and went home to drink it in his room.
- When Sarodan drank the potion, he entered into a dream state where he saw both Dezna and Sarenrea. The goddesses spoke to Sarodan in unison, and broke the bond between him and Tarra.

- Tarra was ecstatic that the bond was broken, and she ran around the house in excitement.
- While in town, Molek noticed strange behaviour from his dog, Anubis.
- Later in the day, the Party met back at their home. There, a group of elven warriors arrived.
- Four elven warriors were assigned to meet the Party at the cemetery that night for the exchanged of the hostages.
- The Party arrived at the cemetery (outside of the building the contained the crypts), and found Tarsis' mother being held prisoner among a group of cloaked figures.
- The cloaked figures revealed the heads of the four elven warriors sent to meet them at the cemetery.
- Anubis started to move away from the Party, towards the cloaked figures (dark stalkers). Anubis started to walk upright and took the form of the mind flayer (the mind flayer assumed the body of Anubis while the Party was in the 'ratways' – Day 3).
- The Party battled the mind flayer and cloaked figures.
- When one of the dark stalkers (cloaked figured) was killed, its body would explode in a burst of fire.
- The Party discovered that Tarsis' mother was not at the cemetery; rather, it was a doppelganger in disguise.
- The Party was victorious, but Garantek died in an explosion, leaving only his Great Sword and part of his arm attached to it.
- The Party returned home with Garantek's Great Sword and remaining part of his arm.
- At home, Garantek's arm started to reform; eventually, the rest of Garantek's body reformed.
- Garantek came back to life.
- While in the state of death, Garantek was able to talk with his god and received valuable information.
- Through his dialogue with his god, Garantek developed a greater understanding of his need to protect Tarra and of the nature of the very nature of the world.

Day 9:

- A group of elves arrived at the Party's home in the morning, and escorted the Party to the elven district to meet Tarsis' uncle, who revealed that a black tower appeared in the mountains overlooking the unknown lands in the north.
- Tarsis' uncle asked the Party to travel there, as he believed his sister was there.
- The Party spent the day purchasing supplies for their journey.
- Tarsis travelled to the Ranger's Guild where he was able to build an improved composite long bow under the guidance of a group of skilled rangers.
- Tarsis also spoke with a young female animal handler and her eagle at the Ranger's Guild, and enquired as to how he could acquire an animal companion.
- Molek obtained a new dog (Aku) and a magical collar that allowed the wearer to speak with animals.
- Garantek was able to sell the items obtained from the battle with the Mind Flayer and Dark Stalkers; this allowed the Party to have the fund necessary to purchase horses for their quest to rescue Tarsis' mother.

Day 10:

- The Party purchased three horses and a pony for their journey.
- The Party also purchased additional supplies for their journey (rations, feed for the horses, tarps, ropes, oil, etc.).
- The Party asked Geoff to look after the home while the Party was on their quest.
- On the road, outside of Vadin, the Party encountered the very same caravan that Molek, Garantek and Tarsis were part of in the Prologue.
- The Party agreed to serve as forward scouts for the caravan.

- While serving as scouts, the Party was attacked by dark stalkers.
- The caravan was attacked by clay golems, who set fire and destroyed most of the wagons.
- After the Party defeated the dark stalkers, the golems left.
- The Party tried to save as many caravan members as possible, resulting in saving the lives of 10 people.
- Later that evening, the Party experience a time shift which took the Party back to the aftermath of the battle with the dark stalkers.
- The Party was able to save 12 caravan members this time.
- Tarra obtained a black dagger from the body of a dark stalker; she did not tell anyone in the Party about this dagger.
- The Party obtained a small bag of holding, and Tarsis obtained gloves of arrow catching.
- None of the surviving caravan members experienced the time shift.

Day 11:

- The surviving caravan members returned to Vadin, while the Party continued on the road north to the black tower.
- The Party came across the Ankheg hole in the Prologue.
- The Party explored the hole, and Tarra fell unconscious when she cast detect magic (the magic was so powerful that it overwhelmed Tarra's system when she cast her spell).
- The Party left the Ankheg hole, and continued north when they encountered an injured man fleeing from Riverton.
- The man described an army of evil warriors, dressed in black armour and wearing helmets in the shape of a skull, attacking Riverton.
- The man said that the army of evil warriors was led by a large Anti-Paladin, clad in heavy armour.
- The Party gave the man some rations and a dagger so that he could continue his journey to Vadin.
- By nightfall, the Party reached the mountains, and made camp for the night.
- Near the camp, Garantek encountered a basilisk.
- The basilisk attacked Garantek, and the Party joined the battle.
- The Party defeated the basilisk.
- Molek obtained the claws from the basilisk.

Day 12 (Map):

- In the morning, the Party experienced another time shift.
- The Party travelled through the mountains and found a road leading to Riverton.
- The Party followed the road, and came to a fork in the road. One direction of the fork led to a cave, where the other direction led to Riverton.
- The Party decided to use the cave to make camp and to rest before their journey to Riverton.
- Inside the cave, Sarodan found a symbol of Dezna (his goddess) carved into the rock of the cave. This was a good omen.
- The Party's plan was to travel to Riverton under the cover of night.
- After nightfall, the Party ventured to Riverton.
- Molek entered Riverton, while the Party waited outside the town.
- In Riverton, Molek saw Tarsis' mother chained to a large drilling machine and a large army of evil warriors occupying the City.
- The drill was channelling energy through Tarsis' mother's body.
- Molek returned to the Party, and reported what he saw.
- Tarsis asked Molek if he could return to Riverton, and pass a message to his mother, giving her hope that she will be saved.
- Molek returned to Riverton, and whispered a few words of hope in Tarsis' mother's ear.

- The location of the drill was above the site of the obelisk Molek, Garantek and Tarsis encountered in the Prologue.
- There were too many evil warriors in Riverton for the Party to attempt to rescue Tarsis' mother; thus, the Party decided that they would travel to the site of the obelisk, and from there gain control of the obelisk and possible rescue Tarsis' mother.

Day 13:

- The Party travelled in haste to the Ankheg hole, in order to reach to the obelisk from underground.
- When the Party had arrived at the site of the Ankheg hole, it was not there.
- In the distance, the Party saw the same caravan (Prologue) approaching.
- The Party tried to warn the caravan about the Ankheg hole, but the events in the Prologue played out: the last wagon fell through the Ankheg hole buried under the earth.
- Molek, Tarra and Tarsis travelled down into the Ankheg hole to aid the survivors, while Sarodan, Garantek and Darga stayed on the surface.
- The Party experienced a time shift, resulting in the disappearance of the caravan and the entrance to the Ankheg hole.
- Through Sarodan, Garantek and Tarra's magic, the Ankheg hole was re-opened.
- Molek, Tarra and Tarsis emerged to the surface.
- On the surface, the Party encountered a caravan of gnomes.
- The gnomes had fair skin, and looked different from typical gnomes.
- The gnomes used a strange breed of oxen to pull their wagons.
- The gnomes carried unusual equipment with them.
- The gnomes came from an alternative time-line, possibly the future.
- The Party learnt from the gnomes the following:
 - Vadin is a fabled City in the gnomes' timeline.
 - Elves no longer exist and there are only a few remaining strongholds of dwarves in the gnomes' timeline.
 - Magic does not exist in the gnomes' timeline.
 - The Anti-Paladin Krell rules much of the world in the gnomes' timeline.
- The gnomes departed for Vadin. The Party said that the gnomes could stay at their home.
- The gnomes took the Party's horses and wagon to Vadin.
- The Party returned to the Ankheg hole, and travelled underground and made camp for the night in the same spot as Garantek, Molek and Tarsis camped in the Prologue.

Day 14:

- Throughout the night, the Party saw images of the True Ones in their final moments before the obelisk was closed off to the outside world.
- The Party travelled to the obelisk under Riverton.
- Tarra sat upon the throne of the obelisk, where she gained knowledge and control of the obelisk.
- The drill in Riverton penetrated the chamber containing the obelisk, and an invasion force of black armoured warrior on floating discs came from the surface.
- Tarra activated the self-destruction of the obelisk. The Party fled from the obelisk, and the obelisk was destroyed.
- The Party made camp, and Tarra told the Party what she learnt the following from the obelisk:
 - Existence of two more obelisks: one under Vadin and the other under Mount Nevermind.

- The True Ones had done experiments in the past, creating the races that occupies world (i.e. humans, elves, etc).
- Each Party member is somehow connected with each other through shared ancestry.
- The images the Party saw the previous night were images of the final moments before the True Ones closed off the obelisk to the outside world.

Day 15:

- The Party decided to travel to Vadin to deactivate the obelisk under the city.
- The Party emerged to the surface, and saw ash falling from the sky.
- On the road to Vadin, the Party encountered people fleeing from Vadin.
- The Party learnt that Vadin was invaded, and the City was burning.

Day 16 (Map):

- By nightfall, the Party reached the City of Vadin.
- The City was occupied by the army of black armoured warriors; the Party travelled to the cemetery, and found a passageway to the 'ratways' through the cemetery's crypts (the Party battled the Mind Flayer and Dark Stalkers outside of the Crypts on Day 8)
- In the 'ratways', the Party encountered Tarak and the Thieves' Guild, who were helping people flee from the City.
- Tarsis came across the unconscious body of Talia (half-elf barmaid), who was near death.
- Tarsis had Talia drink his healing potion, which allowed prevented her from dying; however, she still remained unconscious due to the severity of her wounds.
- Tarsis also placed Joseph's wedding ring and pendant (see Day 3; the pendant has a picture of Joseph's wife) on Talia's body.
- Tarsis wrote Talia a note explaining that the Party did not kill Joseph or his wife.
- Tarak said that the Party could obtain whatever items they found in his tavern on the surface.
- One of the Thieves' Guild members guided the Party to the surface inside the City.
- The Party arrived at their home, and found that the gnomes made major modifications to their home.
- Geoff was at the Party's home (see Day 10) looking after the home in the Party's absence.
- Geoff (human rogue) joined the Party.

Day 17 (Map):

- The Party travelled to Tarak's tavern, and on the way they were attacked by 10 black armoured warriors.
- The Party defeated the warriors, and discovered that they were constructs.
- The Party arrived at Tarak's tavern, and found some useful items, which included a magical ring that could read thoughts.
- The Party found a trap door behind the tavern's bar.
- A giant mechanical spider broke through one of the walls of the tavern, and attacked the Party.
- The Party defeated the spider, and a device inside the spider set off a powerful explosion, causing the tavern to collapse.
- Molek obtained the spider's giant mandibles, which he used as weapons.
- Under the rubble of the tavern, the Party accessed the trap door behind the bar, which led to a pathway underground.
- Darga was separated from the Party.

Day 18 (Maps):

- The Party travelled down the passageway which led deep underground.

- The deeper the Party travelled underground, the more humid the environment became, which suggested that the Party was under a body of water.
- The Party came across the familiar black void, and on the other side of the black void there was a chamber of waterfalls and a pool of water at the bottom of the chamber.
- At the bottom of the chamber, the Party travelled down a passageway that had a series of doors (puzzle).
- After the Party solved the puzzle with the doors, the Party entered another room with another puzzle.
- Once the Party solved this puzzle, a treasure chest appeared, containing gold, jewels and magical scale armour.
- The Party later swam under a passageway of water, and found the obelisk, which was in the middle of an underground body of water.
- Tarra created magical discs, which the Party used as transportation to the obelisk.
- On route to the obelisk, the Party was attacked by a pair of Aboleths.
- Tarsis received serious wounds from the Aboleths.
- The Party defeated the Aboleths.
- The chamber which housed the obelisk started to cave in, as the surface drill began to penetrate the chamber.
- The Party reached the obelisk, and travelled to the throne room where they encountered the Anti-Paladin Krell.
- The Party battled Krell, and Tarra took the Cooper Dragon form.
- Krell was defeated, and a tiny gnome on a floating device emerged from Krell's body; the gnome flew out of the chamber to the surface.
- Krell's body had a self-destruct count down mechanism, and Tarra, in her Copper Dragon form, flew the Party to the surface of the City of Vadin.
- A power explosion occurred, ripping a massive hole on the surface of the City, above where the obelisk was located.
- Krell's army was standing immobile throughout the City.
- When one of the immobile evil warriors was touched, it would crumble to dust.
- The Party found the giant drill, which had Tarsis' mother and uncle chained to it.
- Tarsis' uncle was dead, but Tarsis' mother was still alive.
- Tarsis carried the body of his mother to the Party's home.
- The Party travelled to their home, and found that there was no evidence that the gnomes had ever been there. The house looked exactly like it did when they left Vadin.
- Their horses were in the back of the house.
- Tarsis and Molek went into the City to obtain supplies and new clothing for Tarsis' mother, when they came across the body of the good priest of Saranrea.
- Tarsis and Molek took the body of the good priest home with them, so that they could return the body to the Temple in the morning.
- At the house, a group of 10 elves arrived for the body of Tarsis' uncle.
- The elves were planning to take the body to the Vale inside that Catan Forest the following morning.
- The elves agreed to take the Party to the Vale, and would arrive in the morning for the Party and the body.

Day 19:

- At first light, Tarsis and Molek took the good priest's body to the Temple of Saranrea for burial.
- On the temple grounds, Tarsis and Molek dug a grave to bury the good priest's body.
- Tarsis placed his holy symbol of Saranrea around the good priest's neck during the burial ceremony.
- Inside the Temple of Saranrea, Tarsis came across a holy symbol of Saranrea, which he understood as a sign from his goddess. He took the holy symbol to replace the one he gave to the dead priest.

- Tarsis and Molek returned to their home.
- The elves arrived at the house, and with the Party (along with Tarsis' mother), they left Vadin for the Vale.

Day 20:

- The Party arrived at the Catan Forest.
- Inside the forest, Sarodan saw a young girl who said a few words.
- Sarodan dismounted from his horse and followed the girl; a flash of light appeared, and the top of Sarodan's head fell off.
- Sarodan died.
- The Party arrived at the elven city inside the Catan Forest, and encountered a blue skinned elf.
- Sarodan's body was taken to where Tarsis' uncle's body was, for preparation for the burial ceremony. Tarsis placed his newly acquired holy symbol of Sarenrea around Sarodan's neck (see Day 19).
- Liverena (elf witch) joined the Party, and gave Tarsis a pet owl, which Tarsis named Jivaki.
- Liverena had a small wyvern familiar that was a part of her body; the wyvern would emerge from her upper back, and return to her upper back, becoming part of her body again.
- Tarra was kidnapped.
- The search for Tarra led the Party to the location of the obelisk under the elven city.
- There, the Party found Darga, who was a prisoner of the elves, and Tarra chained to the obelisk.
- The blue skinned elf was inside the obelisk, and a battle erupted.
- In the aftermath of the battle, a vortex appeared sucking everyone into it.
- The Party found themselves on the plains east of the Catan Forest. The environment looked different.
- The Party saw an airship fly over them.

Day 21:

- The Party reached the City of Vadin, which looked very different.
- Garantek was unable to communicate with his god.
- Most in the people in the City seemed to know Tarra, and referred to her as "Your Eminence".
- True Ones walked freely with the general population of the City; and among the population of Vadin were draconians, a race the Party had never knew existed.
- The Party saw the construction of the obelisk in Vadin take place.
- Tarra used her new position of influence to obtain accommodation for the Party. There, Liverena learnt that the word "Eminence" meant "to be a sacrifice".
- A True One offered the Party a tour of the City, which the Party accepted.
- On the tour Tarra became lost in the crowds.
- The City was attacked by four airships, and a net from one of the airships captured Tarra and brought her aboard the ship.
- One of the ships was destroyed in the battle.
- The Party boarded the same airship that Tarra was on.
- The Captain of the airship was a True One, and said that the purpose of capturing Tarra was to prevent his kin from sacrificing Tarra and activating the obelisk.
- The Party accepted the Captains logic and joined sides with his forces.
- As the airships left Vadin, Garantek was able to communicate with his god.
- The Captain provided the Party with quarters, and Geoff spent the night with a female draconian.

Day 22:

- The airship arrived at a giant floating structure over the ocean.
- There was a small city inside the floating structure, and the True One Captain introduced the Party to his leader, a True One by the name of Chronus.
- Chronus asked the Party to uncover a group of conspirators within the City.
- Liverena, Geoff, Garantek and Tarsis went on this mission for Chronus, and were captured by the conspirators.
- The conspirators told the Party of their plan to set off explosions throughout the Floating City.
- The conspirators believed that the Party were on their side, and asked the Party if they will join their plans of setting off explosions in the City.
- The conspirators and the Party emerged to the surface to start setting up explosives throughout the City; there they were captured by Chronus' forces.
- Chronus asked if the Party would accompany their raid of the 10th obelisk

Day 23:

- The Party spend the day acquiring the weapons, armour and equipment for the raid.
- Geoff left the Party with the female draconian he spent the night with (Day 21).
- The Party boarded a small high speed air ship for the assault on the 10th obelisk.
- The air ship landed outside the City, and the Party entered the City through an underground waterway.
- In the underground waterway, the Party encountered several people who knew Tarra, and referred to her as "Your Eminence".
- The Party entered a massive opened chamber, the size if the City of Vadin. At the centre of the chamber was the 10th obelisk.
- The Party boarded a carriage as transportation to the obelisk, and noticed that the carriage driver was the caravan leader, Langdon (see Prologue).
- Outside the obelisk, the Party saw Tarak working on the obelisk.
- Inside the obelisk, the Party saw Talia on the elevator going up to the throne room. The Party could not understand Talia, nor could she understand the Party; she spoke words that made no sense.
- Inside the throne room, the Party saw a number of strange things which included:
 - A portal to the Party's home in Vadin
 - Krell
 - A portal to the 'ratways' under Vadin
 - Books with language that made no sense
 - An injured Geoff
 - A female Halfling who looked exactly like Tarra, who was the real "Eminence".
- The Party set explosives in the throne room, and jumped through the portal leading to their home in Vadin.

Day 24:

- Molek, Garantek and Tarsis woke up in individual rooms in a mental hospital.
- The hospital was run by elven doctors, nurses and staff.
- Molek, Garantek and Tarsis escaped their rooms, found their gear and animal companions, and rescued Liverena, who was undergoing surgery.
- Tarsis freed the other patients, who caused a huge riot in the hospital; the patients attacked the staff and each other.
- The Party escaped from the hospital, and discovered they were in the elven city inside the Catan Forest.
- The Party travelled to the underground obelisk, and found Tarra, who was in chains, powering the obelisk.
- The blue skinned elf was also there, and he tried to prevent the Party from freeing Tarra.
- The blue skinned elf transformed into a blue dragon, and killed Garantek.

- When the blue dragon was slain, a black void consumed the Party.
- The Party found themselves in the throne room, but everything was covered with a thick layer of dust.
- Above the Party was the open night's sky. The moon was fragmented, and there were no stars in the sky.
- From the top of the obelisk, the Party could see a giant crater surrounded the obelisk. The elven city was no where to be seen.

Day 25:

- The Party travelled out of the obelisk and the crater, and made camp outside of the crater at the edge of the forest.
- While on watch, Molek heard some noises coming from the Catan Forest.
- Molek went to investigate, and saw a wagon with a single driver and on the back of the wagon was a cage.
- Within the cage was a creature that was a cross between a bear and a man; the creature was known as Moonbitter.
- It appeared that Moonbitter was either a slave or a prisoner.
- Moonbitter broke free from his cage, and attacked the driver. Soon, Molek joined the battle, and the two defeated the driver.
- After the battle, Molek returned to camp with Moonbitter.

Day 26:

- Moonbitter joined the Party.
- The Party travelled into the Catan Forest and were attacked by two giant mechanical spiders.
- The Party defeated the spiders, and returned to the spot they camped the previous night to tend to their wounds.

Day 27:

- The Party travelled through the Catan Forest in the direction of Riverton.
- Outside of the Forest, on the road leading to Riverton, the Party encountered a slaver on a wagon carrying slaves to Riverton.
- The slaver summoned a fire elemental, and battled the Party.
- The fire elemental ignited the wagon on fire, killing the slaves.
- The Party defeated the slaver (dark elf) and his fire elemental.
- The Party acquired a wrist crossbow and other items from the dark elf slaver.
- Through Jiivaki (Tarsis' owl), the Party learnt that Riverton was occupied by black armoured warriors and gnolls; the town's local population were slaves.
- The Party decided not to head to Riverton, and made camp in the cave outside of Riverton, which they occupied on Day 12 of their journey.
- In the night, Moonbitter saw a light coming from the north in the unknown lands. The Party decided to head to the direction of the light and travelled during the night.

Day 28 (Map):

- By sunrise, the Party arrived on the other side of the mountains and were now in the unknown lands.
- The Party camped, and awoke in the early evening.
- The Party ventured deeper into the unknown lands and encountered four strange creatures which had the ability to transform into whirlwinds.
- The Party defeated the creatures, and obtained the cloaks each of the creatures wore, which allowed the wearers of the cloaks to walk easily across the surface of the desert.
- Shortly after defeating the creatures, a giant black tower emerged from the desert.
- The tower fell to its side, and with treads along its surface, travelled north.

- The Party entered the moving black tower, and travelled through a series of passageways when they encountered a force of 30 mechanical warriors.
- The mechanical warriors defeated the Party.

Day 29:

- The Party awoke to find themselves prisoners to the very same gnome who was inside the body of Krell (much of the gnome's body was now mechanical)
- Through the gnome, the Party learnt:
 - This timeline is several hundreds of years in the future (possibly outside of the 900 year time loop – see Day 1, conversation with Fenal).
 - When the obelisk was activated in the elven city, it shattered the moon.
 - The disappearance of the stars marks the departure of the gods.
 - A being known as Tempest exists, who looks exactly like Tarra. Tempest achieved what the True Ones could not, and has become a demi-god.
 - Tempest is the primary force of evil in this world, and is responsible for destroying much of the gnome's physical body.
- The gnome asked the Party if they could go back in time to defeat Tempest before she gains control of the obelisks.
- The gnome told the Party that they should destroy him if the Party encounters him in the past.
- The gnome presented the Party with a chest containing many valuable items. The gnome allowed the Party to take whatever items that would be useful on their journey.
- Among the items in the chest was the “deck of many things”. With the exception of Tarsis, all of the Party members choose to draw cards from the “deck of many things”.
- In addition to obtaining wealth (jewels) and magical items from the “deck of many things”, the following occurred:
 - Liverena lost her soul
 - Moonbitter was forced to try to kill Liverena at some later point during the adventure (Moonbitter could not reveal this to the Party).
 - Molek was granted a one-time use ‘limited wish’.
- After collecting the items, the gnome had the Party escorted to the mechanism inside the tower that will allow the Party to travel back in time.

Day 30:

- The Party arrived inside the obelisk in the aftermath of the battle with the blue dragon.
- Tarra prevented the obelisk from destroying the elven city and shattering the moon.
- The elven city was in chaos, resulting from the escaped hospital patients.
- The Party found Tarsis' mother, and left the elven city (with their horses) for Vadin.
- The Party arrived at their home in Vadin, and Tarsis' mother returned to her home in the elven district.
- Liverena knew that in order for her to gain her soul back (see Day 29) she would need to sacrifice 5 people.
- Liverena entered an orphanage, and found 5 small children and scarified them in order to get her soul back. This caused her to become evil.
- Liverena kept what she did in the orphanage from the Party.

Day 31:

- The Party secured a ride to the prison island outside of Vadin, where one of the obelisks was located, from the new leader of the Thieves' Guild (Tattooed Leader, see Day 3).
- The Thieves' Guild Leader would take the Party to the Prison Island the next morning.
- The Leader of the Thieves' Guild wanted the Party to rescue his brother from the prison.
- Strix (half-elf alchemist) joined the Party.
- Strix worked for Tarsis' mother, and was tasked with protecting Tarsis.

Day 32:

- The Party arrived at the prison island, and travelled to the lower levels of the prison, where they found dead bodies with unusual wounds and strange markings on the walls.
- The Party battled a creature and its minion in the prison store room, and battled a monster in the kitchen.
- The Party encountered a number of prisoners who were transformed into undead, and encountered a possessed guard.

Day 33 (Map):

- The Party battled undead and monsters.
- The Party rescued the brother of the Thieves' Guild Leader, for solitary confinement, who turned out to be Geoff.

Day 34:

- The Party battled more monsters, and found a hidden spiral staircase which led the Party deeper underground.
- The Party found the obelisk deep under the prison.
- The obelisk was located in a vast underground chamber.
- The obelisk was on the ceiling of the chamber, and was pointed towards the ground.
- In the distance, the Party saw camp fires in the chamber.
- A red wave of light came from the obelisk; the wave of light illuminated the entire chamber as it travelled from the obelisk, revealing a village at the centre of the chamber (directly under the obelisk), groups of undead creatures and guard towers.
- The Party travelled to the direction of the village, when they came across a large undead fiend.
- The fiend sensed the dagger Strix carried with him (Strix had found this dagger in the prison), and assumed the Party were allies.
- The fiend escorted the Party to the village.
- The village was a scene of carnage; there were bodies and victims everywhere.
- The fiend led the Party to the centre of the village, located directly under the point of the obelisk.
- At the centre of the village, the Party found a large group of robed cultists forming a circle, several rows deep.
- At the centre of the circle of cultists was an undead priest in red robes.
- The fiend led the Party to the undead priest; however, Molek and Tarra managed to slip away from the Party right before this.
- The undead priest asked for the dagger that Strix had.
- Strix offered the priest the dagger, and the priest called for a sacrifice.
- A young lady was led into the circle against her will. She was terrified.
- The priest picked the young lady up with one hand, and with the other he held the dagger.
- Tarsis jumped towards the priest to save the young lady, when a blue beam of light came from the obelisk, enveloping Tarsis, the priest and the young lady.
- The blue light spread throughout the chamber, melting everything in its path, resulting in the death of the cultists and undead creatures.
- The Party found Tarsis sheltering the young lady with his body.
- Tarsis had gone through considerable changes as a result of blue light: Tarsis had aged, become a person of middle years, and the sides of the hair on this head was blue.
- The young lady was unconscious, but alive.
- It was revealed that Tarra and Molek were responsible for what happened to the chamber. Tarra had gained control of the obelisk, and had deactivated it.
- Tarra had undergone some significant changes as a result of her contact with the obelisk: she had grown to human height.

- The Party attempted magical healing on the young lady, but could not wake her.
- Tarsis carried the young lady with him.
- Molek used the ring of mind reading, and was unable to detect any thoughts or consciousness from the young lady.
- The Party travelled outside of the village, and made camp for the night.

Day 35:

- The Party made their way to the base of the stairs leading into the chamber where they encountered four heavily armoured and armed undead creatures coming down the stairs.
- The Party defeated the undead creatures.
- The undead creatures carried with them magical master crafted Great Swords, which the Party collected.
- The Party made their way back into the prison only to discover that several years had passed since they were last in the prison (time shift).
- Tarsis carried the unconscious lady with him, determined to take her off the Prison Island.
- The Party found a boat with an occupant, who was a member of the Thieves' Guild, who said that he has been waiting for the Party for the past 42 years.
- The Thieves' Guild member filled the Party in on the events that took place during the past 42 years:
 - Tempest had come to Vadin, and destroyed much of the City in her quest for power.
 - The Thieves' Guild was no more.
 - The City of Vadin was for the most part unoccupied.
- The Party decided to travel to the Wizards' Tower in Vadin, in hopes of finding the wizard Fenel.
- Molek took to the task of rowing the boat, while allowed the Party and the Thieves' Guild member a chance to sleep and relax, as it was evening at this point.

Day 36:

- By the morning, the Party had arrived to the Wizards' Tower.
- The Thieves' Guild member had passed away during the journey to the mainland; the Party place his body in the boat, and set the boat on fire, allowing his body to be cremated and his soul to find peace.
- Tarsis continued to carry the body of the unconscious lady.
- At the Wizards' Tower, the Party encountered a number of illusions which prevent the Party from gaining access to the Tower.
- The Party met with an illusion of a wizard, who provided the Party with information that the wizards were now living on the Mountains near the Dwarven City of Underthere.
- The Party decided to make their way back to their home in the City to obtain supplies necessary for their journey to the Dwarven City.
- On the way to their home, the Party noticed several usual things about the City that pointed to the possibility that the fabric of reality was coming apart.
- At their home, the Party obtained their supplies, and Tarsis obtained the traveller's outfit that he purchased for his mother, which he clothed the unconscious lady in.
- Moonbitter obtained Garantek's journal from his room, which contained valuable information of the City of Underthere.
- In the courtyard at the centre of their home, a vortex opened and a wizard emerged providing the Party with information about the wizards.
- However, before the wizard could finish talking, he was sucked back into the vortex, which closed.
- The Party left their home for the City of Underthere.
- Tarsis carried the unconscious lady with him.
- Moonbitter asked Tarsis if he could examine Garantek's Great Sword; Tarsis gave Moonbitter the sword.

- At the gates of the City the Party encountered the Captain of the Guard, who was now an elderly man.
- The Captain remained in Vadin all these years out of his loyalty to the City.
- Moonbitter killed the Captain in cold blood with Garantek's Great Sword, and afterwards returned the sword to Tarsis.
- The Party left Vadin for their journey to Underthere.
- On the road, the Party encountered a farm, and the farmer and his wife (the only occupants of the farm) offered the Party food and shelter.
- Tarsis left the unconscious young lady under the care of the farmer's wife, who agreed to look after her.
- The Party slept at the farmer's house, and the farmer gave the Party food for their journey to Underthere.

Day 37:

- The Party left the farm, and continued their journey to Underthere.
- The Party entered a forest, and soon discovered that they were being followed by an elven scout.
- The scout was from the City of Underthere.
- The scout led the Party to the City of Underthere.
- The Party was offered access to sleeping quarters in the City of Underthere. The Party spent the night in these quarters.

Day 38:

- Tarsis wanted to visit a temple to see if he could resurrect Garantek, whose soul was bound to the Great Sword Tarsis carried with him.
- Tarsis obtained directions from one of the dwarven guards of the location of a temple that provided resurrection services.
- Molek decided to join Tarsis on his journey to the temple, while the other Party members went shopping in the City.
- Tarsis entered the temple, and spoke with one of the temple priests about resurrection services.
- Tarsis went to draw the Great Sword that contained Garantek's soul to show the priest, only to discover that it was missing.
- Tarsis and Molek both saw the sword right before they entered the temple district; thus, it appeared that the sword would be been stolen right before they entered the temple.
- Tarsis and Molek left the temple, and saw a robed figure with what appeared to be Garantek's Great Sword on the figure's back.
- The robed figure fled as soon as it saw Tarsis and Molek.
- Tarsis and Molek pursued the figure.
- The chase took Tarsis and Molek through the marketplace.
- After leaving the marketplace, the figure fled deeper underground through a series of narrow passageways.
- Tarsis and Molek continued their chase deeper underground.
- At one point, Tarsis and Molek lost the figure. Shortly after this, Tarsis was grappled from behind by the robed figure.
- Tarsis broke free from the grapple, and discovered that the robed figure was in fact Talia, the half-elf barmaid.
- Talia blamed Tarsis for the deaths of her adopted parents (see Day 4 – Joseph and his wife).
- Tarsis tried to explain to Talia what happened to Joseph and his wife.
- Tarsis told Talia of the note (along with Joseph's wedding ring and pendant) he left on her unconscious body explaining what happened (see Day 16), but Talia said she never received these.

- Talia attacked Tarsis with a pair of daggers.
- In middle of the battle, Talia finally believed Tarsis. She gave Tarsis back the Great Sword and departed.
- Tarsis and Molek returned to the temple with the Great Sword.
- The Priest informed them that in order to resurrect Garantek, someone must willingly sacrifice themselves.
- The other Party members entered the temple, along with a group of dwarves from the City. Among the dwarves was the Trollhammer Family.
- Moonbitter had discovered from Garantek's journal (see Day 36) that Garantek's real name was Druss Trollhammer.
- Garantek's parents were proud their son died an honourable death.
- At the temple, Tarsis paid for some healing services for himself. Tarsis noticed there were some unusual wounds on his body that were never there before.
- Molek left the temple to return to the sleeping quarters.
- Tarsis left the temple for the markets to look for a gift for Talia.
- The other Party member left the temple for the tavern.
- At the markets, Tarsis purchased a diamond ring made out of platinum for Talia.

Day 39:

- In the morning, the Party decided to venture deeper underground to search for the obelisk underneath the City of Underthere.
- Tarsis and Molek had ventured into the tunnels leading deeper underground when they chased after Talia; thus, they knew where to go.
- In the tunnels, the Party encountered a small speck of light, which told them that the Wizards wanted to see the Party.
- The Party left the tunnels, and travelled to the Wizard's residence, located north of the City of Underthere.
- Tarsis experienced strange sensations, and examined the strange wounds on his body (see Day 38). The wounds had grown and changed; however, some outside force prevented Tarsis from communicating this to the Party.
- At the Wizard's residence, the Wizards assigned a young female mage, by the name of Elise, to guide the Party to the obelisk.
- Elise took the Party to the tunnels, below the City; there, Elise revealed that the Wizards had attempted to gain control of the obelisk, and failed, resulting in the deaths of some of the wizards and strange magic in the area of the obelisk.
- The Party came across the familiar black void.
- Emerging halfway out of the void was the frozen body of a man, in which Elise recognised as one of her fellow wizards.
- Tarsis heard a strange voice inside of his head telling him to put the man out of his misery by ending his life.
- Molek put the ring of mind reading on, and detected a great amount of suffering from the man.
- Moonbitter tried to end the man's life, but somehow the black void prevented him from doing so.
- The black void seemed to be impassable, preventing the Party from entering it.
- Tarra used one of the amulets, and was able to enter the void.
- When this occurred, the man's dead body broke free from the void falling to the ground.
- Elise was heart broken when her dead companion fell to the ground.
- With Tarra in the lead (using the amulet), the Party members and Elise entered the void.
- On the other side of the void, the Party found a long hallway (similar to the one leading to the first obelisk) with an aqueduct leading down the hallway. Instead of water, the aqueduct had lava.
- At the end of the hallway, the Party came across another black void. On the other side of the void the Party found a massive chamber containing an obelisk at its centre.

- The Party was positioned at the top edge of the chamber, and from this vantage point, the Party could see a maze of streams of lava crisscrossing the chamber.
- The Party entered the chamber, and Tarra cast a fly spell on herself and led the Party through the maze of lava.
- The Party came across the charred bodies of the wizards, frozen in their last moments of life.
- A large fire elemental emerged from the lava, and attacked Tarra.
- The Party attacked the fire elemental.
- Tarra cast an illusion spell, and created several illusions of her. She then flew away from the fire elemental with her illusions.
- The further Tarra and her illusions travelled away from the fire elemental, more fire elementals emerged from the lava.
- When this occurred, more openings in the lava were created, allowing the Party to have easier access to the obelisk.
- In the midst of the battle, Elise and Molek's dog Aku (Molek had Aku stay close to Elise for protection) disappeared.
- The Party defeated the Fire Elemental.
- The Party travelled towards the obelisk.
- When the Party arrived outside of the obelisk, Elise and Aku appeared (Elise later explained her disappearance and reappearance was due to her illusionary magic).
- Shortly after this, a Fire Giant attacked the Party.
- The Party defeated the Fire Giant.
- There was a moat of lava surrounding the obelisk; as the Party came closer to the obelisk, lava shot up from the moat, creating a wall of lava around the obelisk, preventing access to the obelisk.
- The Party discovered the amulets they carried with them parted the lava, allowing access to the obelisk.
- The Party entered the obelisk.
- The Party travelled on the platform (elevator) to the top of the obelisk, where the control room was located.
- The control room had a throne; however, this throne was half melted, and had the bottom half of a wizard's body sitting on the throne.
- Moonbitter had triggered the self destructed mechanism in the control room, which said "the Obelisk will self destruct in 4 hours" and "in order to override the self destruct, the control panel on the reverse level must be accessed".
- The Party went back to the platform and the platform turned 180 degrees.
- The Party was upside down on the platform (however, gravity seemed to be connected to the platform).
- The platform travelled deeper beneath the base of the obelisk (from the Party's perspective, they were travelling up).
- The platform took the Party to a vast open chamber of stars (it took the appearance of the night's sky).
- Tarsis had discovered that the strange scars on his body had grown, but still an unseen force prevented Tarsis from telling his companion of this.
- In the chamber, the Party encountered a hologram of a "true one".
- The "true one" identified himself as the creator of this particular obelisk, and said that each of the obelisks was created by an individual "true one" resulting in the unique qualities of each of the obelisks.
- The "true one" told the Party that he has the ability to transport the Party to any point in time.
- The Party expressed their interest in travelling to their own timeline.
- Elise was very interested in time travel, and expressed an interest in travelling to other timelines.

- Moonbitter became very suspicious of Elise interest in time travel, in particular her interest in travelling to another timeline.
- Moonbitter attacked Elise.
- Elise magically disappeared, and reappeared right behind Tarsis, taking the form of Talia.
- Talia held a dagger against Tarsis' throat, and revealed that she wanted to travel back in time to the time before 'Tarsis murdered her adopted parents'. There, she wanted to kill Tarsis.
- Tarsis explained his innocence to Talia, but she would not listen to him.
- Tarsis tried to break free from Talia's grapple, but was unsuccessful.
- Moonbitter lunged himself at Talia, and freed Tarsis.
- Moonbitter then grappled Tarsis, and restrained him; Moonbitter knew Tarsis was blinded by his love for Talia and would prevent the Party from killing Talia.
- The Party battled Talia and defeated her.
- Tarsis was heart broken, but then he realised that if he found Talia in his current timeline, he could prevent her from going down this evil path.
- The Party entered the portal, sending them on another journey through time

Day 40:

- The Party travelled through space and time, and then found themselves on a platform in what appeared to be in a vast chamber of darkness.
- The platform seemed to be lit by magical means.
- The Party travelled down the platform, through a gate, and came across a familiar face: Sarodan
- Sarodan was dressed in robes, and revealed the following:
 - The timeline that the Party was presently in was "the end of time".
 - Sarodan was placed in this timeline after his death by the gods, and has existed here, in an ageless state, for many years (quite possibly decades).
 - Moonbitter's tribe was responsible for destroying the moon, in the timeline that Moonbitter was from (this contracted the gnome's account of the shattering of the moon – see Day 29)
 - Sarodan warned the Party about Moonbitter.
- Sarodan also spoke of Tempest, and the importance of stopping her from gaining control of the obelisks.
- Sarodan revealed to Tarsis that he has the holy symbol of Sarenrea that Tarsis had placed on his body in the Elven City (see Day 20). This further confirmed Tarsis' belief that this holy symbol was indeed a sign from his goddess (see Day 19).
- An unseen presence told Tarsis that the reason why he has the strange wounds on his body, is that the wounds are connected with the Great Sword that he carries with him obtained from the undead warriors (see Day 35). Tarsis carried the Great Swords with him in his 'efficient quiver', and kept one of the Great Swords as his personal weapon (the other Great Swords were sold in the markets of Underthere).
- The unseen presence told Tarsis that gradually his body was turning into the owner of the Great Sword. That he was fighting an inner battle with this creature for the possession of his body.
- However, the power of the Great Sword prevented Tarsis from revealing this to his companions.
- A magical portal appeared, and Sarodan told the Party that going through this portal will allow the Party to continue their quest.
- Sarodan also warned the Party that it will be cold on the other side of the portal.
- The Party entered the portal, and found themselves in the midst of a blizzard, high in the mountains.
- Tarra, through her magic, created a shelter that protected the Party from the elements while they slept for the night.

Day 41:

- The blizzard was so intense the Party was only able to see 10 feet in front of themselves.
- The Party journeyed down the mountain in hopes of locating one of the obelisks.
- The Party came across the frozen body of a wizard's apprentice, which had few items of any value.
- The Party came across a long narrow bridge made out of ice, which they crossed single file.
- While crossing the bridge, the bridge started to crumble, and Strix, who was the last Party member to cross the bridge, started to fall off the bridge. Fortunately, Tarsis was able to catch Strix before he fell, and pulled him up to safety.
- In the midst of the chaos, Moonbitter went behind Liverena, and broke her neck. He then threw her off the bridge (see Day 29, "deck of many things").
- None of the other Party members were around to see this.
- When Moonbitter finished crossing the bridge, he was confronted by Molek at the landing.
- Molek had suspected that there was something suspicious about Moonbitter.
- Molek asked Moonbitter about Liverena's whereabouts, but Moonbitter did not reply.
- Moonbitter wanted to walk away from the Party, but Molek refused to let him go.
- Molek told Moonbitter that he was going to put the 'ring of reading thoughts' on, to read Moonbitter's mind.
- Molek could not understand Moonbitter's thoughts, as they were in Sylvan, a language that Molek did not understand.
- At this point, Tarsis arrived at the landing.
- Molek told Moonbitter that he wanted to give the 'ring of reading thoughts' to Tarsis, as Tarsis understood Sylvan.
- Moonbitter refused to let Molek do this, and turned invisible (through his magic).
- Moonbitter began to flee, when all of a sudden the blizzard stopped, and a group of Yetis surrounded the Party.
- The leader of the Yetis stood in front of Geoff.
- As a reaction to this, Geoff stabbed the leader with his blade. This caused the leader to react.
- The Yeti Leader struck Geoff with his fist.
- In order to prevent Moonbitter from escaping, Molek attacked the invisible Moonbitter with a series of powerful martial arts strikes.
- Moonbitter was knocked unconscious from these blows, and fell to the ground, becoming visible.
- Tarsis drew the undead warrior's Great Sword (see Day 35), and impaled Moonbitter with the cursed Great Sword, pinning his dead body to the ground.
- Strix took one of his alchemist bombs, and threw it towards the ledge where some of the Yetis were.
- The alchemist bomb caused a powerful explosion, which created an avalanche that buried Molek, Tarsis, Geoff and their animal companions.
- Tarsis was injured from the avalanche and Geoff was knocked unconscious.
- Jivaki (Tarsis' owl) died in the avalanche and Aku (Molek's dog) was buried under the snow.
- Tarra used her illusion magic, and caused the Yetis to flee.
- Molek dug Tarsis and Geoff out of the snow.
- Molek used his limited wish from the 'deck of many things' (see Day 29), to bring Liverena back.
- Molek and Tarsis searched through the snow for Aku; they found Aku, who was unconscious and near death.
- Tarsis used his knowledge of animals to stabilise Aku, while Tarra used her magic to heal Aku.
- Although Aku was healed, he was still very weak.

- Tarsis used his healing magic to heal Liverena (this had only a minor impact on her injuries, due amount of damaged Moonbitter caused her).
- Tarra created her magical shelter, and the Party rested.

Day 42:

- The blizzard had not returned; thus making the Party's journey through the snow less difficult than before.
- In the distance, the Party saw a massive temple, and travelled in the direction of the temple.
- Tarra used her magic to fly. She flew away from the Party, and disappeared.
- Molek took the lead to the temple, and saw two heavily armed Guardians guarding the entrance of the temple. The Guardians:
 - Were clad in heavy armour covering their entire bodies, with the exception of a small portion of their heads, revealing that they were humanoids (as opposed to constructs).
 - Stood 11 feet tall.
 - The armour they wore was golden in colour.
 - They threw massive spears with great accuracy; whenever they threw a spear, another spear would magically appear in their hands.
 - The Guardians had heightened senses.
 - There was a massive chain attached to each of the guardian's legs; the chain was connected to the temple (this indicated that the guardians were either prisoners or slaves).
- As the Party came closer to the temple, they found a hiding spot to place Aku (who was still injured from the avalanche).
- The Party ventured forward.
- Outside of the temple, the Party encountered Tarra, who was waiting for the Party.
- Tarra cast an invisibility spell on the Party, and the Party travelled closer to the temple.
- The Party crossed a bridge, passed the guardians, and came to the entrance of the temple.
- The doors of the temple were made for a giant; however, at the bottom of one of the doors was a door made for human sized creatures. This door was open.
- As the Party made their way to the open door, they came across the frozen body of a human warrior lying against the wall of the temple, near the door.
- Geoff tried to obtain the equipment and gold from the frozen warrior, but in doing so, he alerted the guardians to the presences of the Party.
- Tarra used her magic, and created an illusion of the Party running away from the temple; this, however, only fooled one of the guardians.
- The other guardian attacked the Party with its spears.
- Geoff was impaled against the wall of the temple with a spear.
- Geoff was unconscious, and near death.
- The guardian threw another spear at Geoff, striking Geoff in the head, and killing him.
- Tarsis tried to free Geoff's body from the wall, but in doing so drew the attention of the guardian, who threw a spear at Tarsis, impaling him against the wall.
- Strix used his acid to dissolve the spear shaft, and thereby freed Tarsis.
- The Party fled through the door, to the inside of the temple.
- Inside the temple were frozen bodies of monks lying on the ground.
- There were also footprints leading deeper inside of the temple.
- One of the pairs of footprints belonged to a heavily armoured person, while the other belonged to a lightly armoured person.
- Tarsis was able to determine that the footprints were left earlier that day.
- Strix gave Tarsis a healing potion, which allowed him to recover from his injuries.
- Liverena was able to determine that this was a temple devoted to the evil god, Rovagug.
- Molek needed to retrieve Aku from the hiding spot outside of the temple.

- Molek used his skills at stealth to leave the temple, so that he could return with Aku.
- Tarsis positioned himself next to the door, so that he could create a diversion with his arrows in the event that the guardians detected Molek.
- Molek was able to return to the temple with Aku unnoticed by the guardians.
- Molek asked Tarsis to carry Aku while he scouted forward into the temple.
- Tarsis carried Aku with the make-shift backpack Molek has used to carry Aku after the encounter with the yetis.
- The Party ventured deeper into the temple.
- The Party encountered a heavily armoured man imprisoned on the other side of a portcullis (the size of a standard door), with the dead body of an elf clad in leather armour impaled by the portcullis.
- The man identified himself as Hulkovios (human paladin).
- The Party learnt the following from Hulkovios:
 - He belongs to the Order of the Pathfinder, and is the commander of the vanguard of the order.
 - He was sent by Tarak (gnome owner of the tavern in Vadin and former Thieves' Guild member) to aid the Party.
 - He came from a land unknown to the Party; a land on the other side of the mountains.
 - He entered the temple with the aid of his elven companion (who died from the portcullis).
- Molek tried to open the portcullis by directing a series of powerful martial arts strikes to it; Molek was unsuccessful in breaking the portcullis, but managed to bend the portcullis.
- Tarsis searched the walls, and found the switch to open the portcullis; but, due to the damage to the portcullis, it only opened part way.
- Hulkovios, due to the suite of plate armour he wore, was unable to make his way through the gap at the bottom of the portcullis.
- Tarsis did manage to pull the body of the dead elf ranger away from the portcullis.
- Tarra cast some magic on Hulkovios which gave him a temporary burst of strength; this allowed Hulkovios to break free from the portcullis and join the Party on the other side.
- Tarsis did what he could do to bring dignity to the body of the dead elf ranger, and said a short prayer to his goddess, Saranrae, for the ranger's soul.
- The portcullis where Hulkovios was found in was one of a series of 10 parallel hallways (the hallway with the portcullis was located in the middle of the series of hallways).
- The Party threw rocks down each of the hallways to check for traps.
- In some of the hallways the rocks were covered with a layer of frost when the thrown; while in the other hallways, the rocks disappeared, or were exposed to high wind currents, or simple landed naturally when thrown.
- Tarra created her magical shelter, and the Party rested for the night.

Day 43:

- In the morning the Party was feeling the effects of the cold.
- Molek returned to the room where the bodies of the dead monks were (see Day 42), and searched the bodies, discovering:
 - Each of the monks wore a red cloak (8 in total).
 - The monks died from stab wounds (as opposed to the freezing from the cold).
 - The cloaks the monks wore shielded them from the cold.
- Molek removed the robes from the monks, and returned to the Party with a robe for each Party member.
- The robes protected the Party members from the cold.
- It was discovered through the magic users in the Party that each of the robes were magically enchanted with a "protect from cold" spell.
- Through a series of trials and errors, the Party found the hallway that led them to a City several miles under the surface of the temple.

- The buildings in the City were made out of ice.
- On the doors of each of the building in the City were symbols of animals.
- A layer of ice was covering the City.
- Hulkovios cast a “detect evil” spell, and discovered the presence of evil in the layer of ice that covered the City.
- The Party encountered a dwarf by the name of Bertok (sorcerer).
- Bertok was unable to speak Common, and among the Party members, Liverena was the only one could be speak Dwarven.
- Liverena did most of the translating for Bertok; at one point during the conversation, Molek lent Bertok the ‘collar of speech’ (see Day 9), which allowed Bertok to speak and understand Common.
- However, due to Bertok’s comments and attitudes towards Half-Elves and Elves, Molek soon took the collar back.
- Bertok recognized the Great Sword Tarsis carried (Garantek’s Great Sword) with him, as belonging to the Trollhammer family (Garatek’s birth name was Druss Trollhammer – see Day 38).
- Bertok did not like the Trollhammer family, and expressed this to the Party.
- The Party learnt from Bertok that within this City is great power, which is what has drawn Bertok to the City.
- Bertok joined the Party, and the Party rested for the night.

Day 44 (Map):

- While the Party rested for the night, Molek was able to create a detailed map of the City.
- When the Party awoke, the Party decided to explore the City.
- Molek and Tarsis used their skills in stealth, and scouted ahead of the Party.
- The other Party members followed.
- Tarra cast a “detect magic” spell, and found a source of magic coming from a building a few blocks away from the Party.
- Tarra used her magic to fly towards the source of the magic.
- Molek saw Tarra flying, and changed his course through the City.
- Tarsis and the rest of the Party followed Molek.
- Tarra arrived in a building with a large forge made out of ice.
- Tarra explored the building further and found a chest in another room, where the source of magic she detected originated from.
- Within the chest, Tarra found an amulet with a symbol of a frog on it.
- Tarra was unable to determine the magic of the amulet, but decided to wear it.
- The other Party members entered the forge, and Molek discovered rare metals with unique properties.
- Molek was able to activate one of the furnaces (there were four in total; each of the furnaces were made out of ice), and noticed that the fire did not melt the ice (thus, revealing the magic properties of the ice).
- With Molek’s background in metal working, Molek had the ability to create daggers with the rare metals he found; however, this task would take several days to complete.
- The Party was exhausted from their adventuring, and decided to take this opportunity to catch up on much needed rest.

Days 44 – 50:

- Molek worked on creating his daggers with the new metals.
- Tarsis cremated Jivaki (Tarsis had carried Jivaki with him after his death from the avalanche – see Day 41), and placed his ashes in a bottle that Tarra gave him.
- Tarsis said prayers to Sarenrea for Jivaki, and mourned the loss of Jivaki.
- Tarsis began a ranger ritual that lasted for 5 days, which allowed him to summon an animal companion in the form of a crow. The crow’s name is Kii-sara (female).
- Tarsis and Kii-sara formed a strong bond with each other.

- Strix utilized the time to make a construct.
- The Party members explored the City.
- Tarsis learnt from Tarra that the Obelisks could be used to reverse the signs of magically aging (see Day 34) that Tarsis had experienced, returning Tarsis to his younger self.
- The Party learnt that the frog amulet Tarra found was some sort of key.

Day 50:

- Hulkovios was exploring that City with his summoned mount, a large basilisk; when, in the distance, he saw an undead warrior riding a flying undead deer fly in the direction of the forge where most of the Party was located.
- The undead warrior came from the Ziggurat (the largest structure in the City).
- Hulkovios alerted the Party.
- The Party battled the undead warrior, and defeated it.
- After the battle, Molek saw more undead warriors on flying mounts emerging from the Ziggurat.
- Molek calculated there were around 100 undead warriors outside of the Ziggurat.
- The undead did not advance towards the Party; instead they stayed outside of the Ziggurat.
- Through Hulkovios' ability to detect evil, he discovered the presence of great evil in the dark blue ice, which appeared to be moving throughout the City.
- Hulkovios detected higher concentrations of the moving ice at specific locations through the City.
- One location of a higher concentration of the moving ice was the manor house, which was located close to the forge.
- Tarra left the Party to investigate the manor house.
- All the Party members, except for Molek, who remained at the forge to finish working on his daggers, travelled to the manor house.
- When the Party arrived at the manor house, it appeared that one of the windows of the house was shattered by the moving ice.
- The Party entered through the window, as the doorway to the manor was surrounded by the moving ice.
- Inside the manor house, the Party could hear Tarra on the second floor.
- The Party travelled to the second floor, where they found Tarra trying to pry an amulet free from the hands of a frozen humanoid creature.
- The frozen humanoid creature had natural blue skin, but did not belong to the same race of beings known as the "true ones".
- As Tarra was attempted to pry the amulet free, the ice started to move towards the room that the Party was in.
- Bertok was able to break the amulet free; this amulet had the symbol of a bull's head on it.
- The evil ice appeared to be drawn to the amulets.
- Hulkovios could not detect evil from the amulets.
- The Party decided to leave the manor house, and return to the forge.
- As the Party left the manor house, they discovered that the moving ice will avoid fire (Hulkovios used his 'flaming falchion' to repel the ice; while Tarsis created a path through the ice with torches).
- The Party returned to the forge and filled Molek in of what they discovered.
- The next closest building in the City in which magic resonated from was a large building located a few City blocks away from the Ziggurat.
- The Party travelled towards this building. On the journey, the dark ice seemed to be following the Party, drawn to the two amulets the Party possessed.
- The building the Party travelled to was massive, and stood 5 to 6 stories in height.

- The architecture of this building differed from the other buildings in this City, in the sense that it combined Dwarven architecture with the native architecture of the other buildings in the City.
- Outside the main doors stood two large statues of Owls.
- Molek examined a ring he carried with him, which had similar owl carvings on it.
- Molek had carried this ring with him for long as he could remember (Molek's memories had been erased prior to the start of the campaign, and much of Molek's past was a mystery to him).
- The Party entered through the main doors, and discovered that the building was a library containing thousands of books.
- Hulkovios remained outside of the building by the main doors, preventing the moving ice from entering the building with his magical falchion that produced flames.
- The books in the library were written in a strange alphabet of symbols; Bertok was able to read the books through his magic.
- Molek travelled up some stairs and to a corridor that had statues of monks wearing similar clothing to him (the monks even looked very similar to Molek).
- The other Party members (except for Hulkovios who was guarding the main doors) joined Molek.
- The Party travelled further down the corridor and entered a large room containing a series of monk statues, each in a different martial arts stance.
- The statues were arranged in a spiral pattern, and at the centre of the spiral was a statue of a monk with his hands together in prayer. This statue was bowing slightly.
- Molek approached this statue, and placed his hands together and bowed to the statue (Molek bowed lower than the statue).
- The eyes of the statues opened as a result of this, and the statue placed a hand in its robes and pulled out an amulet with the symbol of an owl on it.
- The statue gave the amulet to Molek, and returned to its original posture.
- The Party searched through more of the books in the library, and found that some of the books were written in Elven and Common. The Party collected these books.
- Outside of the Library, the moving ice had become more aggressive, and Hulkovios could not continue to fend it off.
- This forced the Party to flee from the library.
- The ice pursued the Party across the City.
- The Party arrived at a building.
- The door to this building was locked, so Molek kicked the door open.
- Inside the building, there were four children (two boys and two girls).
- The children had blue skin, and appeared to be of elven heritage (they looked like elf children).
- The children appeared to be between the ages of 5 to 9 years, by human standards.
- Tarra and Molek spoke to the children in Chronarian (the language of the "True Ones"), and one of the children asked, "Why are you speaking the language of our grandparents?"
- The children were able to speak both Elven and Common.
- The children revealed to the Party that they have been hiding from the ice for the last 10 years.
- The children took the Party to their hiding place located under the City.
- To travel to this hiding place, the Party travelled through a tube system.
- The children let the Party know that the ice is unable to travel through the tube system; thus, the reason why the children's hiding place is safe from the ice.
- In the children's hiding place were various items collected from the City.
- Among these items was an amulet from Molek's people.
- Molek offered to trade the Trilobite Shell he found in the passageway leading the obelisk under Vadin (see Day 18) for the amulet of his people.
- The children accepted the trade.

- One of the children rubbed the Trilobite Shell, and the Trilobite came to life.
- The child placed the Trilobite on the ground, and it ran away.
- On the back of the amulet Molek acquired were the words “knowledge, power, mediation”.
- The Party discovered that none of the children had names.
- The children revealed that their parents were taken away by the black ice.
- Hulkovios sensed that there was great intelligence to the moving ice.
- The children had one of the amulets the Party was searching for; this amulet had the symbol of a Cow on it.
- The children gave the amulet to the Party.
- Molek asked one of the kids if there were any books among the items the children collected.
- The child gave Molek a book.
- The book was written in Elven, and contained no information of use to the Party.
- Molek learnt that none of the children could read.
- It was getting late, and the Party made camp.
- The Party and the children talked through the night.
- The Party learnt the following from the children:
 - The Occupants of this City came here many years ago to escape the “terrible people” in the world.
 - The Occupants of this City had a great reverence for all life; they wanted to come to a lifeless land and bring life to it.
 - The Occupants of this City were scholars.
 - In the distant past, a “True One” had come to this City, and told the Occupants this City was a focal point of energy; it was the location where one of the obelisks needed to be built.
 - An obelisk was built under the Ziggurat.
 - The ice found in the forge was from the deepest parts of the mountains; that is why fire does not melt it.
 - The children track the passage of time through the snow (one of the children placed his hand in the snow, and identified his age as being 124 years).
 - The race the children belong to are a long lived race; the children identified their parents as being around 600 years old.
 - The evil ice came to the City 10 years ago, and took the people away to the Ziggurat.
 - None of the Occupants of this City have names; rather, they are identified by their stations.
 - All of the Occupants of this City are treated as equal, regardless of which station one belongs to.
 - The Occupants of this City had within them life energy; now that the Occupants are gone, the system is out of balance.
- The Party also learnt that there are a total of 7 amulets they require.
- Each of the amulets represents a different caste in society, as represented by the animal symbols on each amulet; the symbols are:
 - Wolf – Warrior Caste
 - Bear – Builder Caste
 - Dragon – Ruling Caste
 - Cow – Farming Caste
 - Bull – Tradesmen Caste
 - Frog – Traveller’s Caste
 - Owl – Scholar Caste

Day 51:

- Molek found out where the remaining 3 amulets in the City were located, from one of the children.

- One of the children said that he will take the Party to the surface of the City.
- Strix remained with the other 3 children.
- The kid took the Party down a corridor to a tube system.
- Molek asked the kid if he could use the ring of mind reading to read the kid's thoughts, in order to obtain an understanding of where all the tubes lead to.
- The kid agreed, and Molek was able to develop a general understanding of the tube system.
- The Party entered the tube.
- The Party (along with the kid) arrived inside of one of the buildings close to the Ziggurat.
- From the widows, the Party could see the Ziggurat and the horde of mounted undead warriors that stood watch outside of the Ziggurat.
- The undead warriors did not leave the Ziggurat.
- The kid said to the Party, "Please find my family", and then departed through the tube system.
- The three buildings that had the remaining three amulets were located close to the Party.
- It was decided that the Party would break up into teams to acquire the three amulets.
- One team consisted of Molek, Tarra and Liverena, while the other team consisted of Tarsis, Bertok and Hulkovios.
- The team that Tarsis, Bertok and Hulkovios were on would travel to the nearest building.
- While the other team would travel to the two further buildings.
- The first building that Molek, Tarra and Liverena arrived at had dragon symbols on it.
- The doors to this building were locked, so Molek broke the doors open and entered.
- Upon entering the building, Molek was confronted by a group of blue skinned elves, who had arrows pointed at him.
- The arrows appeared to be magical and made out of ice.
- Another blue skinned elf came from another room; this elf appeared to be the leader of the archers.
- The leader spoke to Molek in Elven.
- The leader asked Molek why the cold had not killed him.
- Molek showed the leader the robes the Party wore, which were taken from the dead bodies of the monks (see Day 43).
- The leader knew of the monks who wore the robes.
- The leader took the trio to a throne room.
- In the throne room were corpses: there was a corpse sitting on the throne, and corpses of warriors along the wall.
- The leader stood by the throne, while each of the archers stood by a separate corpse.
- The leader asked Molek if he and his companions would promise to vanquish the creature controlling the black ice.
- Molek said he would, and the leader gave Molek the amulet with the dragon symbol.
- The leader's body merged with the corpse on the throne, and the archers' bodies merged with the other corpses.
- Molek collected a total of 25 "ice arrows" for Tarsis.
- Tarra found shoes of Astral Projection.
- When Tarra put these shoes on, she entered a trance like state.
- While in this state, Tarra experienced an out of body experience, where we saw the City from above.
- Molek, Liverena and Tarra travelled to the building that contained the Wolf amulet.
- This building was revealed to be barracks, with rows of beds.
- The barracks were empty; however, Molek, Liverena and Tarra found a trap door in the barracks leading underground.
- The trap door led to a burial chamber (around 20 feet below the barracks), where they encountered an old man.
- The old man asked Molek if he could prove that he was an ally, and Molek showed the old man the Dragon amulet.

- The old man gave Molek the Wolf amulet, and then crumbled into dust.
- Hulkovios, Tarsis and Bertok travelled to the building which contained the bear amulet.
- The building was large and heavily fortified; art depicting bears was incorporated in the architecture of the building.
- Outside of the building was a large stature of a polar bear.
- At the front of the building was a set of large double doors.
- Hulkovios, Tarsis and Bertok travelled to the back of the building, where they found another door, and the black ice moving towards this door.
- Bertok cast fire on the moving ice and the door.
- Hulkovios struck the door several times with his hammer, which caused the door to open.
- Hulkovios, Tarsis and Bertok entered the building, and found that they were in a workshop, with hallways leading to the left and right of the workshop.
- Hulkovios barracked the door, as to prevent the ice from entering the building.
- Bertok cast his magic, and was able to detect the direction of the amulet. It was located on the upper levels.
- Bertok travelled down one of the hallways, in the direction of the amulet, when he triggered a trap, and was struck by a brick that flew out of the wall.
- Hulkovios found a sled in the workshop, and pushed the sled down the hallway, triggering a series of traps.
- Hulkovios travelled down the hallway, and push the sled again, which triggered more traps. The sled hit a staircase.
- The staircase had around 80 steps, and it appeared that each of the steps was trapped.
- Hulkovios left the building and went outside; he shot a series of flaming arrows in the air to alert Molek, Liverena and Tarra to this building.
- Molek, Liverena and Tarra saw the flaming arrows, and rejoined the other Party members at the building that contained the bear amulet.
- Outside of the building, Tarra used her boots of astral projection, and was able to travel to the upper levels of the building. There, she discovered the bear amulet and treasure.
- The Party travelled inside the building to the staircase.
- Molek gave Tarsis the ice arrows that he collected earlier that day.
- Tarra created her magical discs, which allowed the Party members to ride the discs up the staircase, without triggering any of the traps.
- The Party travelled to the top of the staircase, and entered a room with a door; blocking the door was a large stone block covered with strange symbols.
- As the Party approached the door, the block transformed into a mechanical humanoid.
- Molek showed the humanoid the Dragon amulet, and a key emerged from the palm of the humanoid's hand; the humanoid used the key to open the door, which allowed the Party to enter the room.
- The Party was in another room, which had a door with a large circular lock in its centre.
- There was a single key hole at the centre of the circular lock, and around the edges of the lock was a series of 50 locks.
- Molek inserted the Dragon amulet in the key hole, which caused the series of locks to open; this, in turn opened the door.
- The Party entered another room which contained the Bear amulet and large sums of coins and jewellery.
- The Party collected the amulet and as much of the treasure as they could carry.
- As the Party was leaving the building, they came across a ceremonial dagger used for some form of sacrifice; the Party collected the dagger.
- The Party decided to leave the building, and to return to the children under the City, where they could rest for the night.
- The Party returned to the building close to the Ziggurat, which contained the tube system.
- The Party travelled down the tube system, and was reunited with Strix and the children.

- The Party interacted with the children, and Tarra traded the children for one of their items; Tarsis gave the oldest child his lantern (which he had since the start of the adventure), which the child liked.
- The Party rested for the night.
- Before Tarsis went to sleep, he wrote Talia a letter (see letter), which he hopes to give to Talia upon his return to Vadin.

Day 52 (Map):

- The Party returned to the surface of the City.
- The Party headed towards the Ziggurat
- The undead warriors guarding the Ziggurat did not move when the Party approached the Ziggurat.
- Outside of the Ziggurat was a pedestal, which had 7 slots: each of the slots was for each of the amulets.
- The Party placed the amulets inside of the slots.
- Close to the Ziggurat, a series of building crumbled to the ground, and out of the ground rose the obelisk.
- The Party entered the obelisk, and travelled to the throne room.
- Inside the throne room, lying of the ground was the body of a dead child; the child was a female blue skinned elf.
- The child's body was preserved; yet, there were no signs of life.
- Tarra sat on the throne to gain control of the obelisk; however, when she did so, all she saw was darkness.
- In the darkness, a voice spoke to Tarra.
- The voice belonged to the young girl, whose dead body lay on the ground in the throne room. Through the young girl's voice, Tarra learnt:
 - The girl had her consciousness transferred into the obelisk; thus, the girl's body was dead, but her mind was alive inside the obelisk.
 - There was a being who served as a conduit (medium) for the construction of the obelisk, who was driven mad through the process of creating the obelisk.
 - This being became the force of great evil in this City.
 - The entire population of the City was sacrificed in order to keep this great evil at bay.
- Tarra was locked out of the controls of the obelisk.
- The obelisk started to return to the ground from which it arose.
- The Party fled from the obelisk.
- When the Party exited the obelisk, all sense of sound disappeared.
- On the top of the Ziggurat, the Party could see a structure rising.
- The structure started to open up, revealing a lying body.
- The black ice appeared, and started to move towards the Ziggurat.
- The undead warriors around the Ziggurat started moving, and travelled in a circle around the Ziggurat.
- The undead warriors started to move faster and faster; they moved so fast that the Party could not see the individual warriors.
- It appeared that the undead warriors became absorbed into the lying figure on top of the Ziggurat.
- When this occurred, the figure rose; revealing itself to be an undead humanoid.
- The undead humanoid travelled inside the Ziggurat, and soon emerged from the main door of the Ziggurat, and walked down the steps towards the Party.
- The Party was face to face with the great evil that plagued the City.
- Hulkovios recognized this creature as once being a demi-god who was credited for the creation of the elemental plane of ice.
- Since this creature was no longer a demi-god, it did not have the power it once possessed; however, despite this, this creature was still a powerful foe.

- The Party battled the creature.
- As the Party was battling this creature, a hole started to form in the ceiling of the chamber that housed the City.
- A being emerged from the hole, and it drifted down from the ceiling to the Ziggurat.
- As the being came closer to the Ziggurat, the Party was able to make out the appearance of the being: it was Tempest (who looked exactly like Tarra).
- Tempest landed on the steps outside of the Ziggurat.
- The undead creature disengaged the Party, and attacked Tempest.
- Tempest waved her hand, and the undead creature perished.
- Tempest then turned to Tarra, and said, “We meet again, my sister.”
- Bertok attacked Tempest, and in response, Tempest killed Bertok.
- Tarra used her magic to teleport herself to the obelisk under the City of Underthere (none of the Party members knew where Tarra travelled to).
- Molek tried to attack Tempest, which resulted in Molek being hurled to the ground.
- Tempest’s attack on Molek resulted in Molek reverting back to an earlier age: Molek became 10 years younger (Molek went from being 33 to 23 years old).
- It appeared that each time Tempest used her powers, she became weaker (using her magic appeared to affect her).
- Tempest then departed, and flew up to the hole in the ceiling that housed the City.
- The Party travelled to the obelisk, and entered the platform.
- The platform reversed itself (as the platform had done in the obelisk in the City of Underthere – see Day 39), and the Party travelled underneath the obelisk.
- The further the Party travelled underneath the obelisk, the greater the similarities between the “underside” of this obelisk and the obelisk of the City of Underthere were.
- However, the Party noticed that the light from the “star patterns” did not shine as brightly in this obelisk.
- The Party arrived in the “star chamber”, and came across an ancient true one (who appeared to be the human equivalent of 90 years old).
- The true one spoke Chronarian; however, Liverena was able to translate what the old man said.
- The Party learnt the following from the Old Man:
 - Each of the “Architects” (the true one designers for each of the obelisks) had a different vision for creating the obelisks: some wanted to attain godhood, while others did not.
 - The “system” controlling the obelisks is broke (this is likely the reason for the 900 year time loop – see Day 1, dialogue with Fenal).
 - By turning off the obelisks, the world (pocket plane) will be re-connected with the larger world.
- Tarsis asked the Old Man how he could reverse the magical effects of aging he underwent (see Day 34).
- The Old Man told Tarsis that the obelisk in the unknown lands will grant Tarsis the ability to return to his younger self (Tarsis feels that Talia will not want to be with him in his current state as a middle aged person).
- After the Old Man finished talking, he faded away.
- The Party returned to the platform, and noticed that the platform was fading away.
- Molek said the word “exit” in Chronarian, and a magic portal appeared.
- Shortly after the portal appeared, everything around the Party started to fade away.
- The Party travelled through the portal.

Day 53 (Letter):

- The Party arrived in the City of Vadin, outside their home. It was evening.
- The Party entered their home.

- Liverena was able to see by looking at the aging effects of the tree in the courtyard in the middle of the house that a week had passed since the Party had left for the Prison Island (see Day 32).
- The Party went to the stables behind the house to check on the mule and the horses.
- Molek used the amulet of animal speech to talk to his horse.
- Hulkovios decided to pay a visit to the Mayor of Vadin (Hulkovios is the Baron of Riverton, and as a noble, he has the right to have an audience with the Mayor).
- Hulkovios summoned his mount (basilisk), and departed for the Mayor's residence.
- Now that Tarsis was in the City of Vadin (and in his own timeline), he wanted to deliver the letter he wrote for Talia (see Day 51) to Tarak (who knows where Talia is).
- Tarsis departed, and travelled to Tarak's Tavern.
- When Tarsis entered Tarak's Tavern, everyone in the tavern stopped what they were doing, and looked at Tarsis.
- Tarak pulled Tarsis outside of the Tavern, and had a private talk with him.
- Tarak asked Tarsis where he had been (Tarsis could not answer this), and said that he has been worried about Tarsis and his companions, and had sent search parties out to find them.
- Tarak was also shocked at how much Tarsis had aged since he last saw him (the last time Tarak saw Tarsis he was a young adult; now, Tarsis was a person in his middle years).
- Tarsis gave the letter he wrote for Talia to Tarak, so that Tarak could give this letter to Talia.
- Tarsis also showed Tarak the ring he purchased for Talia in the City of Underthere (see Day 38, diamond ring with platinum).
- Tarsis told Tarak that one day he hopes to give this ring to Talia.
- Tarsis learnt the following from Tarak:
 - Since Joseph's tavern had closed down (see Day 4), Talia had become an employee of Tarak, working as a barmaid in his tavern. However, Tarsis and his companion had never seen Talia working in the tavern, as she has been afraid of them, believing they were responsible for her adopted parent's death (see Days 3 and 4; Joseph and his wife). Thus, Talia had hid when the Party had entered the tavern.
 - Talia is currently working for the Thieves' Guild.
- After Tarsis' conversation with Tarak, he returned home for the night.

Day 54:

- Molek, Tarsis and Strix woke up in their home in Vadin (Hulkovios stayed at the mayor's residence), and discovered that Liverena disappeared.
- Both Liverena and Tarra had most of the treasure the Party obtained from the building the contained the bear symbol in the frozen city (see Day 51).
- Molek opened the front door to their home, and saw a youth outside selling the "daily scroll", which contained the news.
- Molek purchased the "daily scroll" from the youth for a cooper piece, and returned to the house to read it.
- On the borders of the "daily scroll" was a pattern of symbols.
- Molek knew that the pattern of symbols on the scroll was the secrete language used by the Thieves Guild.
- Molek was able to read the Thieves Guild symbols, and was able to discern the Thieves Guild's secrete message.
- Molek was able to translate the symbols for Tarsis, which said:
 - The Mayor of Vadin wants to push the refuges (refuges from Riverton, see Days 11 and 12) out of Vadin. There may be a potential uprising from the refugees.
 - The Thieves Guild has their foothold in the "blacksmithing district", as the production of weapons will be highly profitable in the event of an uprising.

- Tarsis showed Molek the ring he purchased for Talia (see Day 38), and said that he plans on giving it to Talia one day.
- This was the first time that Molek and seen the ring.
- Molek and Tarsis decided to head to the markets to pick up supplies, while Strix decided to head to the Mayor's office to meet up with Hulkovios.
- At the Mayor's Office, the Mayor updated Hulkovios on the events that took place in the months since Hulkovios' departure.
- Hulkovios learnt of what happened to Riverton, and how a number of his citizens are now refugees in Vadin.
- In the markets, Molek and Tarsis heard a familiar female voice giggling in the distance.
- Molek and Tarsis went to investigate the origins of the voice, and saw Talia in the distance: she was dressed in the attire of the Thieves Guild, and was kissing a young man, dressed in the attire of a bard.
- Molek tried to prevent Tarsis from seeing this, but was unsuccessful.
- Tarsis was heartbroken when he saw Talia kissing and talking to the stranger.
- Talia departed, and headed off in one direction, and the stranger in the other.
- The stranger ran into Molek and Tarsis in the market, and introduced himself as Garrick, who was an adventuring bard.
- Garrick said the he is in a relationship with Talia.
- An awkward conversation took place between Tarsis and Garrick, which ended with Tarsis giving a note to Garrick to give to Talia (it was similar to the one Tarsis gave to Tarak for Talia – see Day 53).
- Tarsis also learnt from Garrick, that he and Talia were meeting this evening for dining in one of the local taverns.
- Garrick departed, and met Talia in the 'ratways'.
- Garrick gave Talia the note, and Talia told Garrick that she does not believe what Tarsis said in the letter he wrote.
- Strix, on his way to the Mayor's Office, ran into Avalarea Wynthara (Tarsis' mother) and her group of elven aids and guards.
- Avalarea Wynthara was now that Ambassador of the Elves, since her brother, the previous Elven Ambassador had died (see Day 18).
- Avalarea's guards surrounded Strix, and Avalarea questioned Strix to the whereabouts of her son (Strix was hired by Avalarea to watch over her son).
- Strix only gave Avalarea basic information about her son; only that he was safe and in the markets in Vadin (Strix mentioned nothing about the magical aging effects that Tarsis had undergone – see Day 34).
- Avalarea was upset with Strix, and order him to retrieve her son; to bring him to the Mayor's Office immediately.
- Strix travelled to the markets to find Tarsis and Molek.
- Strix found Tarsis and Molek in the markets; Tarsis and Molek following Strix to the Mayor's Office.
- Garrick met Hulkovios for the first time.
- While the trio was travelling through the markets, they ran into Garrick, and somehow Garrick joined the trio on their journey to the Mayor's Office.
- Molek, Tarsis and Strix were reunited with Hulkovios at the Mayor's Office.
- Tarsis was reunited with his mother, who was shocked at his physical transformation into a middle aged person.
- Avalarea asked Tarsis what happened, and Tarsis explained how he saved a girl's life, and in the process was enveloped by the blue light from the obelisk, resulting in his unnatural aging (see Day 34).
- Avalarea told Tarsis that he should not have risked his life that like, as his life was too important to his people (the elves).
- Tarsis replied that his father, the man who Avalarea loved so dearly, would have done the same, and that it is so important to risk you life to save another life.

- Avalarea then asked Tarsis not to continue his journey with his companions, as he is needed by his people.
- Tarsis then said that “his people” are not only the elves (who never accepted Tarsis for his half human heritage); rather, “his people” are all the good people of the world, and that he needs to continue his adventures as a means of preventing the destruction of the world.
- Avalarea understood, and accepted Tarsis’ choice of continuing to travel with his companions.
- The Party learnt that Fenal had died, and that there was a new head of the Wizard’s Tower, who goes by the name Dragle.
- The Mayor invited the Party to lunch, which consisted of a lavish meal.
- Molek was offended by the excessive amount of food offered for lunch, as there were refugees starving in the streets.
- Molek voiced his offence to the Mayor.
- After lunch, the Party headed to the Wizard’s Tower to meet with Dragle, in hopes of finding out of Tarra’s whereabouts and to have other questions answered.
- As the Party was travelling through the City’s Gates to the Wizard’s Tower, Tarsis met the City Guard who helped the Party view the layout of the cemetery (see Day 7).
- Tarsis and the guard talked for a few moments.
- The Party arrived at the doors of the Wizard’s Tower, and were greeted by a wizard at the main door.
- The wizard led the Party up the tower to Dragle’s study.
- On the way to Dragle’s study, the Party learnt that wizards from outside of Vadin are trying to infiltrate the Wizard’s Tower (they have been unsuccessful, and have met with defeat).
- The Party met Dragle, who is a bald headed human, who stood 6’8 in height. Dragle had several ‘tribal style’ tattoos on his skull, and his eyes were milky white.
- The Party learnt from Dragle that there was a source of power coming from the west (which is the likely location of Tarra).
- Tarsis asked Dragle if he could reverse the magical effects of aging (see Day 34) that he had experienced.
- Dragle used his powers, and was able to reveal the following to Tarsis:
 - The magic required to reverse the magical effects of aging were even beyond Dragle’s abilities.
 - The power that caused the aging effects on Tarsis should have killed him.
 - Within Tarsis, there are 3 souls traps inside:
 - An evil soul with a quiet presences
 - His own and troubled soul
 - A chaotic soul that seems to know Tarsis and is trying to take over.
- After meeting with Dragle, the Party left the Wizard’s Tower.
- Tarsis was very concerned about the 3 souls inside of him, and wished to visit a temple to seek the aid of a priest.
- Hulkovios suggested he visit the Pathfinder’s Society (in which Hulkovios is a member), as the society has powerful magic users who could help.
- The Party travelled to the Pathfinder’s Society in the City of Vadin.
- There, Hulkovios was reunited with several of his former subjects of Riverton, who were now refugees living in Vadin.
- Tarsis was able to meet a powerful magic user who placed his hands on Tarsis, and made a connection with the souls inside of Tarsis.
- The magic user told Tarsis that he would need time to reflect on how to release the souls trapped in Tarsis’ body.
- The Party explored the Pathfinder’s Society.

- Molek went to the Smithy, and requested to have the basilisk claws he obtained from his encounter with a basilisk (see Day 11) to be crafted into daggers. Molek also requested a set of monk robes to be made for him.
- Molek engaged in a sparring match with the head martial arts instructor of the society; it was a tough match, but Molek was victorious.
- Tarsis purchased a set of bracers that increased the strength that he lost as a result of the magical aging, which allowed him to use his magical composite longbow.
- Molek helped Tarsis in the purchase of the bracers, by trading in the wrist crossbow he acquired from the dark elf slaver in the alternative timeline (see Day 27). The wrist crossbow reduced the price of the bracers greatly allowing Tarsis to be able afford the bracers.
- The Party left the Pathfinder's Society, and travelled to Tarak's Tavern for dinner (it turned out that Tarak's Tavern was the same tavern that Garrick was meeting Talia for dinner).
- When the Party entered the tavern, Tarak greeted the Party, and served them in a private room in the tavern. All the Party members, with the exception of Garrick (who was having dinner with Talia on the second floor), had dinner in this private room.
- Over dinner Tarak asked the Party many questions.
- The Party learnt that Tarak had regularly visited the Party's home, and has been feeding and caring for the horses and mule while the Party was away.
- The Party knew that they would have to let the Thieves Guild Leader know that his brother, Geoff, had died (see Day 42).
- After dinner, the Party returned home.
- Garrick joined the Party and followed the Party to their home (Garrick will be living in the Party's house).
- Garrick took over Liverena's room (which was Darga's old room).
- On Liverena's bed, the Party found 20 platinum ingots (this was most of the wealth Liverena carried on her from the 'Bear Symbol' House – see Day 51).
- That night, Tarsis thought about what he learnt from Dragle, of the 3 souls trapped in his body. Tarsis wondered if the other two souls belonged to the girl he saved (chaotic soul) and the undead fiend (evil soul) that he encountered at the site of the obelisk under the Prison Island (see Day 34).

Day 55 (Illustration):

- Molek purchased a copy of the "daily scroll" from a youth outside of the Party's home.
- Molek gave the youth a silver piece this time, as he wanted the youth to convey a message to the Thieves Guild Leader that his brother (Geoff) had died.
- From the "daily scroll", Molek learnt that some of the children of Vadin have disappeared.
- Hulkovios departed in the morning for the Mayor's Manor.
- Strix spent the morning examining the brewery in the home (Sarodan purchased the brewery on Day 5).
- Tarsis talked with Molek about the revelations he had the previous night about the 3 souls trapped inside of him.
- Tarsis told Molek that he suspected that the "evil soul" belonged to the undead priest and that the "chaotic soul" belonged to the girl Tarsis saved from being sacrificed (see Day 34).
- Molek suggested to Tarsis an alternate explanation for the "chaotic soul" as belonging to Garantek, whose soul is bound to his Great Sword: the sword that Tarsis has carried with him since Garantek's death (see Day 24). Garantek was chaotic in nature, and according to Dragle, the chaotic soul knew Tarsis.
- Molek suggested to Tarsis that perhaps it was time to put Garantek's soul to rest, and to find a temple of Gorum (Garantek's god) to have his soul released from the sword.
- Tarsis was determined to find a temple of Gorum, and to talk with a Priest of Gorum to have Garantek's soul released from the sword.

- Molek, Tarsis, Garrick and Strix left their home to head to Tarak's tavern for some food to eat.
- On their way to the tavern, a powerful shockwave went through the City.
- All the Party members felt the shockwave.
- Much of the population inside of the City headed towards the northwest walls of the City, as the shockwave had originated from there.
- Hulkovios departed the Mayor's Manor, and headed towards the northwest walls.
- Molek, Tarsis, Garrick and Strix headed for the northwest walls of the City.
- The Party members reunited at the City's wall, and could tell that the shockwave had originated from the direction of the City of Underthere.
- All the Party members, with the exception of Molek (who knew the truth), believed that Tarra had deactivated the obelisk below the City of Underthere (see Day 39).
- Molek filled the Party in on the fact that Tarra had not deactivated the obelisk below the City of Underthere.
- The Party decided to travel to the source of the shockwave (the City of Underthere).
- A wizard approached Hulkovios on the wall, and said that he could create a two way means of communicating with each other.
- Hulkovios agreed to allow the wizard to make this happen...
- The wizard touched Hulkovios' head, and Hulkovios felt a strong sensation inside of his mind.
- Hulkovios ordered one of the guards to prepare horses for the Party for their journey to the source of the shockwave. Hulkovios ordered the guard to find strong horses, capable of travelling great distances at a fast pace with minimal rest.
- Garrick had disappeared from the wall.
- Tarsis went to look for Garrick, and travelled throughout the crowds.
- Tarsis found Garrick at the stables, with the horses the Party would need for their journey.
- The Party travelled in haste on the horses to the source of the shockwave.
- On their journey to the source of the shockwave, the Party came across the same farmhouse they had encountered in the future timeline (see Day 36).
- Tarsis had a strong connection to this farmhouse, as he had left the unconscious lady in the care of the farmer and his wife in the future timeline (see Day 36).
- The farmhouse itself was severely damaged from the shockwave, and much of the building was buried underground.
- Tarsis left the Party and quickly searched the farmhouse for signs of life; he had found none, and rejoined the Party.
- The Party continued their journey to the source of the shockwave. The closer the Party travelled to the source of the shockwave, the greater magnitude of destruction the shockwave caused.
- The Party saw parts of buildings and bodies of dead dwarves thrown randomly over the ground.
- The Party came across a massive crater, similar in the shape and size to the crater in the alternative timeline that devastated the Elven City (see Day 24).
- The crater was in the location of where the Dwarven City of Underthere was.
- The Party travelled to the edge of the crater.
- At the centre of the crater there was large cocoon, the size of a 2 story building.
- Hulkovios used his detect evil magical ability, and was knocked unconscious.
- The Party members revived Hulkovios.
- Molek was the first to travel to the bottom of the crater, using his agile monk abilities.
- The other Party members followed.
- Hulkovios sustained some injuries on his way down to the bottom of the crater.
- Hulkovios cast some magic on himself to heal his wounds, and the effect of his magic was intensified.

- There was something about this areas that effected magic, either by strengthening it, disrupting it or reversing the effects of spells.
- The Party travelled towards the cocoon.
- As the Party came closer to the cocoon, a mist obscured their vision, limiting what they could see ahead.
- The Party came across five figures.
- As the Party came closer to the figures, the identities of the figures were revealed: the figures were undead warriors, similar to the warriors the Party battled in the chamber that housed the obelisk in the Prison Island (see Day 35).
- The undead warriors attacked the Party.
- In the middle of the battle, a being started to emerge from the cocoon.
- After the Party had defeated the undead warriors, the being fully emerged from the cocoon, revealing itself to the Party: the being was covered entirely in a suit of armour, and had metallic wings.
- The being flew towards the Party.
- The being removed its helmet, revealing the face of Tarra (or Tempest).
- Molek asked the being some questions that only Tarra could answer, to prove that it was Tarra (as opposed to Tempest).
- Once the being was able to answer the questions, then the Party knew that the being was Tarra.
- The Party destroyed the bodies; the weapons and armour of the undead warriors, as the Party knew these items were cursed and could turn living creatures into servants of the undead.
- The Party travelled outside of the crater, to the area where they left their horses.
- Tarra cast "haste" on the horses, which gave the horses' unnatural speed.
- The Party travelled back to the City of Vadin, and had arrived in the late evening.
- The Party rested in their home for the night, while Hulkovios spent the night at the Mayor's Manor.

Day 56:

- Tarra carried with her most of the treasure the Party obtained from the frozen city (see Day 51), and the Party divided the treasure equally among each other.
- The treasure equalled a massive sum of wealth, which would allow the Party members to buy expensive magical items needed for their journey.
- Through Tarra's connection with the obelisks, she knew the exact locations of the remaining 3 obelisks:
 - Port Town of Nizan
 - Island of the Kings Arms
 - Unknown Lands
- Tarra also revealed to the Party that in a month's time, the 900 time loop (see discussion with Fenal, Day 1) would reset itself; thus, the Party had a limited amount of time available to shut down the 3 remaining obelisks.
- Molek heard a knock at the door of their home, and was met by the same youth selling the "daily scroll".
- The "daily scroll" said the Thieves Guild was being shut down by the authorities.
- Hulkovios, Tarra, Strix and Garrick travelled to the markets to spend their newly acquired wealth, while Molek and Tarsis travelled to the Pathfinder's Society.
- At the Pathfinder's society, Molek travelled to the forge, where the smithy had the daggers Molek requested to be made (see Day 54). The daggers were made from the basilisk claws he acquired from the basilisk the Party defeated (see Day 11).
- Molek also picked up the monk's robes he ordered.
- Tarsis met with the magic user, whom he met with two days before, to learn more about the 3 souls trapped within his body.

- The magic user did confirm that the “chaotic soul, who knew Tarsis” did in fact belong to Garantek (Garantek’s soul was bound to his sword, which Tarsis had been carrying since his passing).
- The magic user said that Garantek’s soul is angry, and wants to be released from the sword.
- The magic user said that the evil soul within Tarsis is a great threat to Tarsis.
- The magic user did not know when or where Tarsis had come into contact with this evil soul.
- The magic user told Tarsis to return to the Wizard’s Tower, where he will be able to obtain more information about the souls.
- Tarsis found Molek at the forge, and asked Molek if he would accompany him to the Wizard’s Tower.
- Tarsis and Molek travelled to the Wizard’s Tower.
- At the Wizard’s Tower, Tarsis and Molek were lead to the workshop belonging to a dwarf wizard named Doc.
- Doc was short for a dwarf, and his entire workshop (included the ceiling) was designed around his height; thus, Molek and Tarsis, who both stood 5’11”, were forced to crouch while in Doc’s workshop.
- Doc examined both Tarsis, and Garantek’s sword, and said that Garantek’s soul wants to be released.
- Doc told Tarsis that the soul of evil was a great threat to Tarsis, as this soul is actively working on taking over Tarsis.
- Doc did not know where this evil soul had come from or how long it has been with Tarsis.
- Doc told Tarsis that the only way of removing this evil soul, was for Tarsis to obtain a powerful holy artefact. Doc did not know where such an artefact exists.
- Doc also told Tarsis that he had the ability to transfer Garantek’s soul to a mechanical construct, returning Garantek to the world of the living.
- Doc took Tarsis to another room that had the mechanical construct in which Garantek’s soul would be transferred to.
- The construct stood 10 feet tall, and was made of metal, machinery and a complex system of gears.
- Tarsis asked Doc if the construct would allow Garantek to enjoy the indulgences of the world that he enjoyed so much.
- Doc told Tarsis with a few modifications, that he could allow the mechanical construct to participate in the activities that Garantek was so fond of in his life.
- An alternate choice Tarsis had, was that he could perform a ritual that would free Garantek’s soul from the world entirely.
- Molek was disgusted with the idea of placing Garantek’s soul into the body of a construct.
- Tarsis knew that if he made the decision to have Garantek’s soul transferred to the construct that it would create a rift in his friendship Molek.
- Tarsis desperately wanted to bring Garantek back to life, as Garantek was the first real friend Tarsis had known.
- Tarsis missed his friend dearly, and wanted to be reunited with him.
- However, Tarsis was unsure if this is what Garantek wanted (Tarsis knew that Garantek’s soul was angry and wanted to be released from the sword; however, whether Garantek wanted to be returned to the world of the living, or to find peace in the world of death was another question).
- Tarsis thought about his friend, and tried to place himself in Garantek’s position: What would his friend want?
- In the end, Tarsis made the decision to give Doc Garantek’s sword, and to have Garantek’s soul transferred to the mechanical construct.
- Doc told Tarsis that it will take a few days for the process of transferring Garantek’s soul to the mechanical construct to be completed.
- A rift was created between Molek and Tarsis.

- This troubled Tarsis, as Molek is someone very close to Tarsis and friendship is very important for Tarsis.
- Tarsis and Molek left the Wizard's Tower, and travelled to the markets, where they were reunited with the other Party members (who spent the day at the markets purchasing many wondrous items with their newly acquired wealth).
- Molek and Tarsis were able to purchase some items before the markets closed for the night.
- After the markets closed, the Party travelled to Tarak's Tavern to have some drinks and to relax.
- There the Party learnt that Tempest was in the Port Town of Nizan.

Day 57:

- At the Party's home, Molek heard a knock at the door, and was greeted by a youth selling the "daily scroll".
- It was a different youth selling the "daily scroll" as the previous days.
- Molek asked the youth where the regular kid was, and the youth replied that he had disappeared.
- The youth told Molek how the kids selling the "daily scroll" are from the orphanage, and that no one cares if they go missing. The youth said how the kids in the orphanage are starving and have to sell the "daily scroll" in order to survive.
- Tarsis overheard the conversation, and felt sorry for the children in the orphanage.
- Tarsis gave the youth 10 gold coins for food and clothing for the orphans.
- The youth took the gold coins, and ran off.
- Tarsis and Molek travelled to the Wizard's Tower to purchase magical items.
- Molek was still upset with Tarsis over Tarsis' decision to bring Garantek back to life.
- Molek and Tarsis travelled separately to the Wizard's Tower.
- Strix stayed at home, working on one of his projects.
- Tarra flew to the Island of the King's Arms, the location of one of the obelisks (with Tarra's new form, she was capable of flying long distances).
- Hulkovios worked with the refugees of Riverton, helping the refugees return to their City.
- At the Wizard's Tower, Molek and Tarsis purchased magical items from the shops inside of the tower.
- Molek encountered Liverena in the shops at the Wizard's Tower.
- Molek learnt from Liverena that she was responsible for the recent disappearance of the orphans; she had been finding the orphans good homes to live in.
- Molek used the ring of mind reading and was able to discern that Liverena was telling the truth.
- Liverena rejoined the Party.
- Tarsis was approached by a messenger, who let him know that the Construct/Garantek would be ready the next morning.
- Tarra was unable to travel to the Island of the King's Arms, due to magical fog that prevented her from reaching the island. Tarra returned to Vadin.
- Hulkovios was able to allow the refugees to return to Riverton.
- That evening, the Party reunited at Tarak's Tavern, where they discussed the events of the day and their plan for the next day.
- At the tavern, the Party was approached by a young human scribe named Gibben, who asked if he could join the Party and record their adventures.
- The Party accepted Gibben's service, and he joined the Party.
- Gibben stayed in the Party's home for the night.
- Huilkovios travelled to the Mayor's Manor to spend the night.

Day 58 (Maps):

- Hulkovios arrived at first light at the Party's home.

- Molek heard the familiar knock at the door, and was greeted by the same youth as yesterday, selling the “daily scroll”.
- The youth was dressed in expensive clothing.
- Molek confronted the youth about the gold coins Tarsis had given him to give to the orphans the previous morning.
- The youth told Molek that he kept the gold for himself, and did not share any of the gold with the other orphans.
- The youth then told Molek off, and left the Party's home.
- Molek went after the youth, and caught up to him.
- Molek used his mystic monk powers to teach the youth a lesson, and caused the youth to flee in terror.
- Molek read the “daily scroll” and was able to discern the secrete message from the Thieves' Guild, which said: there is a call out for all Thieves' Guild members to prepare for a war in the ratways.
- Tarra was determined to travel to the Island of the King's Arms, and use a teleportation scroll to take her there.
- Liverena and Tarsis travelled to the Wizard's Tower, as Liverena had some magical items to purchase and Tarsis had a meeting with Doc (dwarf wizard).
- Tarra had teleported to the Island of the King's Arms; however, when she arrived on the island, she was surrounded by a barrier of fog.
- Tarra tried to teleport back to the Party's home in Vadin, but some unseen force interfered with her magic, causing her to teleport to another part of the City.
- As Tarsis and Liverena were travelling to the Wizard's Tower, they saw Tarra falling from the sky and landing in someone's backyard, causing some damage to the backyard garden.
- Tarsis travelled to the home where Tarra had landed, and knocked at the door of the house.
- Tarsis was greeted by an older man.
- Tarsis gave the man four gold coins for the damage caused to his garden, and then went to the backyard to look for Tarra.
- When Tarsis arrived in the backyard, Tarra had already left the backyard.
- Tarsis rejoined Liverena, and found Tarra with Liverena.
- Tarra joined Tarsis and Liverena on their journey to the Wizard's Tower.
- When Tarsis, Tarra and Liverena arrived at the Wizard's Tower, they were greeted by Doc.
- Doc said that he will teleport the construct who would become Garantek to the Party's home, and from there he would finish the process of transferring Garantek's soul to the construct.
- Tarsis and Terra headed back to their house.
- Liverena stayed at the Wizard's Tower, as she had some more items to purchase there.
- Doc teleported himself and the construct inside of the courtyard in the Party's home.
- Doc told the Party members who were at home (Molek, Hulkovios, Strix and Gibben) that he would wait for Tarsis and Tarra to come home before started the work he had to do to complete the transfer of Garantek's soul.
- When Tarsis and Tarra had arrived home, Doc started the process.
- The construct's chest opened up, and Doc placed Garantek's Great Sword inside of the construct's chest.
- The construct's chest closed, and the construct came to life.
- Gibben stayed close to Doc and the construct during this process, recording everything that transpired.
- When Garantek came back to life, and became aware that he was now a mechanical construct, he entered a state of rage.
- Garantek was disgusted that he was now a metal monstrosity.

- Tarsis tried to explain to Garantek this is what he thought that he would have wanted: to be returned to the world.
- Garantek went berserk, and grabbed Gibben and threw his body against the wall with such force that it killed him.
- Garantek then grabbed Doc, and crushed his body, killing him.
- Garantek then attacked the Party.
- Garantek was a fearsome enemy as a construct, but in the end the Party defeated Garantek.
- Right before Garantek died, his body exploded, injuring the Party members and destroying the kitchen and damaging parts of the home.
- The Party was upset with Tarsis.
- The Party searched Gibben's body, and discovered a set of bard's clothing, the very same clothing that belonged to Garrick.
- It turned out that Gibben was in fact Garrick in disguise (Garrick went into hiding because he believed that Talia wanted to kill him due to the affairs he had).
- Tarsis collected the remains of Garantek, Garrick and Doc, and put them aside for burial (which would occur after the Party explored the Obelisk at the Island of Kings Arms).
- Liverena returned to the Party's home from the Wizard's Tower (she had purchased a number of magical and wondrous items there).
- Now that the Party was together, Tarra used her wand of teleportation, and transported the Party to the Island of the King's Arms.
- The Party was obscured by a thick fog, and could only see a few feet ahead of themselves.
- Hulkovios lost his Paladin's ability to detect evil (there was something on the Island preventing this ability).
- The Party tied a rope around each member, as to prevent anyone from being separated in the fog.
- Molek took the lead.
- Kii-sara (Tarsis' animal companion) stayed under Tarsis' cloak for protection from the thick fog.
- Liverena had a pair of glasses that allowed her to see in the fog, which she lent to Molek.
- The Party came across a giant statue, standing several hundreds of feet in the air (this statue, known as the King's Arms, was created several hundreds of years ago as a means of warning ships not to travel beyond this point, as all of the ships that travelled beyond the King's Arms have become lost).
- Molek explored the surface of the statue (his magical cloak of the bat allowed him to travel to the top of the statue).
- Molek had found a passageway through the statue's ear.
- Tarra had teleported the Party inside of the statue's ears, and the Party travelled down the passageway.
- The Party entered a room, which had writing scratched all over the walls.
- The writing was in a number of different languages.
- The Party could read the following messages on the walls:
 - Specific dates
 - "...the fog was here when the people built this... but, the fog was not as high as it is now."
 - "...death is coming..."
- At the centre of the room was a staircase.
- The Party followed the staircase, which took them to the base of the statue.
- At the base of the statues was a room, which had writing along the floors, which was in a spiral pattern.
- At the centre of the spiral, was the Elven word for "death".
- When the word "death" was spoken in Elven, the words formed a spiral staircase leading deep underground.

- The spiral staircase led to a room with a wall that had a pattern tiles on it.
- The tiles could be moved, and Strix manipulated the tiles to form a door.
- The door led to a chamber of gears moving at a rapid rate, generating a great deal of heat in the process.
- On the other side of the chamber was a passageway.
- The Party was able to reach the passageway.
- As the Party travelled down the passageway, they noticed the following:
 - The passageway started to turn to the right, and the further they travelled the more the floor began to slope.
 - There was writing along the walls of the passageway, but the writing had much more Cronarian (the language of the True Ones) than the previous walls.
 - At the end of the passageway, the Party could hear “clicking” sounds.
- The passageway led to a wall with a strange pattern of tiles. The tiles were moving along the wall, and were responsible for the “clicking” sounds the Party heard.
- The Party was able to manipulate the tiles in such a way, as to remove the tiles from the walls which created a door.
- On the other side of the door was another passageway with pistons emerging from the floor at a rapid and unpredictable rate.
- There were five pistons in total, and on the other side of the pistons was a control room.
- The Party was able to travel down this passageway to the control room.
- The Party made camp in the control room.
- With Tarra’s new form, she did not require sleep; thus, she was able to study the control room while the Party slept.

Day 59:

- The control panels in the control room had several buttons, that, when pushed, generated specific sounds.
- The Party discovered that by pushing the buttons in a specific pattern generated a pattern of sounds, which opened up one of the walls in the control room, revealing a passageway.
- This passageway led to a chamber, which housed an old and rusted clockwork dragon.
- The clockwork dragon attacked the Party.
- Tarsis was severely injured by the clockwork dragon.
- The Party defeated the dragon.
- The Party removed some of the Adamantine Plates from the body of the Clockwork Dragon.
- The Party made camp in the chamber as they had several wounded members to tend to.

Day 60 (Maps):

- The Party travelled down the passageway leading out of the chamber of the clockwork dragon (it was on the opposite side of the chamber to the passageway leading from the control room).
- The further down the passageway the Party travelled the cooler the environment had become.
- The Party could see the walls of the passageway glistening with water.
- Up ahead, the Party could see a bright light.
- The Party travelled down the passageway, to the source of the bright light, and entered a large chamber: At the top of the chamber was a bright globe of light (miniature sun) and at the floor of the chamber was a great pool of water.
- The water was crystal clear to the point that it appeared black in the light of the miniature sun.
- The water was calm, and when Hulkovios put his hammer in the water, it caused a series of ripples to travel through the water.
- Tarsis sent Kii-sara (his crow animal companion) to search the surface of the water.

- Strix gave Molek, the best swimmer among the Party, a potion of water breathing, which would allow him to swim deep under the water.
- Liverena cast light upon one of the “Sarodan face stones” Molek carried with him, and with this light source Molek would be able to see deep under the water.
- Molek travelled under the water, and saw towers at the bottom of the chamber (Molek counted a total of ten towers).
- The architecture of the towers appeared to be elven in nature, and the towers appeared to have been under the water for a long time.
- Molek saw a green light source coming from the base of the towers.
- He swam towards that light source, and found the water had become hotter the closer he travelled to the tower’s base.
- Molek could see green stones at the base of the towers that were glowing; the stones were responsible for the green light Molek saw.
- Molek travelled up to the surface to rejoin the Party.
- On his way to the surface, Molek collected some seaweed samples he found and caught a strange looking fish.
- Shortly before Molek returned to the surface, Kii-sara returned to Tarsis, and reported that she saw nothing unusual on the surface of the pool.
- Molek reported what he saw to the Party, and showed Tarsis the fish and seaweed samples he found.
- Tarsis examined the fish and the seaweed, and discovered the following:
 - The fish was like no fish Tarsis had ever seen before; the fish had no scales, but instead had skin. It had strange eyes, similar to those found on goats, and had two rows of razor sharp teeth.
 - The seaweed looked very different than normal seaweed, and was red in colour.
- Tarsis cautioned Molek that the fish and seaweed should not be eaten.
- Strix examined the seaweed and discovered that it had paralytic properties, which Strix knew he could use as materials for his alchemical experiments.
- Strix asked Molek if he could collect more samples of the seaweed.
- Molek returned to the water and collected more samples of the seaweed for Strix; however, this time, while he was underwater, Molek felt considerably weaker.
- Molek returned to the surface, and gave the seaweed to Strix.
- Tarra created her magical discs, which allowed the Party to travel over the surface of the pool to the other side of the chamber; there, the Party found another passageway.
- The Party travelled down the passageway, and discovered at the end of the passageway was a spiral staircase leading deeper underground.
- The Party travelled down the spiral staircase, and came to a corridor that split into three directions; there was Cronarian written for each of these directions.
- Molek was able to read Cronarian, and read “Control Room 1” for one of the directions; “Control Room 2” for the other; and “Control Room 3” for the final direction.
- Tarsis found a small amount of water on the floor of the corridor leading from the direction of “Control Room 1”.
- The Party discovered that at the end of each of the directions was a door, with a small window in the door.
- The window of the door leading to “Control Room 1” was obstructed.
- Molek put on the “Boots of Astral Projection”, and was able to travel through the door to “Control Room 1” in astral form.
- Molek discovered that the control room was flooded with water.
- The control room Molek entered had various dials on strange pieces of machinery, and a viewing port looking at the base of the towers he came across when he was underwater. There was also a passageway leading deeper underground.
- Molek returned to the Party and reported what he saw.
- The Party entered “Control Room 2” and found a similar setup as Molek found in “Control Room 1”.

- The viewing port in this control room was closed.
- There were buttons and dials on strange pieces of machinery in this room; next to many of the buttons and dials were words in Cronarian.
- Molek was able to read Cronarian, and translated the writing to the Party.
- There was a word Molek came across that none of the Party knew what it meant; the word was “radiation”.
- Despite not knowing what “radiation” meant, Molek new the word was something important.
- Below the word “radiation” was a gauge, which was broken.
- Molek knew that Control Room 3 would have a similar gauge, and used the “Boots of Astral Projection” to travel to Control Room 3 (in astral form).
- In Control Room 3, Molek found the “radiation” gauge, and noticed that the dial on this gauge was at the highest level.
- Molek knew that there was something dangerous about this room, and travelled back to his body to report to that Party as to what he discovered.
- The Party knew that Control Room 2 was the safest room to travel through, and entered the passageway in this Control Room.
- The passageway took the Party further underground.
- This passageway was different from the others the Party had encountered on the island as it had pipes running along the walls; every now and then the Party would see signs in Cronarian located near the pipes.
- This passageway led to a massive chamber, with waterfalls running from the passageway down into the chamber.
- There were stairs following the waterfall into the chamber.
- At the centre of the chamber was an obelisk; however, this obelisk was different from the others, as it was standing at a 45 degree angle, and at the base of the obelisk was a complex set of machinery.
- This obelisk appeared to have a metal tip at its top.
- There were crystals hovering in the air above the obelisk; however the lightening generated from the crystals was directed directly towards the metal tip of the obelisk.
- The Party travelled down the stairs to the floor of the chamber, and then travelled to the obelisk.
- When the Party came close to the obelisk, they discovered that the entire obelisk had been uprooted, and was supported by the massive set of machinery and buildings at its base.
- The machinery appeared to be able to move the obelisk at different angles.
- The Party heard a voice coming from the top of the control tower connected to the machinery at the base of the obelisk.
- The voice was too faint to make out exact words.
- The Party entered the control tower, and Molek travelled to the top of the control tower, where the source of the voice originated from.
- At the top of the control tower, Molek saw a 10 foot tall ancient Cronarian talking to himself.
- The Cronarian wore a black crystal amulet around his chest.
- The Cronarian was talking to himself in a mixture of Common and Cronarian.
- The Cronarian was arguing with himself, and it almost appeared that there were two distinct personalities inside of him.
- Molek tried to trick the Cronarian into believing that Molek’s voice was his own voice inside of his mind, in order to have the Cronarian reveal information to Molek.
- The Cronarian was not tricked by Molek.
- The other Party members joined Molek, and the Party entered into a dialogue with the Cronarian.
- The Cronarian identified himself as Centurious.

- Centurios seemed to be shifting between two distinct personalities: one personality was helpful to the Party, with the other personality was opposed to the Party.
- The Party learnt the following from Centurios:
 - The exact time of the 900 year time loop is:
 - 902 years, 7 days and 6 hours.
 - He is the architect of this particular obelisk.
 - To shut down the obelisk the Party would need to travel to either Level 5 (of the control tower) or to the ventilation shaft on Level 3 (of the control tower).
 - Centurios had lived through many of the 900 years time loops, and is able to perceive the passage of the time loops (he is likely thousands of years old)
- Centurios talked about the “end of all things, as a means of preventing the Gods from taking over” (this is possibly the destruction of the world).
- Centurios talked about the Crystal Empire (the Empire of the True Ones) and made reference to this particular obelisk as the “Entropy Cannon”.
- Centurios noticed that Molek was affected by “radiation poisoning”, and gave Molek a bottle of liquid to drink.
- Molek drank the liquid, and felt better (cured from “radiation poisoning”).
- Liverena asked Centurios if she could examine the black amulet he wore.
- Centurios gave Liverena the amulet.
- The Party noticed that Centurios’ face became young, and another distinct personality emerged: this personality was very much opposed to the Party.
- The Party realised that Centurios’ three distinct personalities reflected three distinct periods in his life: a younger self, a middle aged self, and an older self.
- Centurios’ younger self was opposed to the Party; the middle aged self was helpful to the Party; the older self was opposed to the Party and wanted to activate the “Entropy Cannon” to destroy all of reality.
- Hulkovios regained his ability to detect evil (he lost this ability upon arriving at the Island of the Kings Arms – see Day 58), and detected great evil from the obelisk.
- Centurios appeared to be unaware of his own personality shifts.
- Centurios started to cough and appear ill, so Molek gave him a potion of healing; however, when Molek gave Centurios the potion, his personality shifted, and Centurios threw the potion.
- Kii-sara (Tarsis’ animal companion) flew to catch the potion, and Centurios created a fireball, severely injuring Kii-sara.
- After this, Centurios attacked the Party.
- The skin on Centurios’ chest, where the medallion was, started to take the shape of the medallion.
- Centurios proved to be an incredibly capable foe.
- At one point in the battle, the fabric of reality appeared to have split, and two other versions of Centurios (the adult version and the youth version) appeared.
- At one point in the battle, Tarra teleported away from the battle (her intention was to teleport inside of the nearby obelisk, but instead her magic teleported back to the obelisk under Vadin).
- Tarra used her magic again, and teleported herself inside the control room of the obelisk under the Island of the King’s Arms.
- Tarra sat on the throne, and interfaced with the controls of the obelisk.
- Near the end of the battle, Centurios teleported himself behind Tarsis, and drove a power forced of energy through Tarsis, causing Tarsis’ body to be torn apart (there were pieces of Tarsis everywhere).
- Molek, Liverena and Strix were beside Tarsis when he was killed (they were covered in Tarsis’ blood).
- With Tarsis dead, the bond between Kii-sara and Tarsis was broken.
- The Party defeated Centurios, and avenged Tarsis’ death.
- Liverena cast ‘slumber’ on Kii-sara, and collected the sleeping crow.

- Liverena collected a few pieces of what was left of Tarsis.
- The Party travelled into the obelisk, and up to the control room where they found Tarra unconscious on the throne.
- Hulkovios pulled Tarra's unconscious body off the throne, and Molek put on the "Boots of Astral Projection" in order to enter Tarra's mind.
- Molek discovered that Tarra had absorbed the power inside of the obelisk in her own body.
- The obelisk started to break apart.
- Molek carried Tarra's body, and the Party fled out of the obelisk.
- Once the Party was safely outside of the obelisk, Molek placed his ear on Tarra's chest; Molek heard two distinct heartbeats coming from Tarra.
- Molek said a prayer for Tarsis.
- Tarra woke up, and told the Party that she was able to absorb all of the power from the obelisk.
- Tarra said that she could talk with the "CPU" (brain) running the obelisk.
- Tarra teleported the Party back to their home in Vadin.
- Liverena travelled to the Temple of Sarenrea (in Vadin).
- Liverena carried with her some of the remains of Tarsis Half-Elf.
- The other Party members followed Liverena there (they did not know why Liverena was travelling to the temple).
- At the Temple, Liverena met with the priest of the temple, and she performed the reincarnation ritual.
- Soon, a body started to form from the remains of Tarsis.
- Liverena did not know what "form" the "new Tarsis" will take.
- The body started to take the form of a young Half-Orc male.
- The other Party members arrived in the temple.
- Molek saw the body of the Half-Orc, and asked Liverena what had happened.
- Liverena briefly described the process of reincarnation to Molek.
- Hulkovios cast "detect evil" over the body of the Half-Orc, and detected no evil from the Half-Orc.
- A short time after the Party members arrived at the temple, a stranger had arrived.
- The stranger had travelled a long distance from the north, from the Temple of the Crescent Moon, located in the mountains north of Riverton.
- The stranger hid among the clergy, and watched the Party and listened to their conversations.
- The stranger's name was Valisseo Estavani, a human cleric of Erastil, the God of Animals, Farmers, Hunters and Families.
- Valisseo had been sent on a journey by his teacher, Master Jossan, to travel to the Temple of Sarenrea in the City of Vadin in order to find Tarsis Half-Elf.
- Valisseo knew Tarsis Half-Elf, as Tarsis Half-Elf (and another Ranger, a Lady Elf named Varalwyn) saved Valisseo when he was a child (he was 12 years old at that time) from a band of bandits that raided his family's farm (located outside of the City of Underthere); that was 11 years ago.
- Valisseo looked forward to meeting Tarsis again.
- Master Jossan never told Valisseo why he was to travel to the Temple of Sarenrea in Vadin, or why he was to look for Tarsis Half-Elf (that was the way of Master Jossan).
- Valisseo was surprised to learn that Tarsis Half-Elf had died, and that his soul was reincarnated in the body of a young Half-Orc.
- The temple priest asked Liverena who this Half-Orc was, and Liverena told him that it was Tarsis Half-Elf.
- The priest knew of Tarsis Half-Elf, and of his family and the political power they held within the City; thus, the priest sent a messenger to inform Tarsis' mother that she was to come to the temple immediately.
- The newly formed body of Tarsis was in a deep sleep.

- The priest let the Party know that after the process of reincarnation, those who have undergone the process are asleep for anywhere from a few days to weeks, as this process places considerable stress on the beings mind.
- Hulkovios departed the temple, and headed for the Pathfinder's Society.
- The priest offered Molek, Liverena and Strix the bathhouse at the temple, as the three of them were covered in Tarsis' blood (they were next to Tarsis when he was killed).
- Molek, Liverena and Strix used the bathhouse to clean themselves.
- At the Pathfinder Society, Hulkovios met with his senior officers to discuss the following:
 - Tarra was becoming a great danger to the world, and there was a need to set a plan in motion to destroy her.
 - The one who was responsible for the destruction of the Vale (Tarsis Half-Elf, see Day 24; the patients Tarsis freed from the mental hospital inside the Vale destroyed the Vale and killed most of the inhabitants of the Vale) is at the Temple of Sarenrea.
- Avalarea Wynthara (Tarsis' mother) arrived at the Temple of Sarenrea with an escort of elves (among the escort were high ranking elves).
- Avalarea asked Molek where her son was.
- Molek pointed to the body of the Half-Orc.
- Avalarea walked over to the body of the Half-Orc, and said "this is not my son."
- Molek explained what happened.
- Avalarea turn to Strix (who was very nervous) and told Strix he was hereby banished (excommunicated) from Elven society from this day forth, for failing in his duties to look after Tarsis.
- Avalarea then looked at the Half-Orc again, and said "This is not longer my son"; she then departed with half of her escorts.
- Among the elves that remained at the temple, was an elven counsellor, who said that Tarsis Half-Orc is to be placed under arrest in order to stand trial for the destruction of the Vale.
- Molek said that he would defend Tarsis Half-Orc at the trial.
- A group of elves picked up the body of the Half-Orc, and the remaining elves left with the body.
- Valisseo watched the elves take the body of Tarsis Half-Orc away, but knew that the security of the elves would be too great for him to follow and try to rescue Tarsis.
- Thus, Valisseo remained at the temple watching Tarsis' companions.
- Shortly after the elves took Tarsis away from the temple, the remaining Party members returned to their home for the night.
- Valisseo followed the Party members to their home, and waited outside watching the Party.
- Inside their home, Molek, who was grieving over the loss of his friend, started to play with the puzzle box as a means of dealing with his grief.
- Molek heard the puzzle box click, and noticed that a piece of the puzzle box fell off.
- Liverena wanted to borrow the necklace of speaking with animals that Molek had, and when she arrived in Molek's room she discovered that he was in a deep state of mediation (thus, she did not disturb Molek to ask for his necklace).

Day 61:

- Hulkovios arrived at the Party's home.
- Liverena filled Hulkovios on what happened in his absence at the temple.
- Hulkovios, Liverena and Strix travelled to Tarak's Tavern for breakfast.
- Molek was still in his deep state of mediation.
- Tarra was busy in the morning, using the metal from the Garantek Construct and the Clockwork Dragon as materials to further reinforce her own armoured exoskeleton.
- Valisseo, who had waited outside of the Party's home for the night, followed Hulkovios, Liverena and Strix to Tarak's Tavern.

- When Hulkovios, Liverena and Strix arrived at Tarak's Tavern, Tarak was not at work; instead, one of his employees was managing the tavern for the morning.
- Hulkovios paid the bill for the breakfast, and requested a private room to have their breakfast in.
- Valisseo did not enter the tavern, but stayed outside close to the windows so that he could overhear the Party's conversation.
- Liverena ordered an extra drink in the memory of Tarsis, and placed the drink in a vacant spot at the table.
- Strix ordered a number of drinks, and soon became drunk; he was happy that he was finally released from the service of the elves.
- During breakfast, Hulkovios noticed something strange about Liverena; her hair would grab pieces of food, and take these pieces inside of her hair (it was almost as if her hair was feeding itself).
- Hulkovios leaned in close to Liverena, and had a private conversation with her.
- Hulkovios told Liverena that he feels that Tarra is a great danger, and asked Liverena if he could count on her to do the right thing when the time came to it.
- Hulkovios also said to Liverena that plan has been set in motion with the Pathfinder's Society to deal with Tarra.
- Hulkovios noticed that there was someone outside of the window listening on to their conversation.
- Hulkovios reached out the window, and grabbed the person ease dropping (Valisseo), and threw him inside of the room.
- Hulkovios asked Valisseo what he was doing, and then left the tavern to find some guards.
- Hulkovios found two guards outside of the tavern; he asked the guards to following him to the tavern and arrest Valisseo.
- Molek finished his mediation, and saw that the puzzle box had changed; now there was new symbols and Cronarian on the puzzle box.
- Molek decided to head to Tarak's Tavern for some breakfast.
- When Molek arrived outside of Tarak's Tavern, he saw the two guards escorting Valisseo outside of the tavern.
- Molek convinced the guards to allowed Valisseo to be released in his custody.
- Molek took Valisseo back to the Party's home, and questioned him.
- Molek learnt the following from Valisseo:
 - Tarsis had saved Valiseo's life 11 years ago, when his family's farm was attacked by bandits; Valisseo was 12 at that time.
 - Tarsis and another ranger had taken Valisseo to the Temple of the Crescent Moon, in the mountains north of Riverton.
 - Valisseo spent the next 5 years of his life at the Temple of the Crescent Moon.
 - At the age of 18, Valisseo learnt that his younger sister may still be alive, and was sold into slavery by the bandits; this sparked Valisseo's desire to leave the temple.
 - Valisseo was allowed to leave the Temple of the Crescent Moon to search for his sister, on the condition that he was to return to the temple each summer for the next five years bringing with him a large portion of the wealth and treasure that he acquired in his travels.
 - Valisseo returned every summer to the Temple of the Crescent Moon, bring with him a large portion of the items and wealth that he acquired in his travels.
 - After searching for his sister for a couple of years, Valisseo discovered that she had died years ago in slavery.
 - During Valisseo's travels, he had joined an adventuring party, and fell in love with one of his adventuring companions, a half-elf druid named Vanya.
 - A short time before Valisseo was to return for his final summer at the temple, his entire adventuring party, including his beloved Vanya were killed fighting demons from another world.

- Valisseo had returned to the temple for his final summer.
- During this visit, his teacher, Master Jossan, told Valisseo that he was to travel to the City of Vadin, and go to the Temple of Sarenrea to find Tarsis Half-Elf.
- Valisseo knew Tarsis Half-Elf, as Tarsis had saved Valisseo's life 11 years before.
- Valisseo believed that he was indebted to Tarsis for saving his life those many years ago, and knew that it was his duty to repay Tarsis.
- Valisseo had followed the Party home from the temple to find out more about Tarsis and the situation that he was in.
- Valisseo is a cleric of Erastil, and through the blessings of his god, Valisseo has divine magic relating to both the realms of healing and animals.
- Molek trusted Valisseo's story and his intentions for following the Party.
- Molek filled Valisseo in on what has happened to Tarsis.
- Valisseo said that he would do whatever he could to help Tarsis at the trial, and offered to join the Party in Tarsis' absence, as this related to the Valisseo sense of duty towards Tarsis.
- Valisseo offered Molek food through the divine powers of his god (Erastil).
- Valisseo created food and water for Molek and himself, and turned some of the water into wine.
- Molek and Valisseo ate the food that was created.
- In the tavern, Liverena found Tarak (Tarak had arrived at the tavern later that morning) and told Tarak about the reincarnation ritual that she performed on Tarsis.
- Tarak told Liverena that such magic is extremely dangerous.
- Liverena also told Tarak about the upcoming trial for Tarsis.
- Hulkovios, Liverena and Strix (who was very drunk) returned to the party's home, and found Molek and Valisseo eating a meal in the kitchen (what was left of the Party's kitchen after the battle with the construct).
- Valisseo offered the other Party members some food and wine that his god created.
- Hulkovios had a private talk with Valisseo to see if he was trustworthy enough to join the Party.
- Hulkovios asked Valisseo if he was willing to vow to keep things between himself and the Party due to the sensitive nature of the events that the Party is involved in.
- Valisseo made a vow to his god (Erastil), that he will keep things between himself and the Party; Valisseo vowed that should he break the vow on his own free will he will be damned by Erastil and forsaken to the Nine Hells.
- This was enough for Hulkovios trust Valisseo.
- Liverena borrowed Molek's necklace of speaking with animals, and in another room in the house she drew Tarsis' crow (Kii-sara) from her hair.
- Liverena used the necklace to talk to Kii-sara.
- Liverena asked Kii-sara if there is still a bond between her and Tarsis, to which Kii-sara replied no.
- Liverena then allowed Kii-sara to fly away.
- An Elven Guard arrived at the Party's home with a summons for Tarsis' trial which was to start the next day.
- The Party offered Valisseo Tarsis' room for the night.
- Hulkovios travelled to the Mayor's house.
- Hulkovios spoke to the Mayor about Tarsis' trial.
- The Mayor said that the elves were running the whole affair (who already considered Tarsis guilty), and did not care to get involved with the trial.
- Hulkovios left the Mayor's house, and travelled to the Pathfinder's Society.
- Hulkovios spoke with his senior officers to ensure that Tarsis receive a fair trial.
- His officers made arrangements to have the Pathfinder Quartermaster at Tarsis' trial.
- Hulkovios spent the night at the Pathfinder's Society.
- Strix fell asleep in the kitchen (passed out due to the amount of alcohol he consumed).

- Valisseo spent the night at the Party's home.

Day 62:

- Molek was working on the puzzle box in the courtyard of the Party's home.
- Tarra talked to Molek briefly in the courtyard, revealing to him her intentions of observing Tarsis' trial on her own.
- Tarra cast invisibility on herself, and flew to the Elven Embassy, where she watched the embassy from the top of a nearby building.
- There was a knock at the Party's door, and Molek answered the door.
- Molek was greeted by an elf child with an invitation to the Elven Embassy in an hour's time.
- Liverena sent her wyvern carrying a note for Hulkovios to the Pathfinder's Society, informing Hulkovios to meet the Party at the Elven Embassy right away.
- At the Pathfinder's Society, Hulkovios was informed by his senior officers that he was expected at the Elven Embassy in an hour's time that morning.
- Hulkovios had one of his officers send a message to the Party via carrier pigeon.
- Around the same time that Liverena's wyvern arrived at the Pathfinder's Society with the note for Hulkovios, the carrier pigeon Hulkovios sent for the Party arrived at the Party's home.
- The Party departed their home for the Elven Embassy (Strix had altered his appearances before leaving the house, as he was banished from Elven society).
- Hulkovios departed the Pathfinder's Society riding his basilisk mount.
- The Party ran into Hulkovios on their way to the Elven Embassy.
- When the Party reached the Elven District, they noticed that the streets were unoccupied.
- Tarra, who was still invisible, saw the Party approach the Embassy; she remained invisible, and kept her distance from the Party.
- The Party entered the Elven Embassy and were met by a guard.
- Tarra did not enter the Elven Embassy with the Party, nor did she announce her presence to the Party; she remained invisible and remained outside of the building.
- The Embassy was heavily guarded, with a number of the guards hidden (Molek observed guards moulding themselves with the walls of the building with the magic of the elves).
- The guard took the Party to a set of double doors, and on the other side of the double doors was an archway, with ten elven mages channelling their magic into the archway.
- There were elven counsellors and officials in the room, and the Party saw a counsellor walk into the archway and disappear.
- The Party was informed by one of the elven officials that the archway leads to the secret location of Tarsis' Trial.
- Hulkovios brought his basilisk mount inside of the embassy, and asked the official if he could have someone tend to the mount while the Party was at the trial.
- The Party walked through the archway, and arrived in the Vale.
- The Vale was heavily damaged, with most of the buildings destroyed.
- A makeshift courthouse was built outside, with chairs arranged in a circular pattern around a podium.
- Seated on the chairs were a thousand elves (likely most of the surviving elves of the Vale and Vadin).
- The Party was met by an Elven Steward, who warned the Party against using any weapons or magic during the trial.
- The Steward escorted the Party under the podium, to a holding cell.
- Inside of the holding cell, dressed in robes was Tarsis Half-Orc.
- Tarsis looked very different as a result of the reincarnation.
- Tarsis was awake, and spoke to the Party.
- Molek said to Tarsis that his Mother has set events in motion concerning his arrest and this upcoming trial.

- Tarsis said he was not sure exactly what he has been charged with, and that he believed that the people he freed from the elven mental hospital were prisoners like he and his companions were (see Day 24).
- Tarsis then said that if there is justice, then he will be found innocent and allowed to live.
- The Party was allowed to walk with Tarsis Half-Orc to the podium for his trial.
- At around the same time the Party entered the room with the archway in the Elven Embassy, Tarra had taken flight and travelled to the Catan Forest (how she knew of that the trial was at the Vale is a mystery).
- As the Party was walking Tarsis to the podium, Tarra had arrived in the Vale; she remained invisible and in flight several feet above the outdoor trial.
- The Party was seated close to Tarsis at the trial.
- The Party could see four Elven Counsellor, who were to be Tarsis' judges, seated at the trial.
- Behind the Counsellors was the Quartermaster from the Pathfinder's Society.
- Tarsis' mother (Avalarea) was no where to be seen at the trial.
- The Counsellors rose, and called the court in order.
- Tarra, who was still invisible and hovering above the court, unleashed her magic at the trial:
 - She caused a pit to open up among the audience, and a number of the elves fell into the pit (several of the elves were injured as a result of this).
 - Next, she cast "phantasmal killer" on Tarsis, killing Tarsis with this spell.
- Valisseo was close to Tarsis when he was killed, and ran over to his body.
- Valisseo call forth to Erastil, and through his god, Valisseo cast "Breath of Life" on Tarsis, allowing him to return to life.
- While still living, Tarsis Half-Orc was unconscious due to shock his body endured from the attack.
- The court was in chaos.
- Valisseo aided the elves in treating their injured through his healing magic.
- Due to the chaos and injuries, the Trial of Tarsis Half-Orc could not continue, and would have to be moved to a different location and date.
- The Elven Counsellors decided that the trial should be held at the Pathfinder's Society, and that Tarsis Half-Orc was to be transferred to the Pathfinder's Society immediately.
- The Elven Counsellors walked with the Party through the portal leading back to the Elven Embassy (a couple of elves carried the unconscious body of Tarsis Half-Orc).
- Liverena gave Hulkovios a ring, asking him to place the ring on Tarsis' finger.
- Hulkovios placed the ring on Tarsis' finger.
- The elves took Tarsis to the Pathfinder's Society.
- Molek headed back to the Party's house, and with his monk abilities, he made it home in very little time.
- The Party was led to the stables, where Hulkovios' basilisk mount was kept.
- The basilisk had attacked the elven stable boy, and was gnawing on his leg.
- Hulkovios commanded his basilisk to release the elf, and Valisseo tended to the elf's wounds.
- Once the elf was healed, he ran off.
- Molek found Tarra in the courtyard in the Party's home; there, he confronted her as to what happened at the trial that day.
- Tarra told Molek that she believes that Tarsis Half-Orc is too much of a liability to the Party, since he knows too much; that is the reason why she planned on killing him.
- Molek and Tarra argued with each other.
- On the way to the Party's home, Valisseo, through his magic, had a conversation with Hulkovios' basilisk concerning what happened to the elven stable boy.
- This conversation went nowhere, as the basilisk was very stubborn and would not listen to Valisseo.

- The Party had arrived home at the time Molek and Tarra's argument was coming to an end.
- Tarra had left the courtyard, and went to her room.
- Molek started to work on the puzzle box to deal with his frustration.
- Two new symbols, glowing bright red, appeared on the puzzle box.
- Hulkovios saw the symbols glowing on the puzzle box, and cast "detect evil"; Hulkovios detected evil coming from the puzzle box.
- Hulkovios asked Molek where he acquired the puzzle box from.
- Molek said the markets in Vadin.
- Hulkovios channelled "positive energy" through the puzzle box, and two new symbols appeared on the puzzle box, this time glowing bright yellow.
- The new symbols did not radiate evil.
- It appeared that the puzzle box drew upon the energy and thoughts of the person handling the puzzle box.
- Molek held the puzzle box, and focused his "ki" energies on the box; the box felt heavier and heavier, which resulting in Molek putting the box on the floor.
- The puzzle box began to unfold itself, and began to form a doorway; when the doorway was complete, a reflective surface (mirror) appeared inside of the frame of the doorway.
- Molek could see a reflection of himself in the doorway.
- Molek touched his reflection, and where he touched the surface of the reflection, a rippling effect occurred, similar to the effects of touching one's reflection in a pond.
- Strix threw a rock through the doorway, and it disappeared into the reflection.
- Tarra tied a rope to the tree in the courtyard, and threw the other end of the rope into the doorway.
- Molek held the rope, and climbed into the doorway and disappeared.
- Sometime had passed, and the rope went slack.
- Hulkovios asked Liverena about the ring she gave Tarsis.
- Liverena simply said that the ring is to protect Tarsis from Tarra.
- The Party members entered the doorway.
- The doorway led to a vast circular chamber, which was open (had no ceiling) to the night's sky (stars throughout the sky).
- At the centre of the room sat Molek, and on the floor under Molek was the symbol of his people (which is on the ring Molek wore – see Day 50).
- Molek was looking up towards a planet in the night's sky.
- The planet was rotating, and the Party could see land masses and bodies of water on the planet.
- There was an area on the planet that was missing; it appeared as a black void.
- Molek was able to speak with his god, Irori, the God of Order, and Irori told Molek this place is where he came from; this chamber is Molek's home (Molek's memories were erased).
- Molek pointed at the area on the planet that was missing, and said that this is Vadin and the world where the Party exists in.
- The Party decided to travel to the obelisk in the Unknown Lands as their next destination.
- The Party members left the room through the doorway. Molek stayed in the room for a while longer.
- Molek asked Irori about his parents.
- Irori said to Molek that he does not know where his parents are, but he knows they were here (in this chamber).
- Hulkovios spent the night at the Pathfinder's Society.

Day 63 (Map):

- At the Pathfinder's Society, the members of the society were busy preparing for a mission.

- Hulkovios talked with his officers, and was informed that the Port Town of Nizan had fallen.
- The members of the Pathfinder Society were preparing for a journey to a secrete location to obtained power items necessary for their mission.
- Hulkovios made arrangements with his officers to meet the Party at the obelisk in the unknown lands.
- At the house, Liverena talked to Molek about what happened at the mental hospital in the Vale (see Day 24).
- Liverena asked Molek if she could share his memories of what happened that day in the Vale, when Tarsis freed the patients at the hospital.
- Molek gave Liverena permission to access his memories, and Liverena had Molek to focus his mind on the events of that day.
- Liverena was able to see what happened when Tarsis freed the patients, through Molek's experiences.
- Liverena left the Party's home to travel to the Wizard's Tower to pick up some supplies.
- Strix was suspicious of Liverena, and followed Liverena when she left the house.
- Liverena found that the Wizard's Tower was closed, and returned home.
- On Liverena's way home, she ran into Strix; the two travelled together back to the Party's home.
- Valisseo made breakfast for the entire Party, utilizing the rations that he carried with him and the supplies in the Party's home.
- The breakfast turned out to be delicious, and the Party enjoyed the food.
- Liverena sent her wyvern to retrieve Hulkovios.
- Hulkovios arrived at the Party's home, and revealed the following:
 - The Port City of Nizan had fallen.
 - The Pathfinder's Society will meet the Party at the obelisk in the unknown lands.
- Molek took the key and the deed to the house, and placed these items in the chamber where he was able to communicate with his god for safe keeping.
- Tarra used her teleportation wand to scout ahead the location of the obelisk in the Unknown Lands.
- Tarra discovered that the City in the Unknown Lands was surrounded by a fierce sandstorm; however, she was able to find a safe location within the City (a balcony on a building) to teleport the Party to.
- Tarra teleported herself back to the Party's home and then teleported the Party to the balcony of the building in the Unknown Lands.
- Hulkovios cast "detect evil", and he became ill and threw up due to the amount of evil in the City (Molek threw up as well, as he had used the ring of mindreading to sense what Hulkovios sensed through his magic).
- The Party made their way off the balcony to the ground, and travelled to the centre of the City where the obelisk was located (the layout of the City was like a wheel, with all the roads leading to the centre of the City. The building holding the obelisk was located there.
- At the centre of the City was a large spiral building, with a set of double doors.
- Molek kicked the double doors open, and the Party entered the building.
- The room the Party entered was a Grand Hall; the Grand Hall had three passageways on the right wall (from the entrance) and three passageways on the left wall.
- Each of the passageways led further underground.
- In front of each of the passageways was a glass display case, and inside of the display cases was an item of value encased in crystal.
- The items in each of the display cases were:
 - Helmet of telepathy (case on the right wall closest to the double doors)
 - Gauntlets (middle case on the right wall)
 - Suit of Infernal Armour (furthest case on the right wall from the double doors)
 - Elven Bow (case on the left wall closest to the double doors)
 - Dagger (middle case on the left wall)

- Lance (furthest case on the right wall from the double doors)
- Liverena cast “dancing light” down each of the passageways, and she watched as each of the lights disappeared into the darkness.
- Strix broke open the case that contained the Elven Bow, and freed the Elven Bow from the crystal encasing it.
- Strix wanted to break open the case that contained the Infernal Armour (the amour spoke to Strix).
- Hulkovios tried to restrain Strix from breaking open the case containing the armour, but was unsuccessful.
- Valisseo cast “hold person” on Strix, which paralysed Strix.
- Hulkovios then moved Strix away from the armour.
- Tarra opened the other cases, with the exception of the case containing the armour, and the Party acquired these items.
- The Party decided to travel down the middle passageway on the right wall (the passageway that had the case of the gauntlets in front of it).
- Valessio tried to cast “bless” on Molek (who was leading the Party down the passageway), but was unable to do so, as Valisseo’s connection with his god was blocked.
- The Party arrived at a platform that overlooked a vast chamber.
- The ceiling of the chamber was a night’s sky filled with stars, and among the stars were crystals floating; the crystals were generating electricity and lightening was travelling between the crystals.
- The Party could see eight floating islands below the platform.
- On the platform was a single pedestal, and on the pedestal was a crystal.
- Tarra put her hands on the crystal, and poured energy into the crystal. This caused the platform to light up with Cronarian symbols.
- The platform started to move down into the chamber.
- Hulkovios could detect more evil as the platform descended.
- The Party could see the ground of the chamber, which was covered in grass.
- On the ground were dozens of Abyssal Spiders (large mechanical spiders).
- Tarra cast “invisibility” on the Party to prevent the spiders from seeing them.
- The platform came to a stop before reaching the ground.
- Tarra communicated with the crystal on the pedestal, and it said that there was something blocking the platform (the mob of giant spiders was blocking the platform).
- Tarra created illusions, and this drew the spiders away from the platform to the other side of the chamber.
- With the spiders gone, the platform continued to descend.
- The platform reached the ground, and travelled through a tunnel (one of the spiders was squished when the platform descended into the tunnel, spraying mechanical fluids all over the tunnel walls and the platform).
- The tunnel led into a massive chamber, much larger than the other chambers that housed the obelisks (this chamber was 8 times larger than the other chambers).
- There were 6 obelisks in this chamber.
- The points of each of the obelisks were pointed towards the centre for the chamber (there was an obelisk on the north wall; the south wall; the east wall; the west wall; the top and bottom of the chamber).
- Each of the obelisks appeared to be identical to each other.
- The obelisks were pointing towards a metal globe in the centre of the chamber.
- The metal globe was firing energy to each of the obelisks.
- In the corner of the chamber, the ground erupted, and out of the ground emerged Krell’s black mobile tower (see Day 28).
- Tarra teleported the Party near the tower.
- The mobile tower started to open up, revealing an obelisk inside it.

- As this was happening, Tarra used “mage hand” and threw the miniature castle obtained from the “deck of many things” (Day 29) into the openings of the tower.
- The miniature castle started to expand inside of the mobile tower, and the tower came to a stop.
- A pod shot out of the tower, and landed close to the Party.
- From the pod emerged a large figure in heavy armour. The lower half of the figure was that of a mechanical snake.
- This figure was Krell.
- Krell attacked the Party.
- Shortly after the battle started, Valisseo was able to make a connection with his god, Erastil; through Erastil’s divine powers, Valisseo was able to cast magic which aided the Party in battling Krell (Valisseo was able to summon elementals and a celestial being to aid the Party).
- It was a tough battle, and Krell managed to inflict wounds on several of the Party members; Liverena fell unconscious due to the wounds Krell inflicted upon her (Valisseo was able to channel positive energy to Liverena, causing her to regain consciousness and to heal her wounds).
- The Party defeated Krell, and as before (see Day 18; obelisk under Vadin) the mechanical body exploded when it was destroyed.
- However, unlike the previous encounter with Krell (when he was the giant anti-paladin, Day 18), the gnome (Krell’s true form) was not inside this mechanical warrior; instead Krell was controlling his monster remotely.
- After defeating Krell, the Party travelled inside of the mobile tower (the Party entered the mobile tower from the back side).
- The Party entered a large room inside of the tower; there were a couple of holes in the ceiling of the room.
- A large cube (15” x 15”) dropped from one of the holes in front of the Party.
- Molek and Tarra were working together to break an opening in the wall at the end of the room to create a route to the obelisk inside of the tower.
- Suddenly, Krell’s voice could be heard throughout the room.
- Hulkovios said to Krell, “What did you do?”
- Krell replied that he does whatever Temple asks of him, as he believes in what Tempest is doing: removing the gods, and creating a new world.
- A second cube dropped from the ceiling behind the first cube; this cube was larger than the first cube (20” x 20”).
- Arms and legs started to emerge from the second cube, and soon the cube took the shape of a humanoid construct (Krell was inside of this construct).
- Hulkovios continued to talk to Krell.
- Hulkovios told Krell about the amount of destruction and lives lost because of Tempest.
- Krell said this was mere “collateral damage”.
- Hulkovios began angry, and spoke of the deaths of his wife and child in Riverton (Krell’s army invaded Riverton and killed many of the town’s population, including Hulkovios’ wife and child; Hulkovios was traveling outside of Riverton when the invasion took place. See Day 12).
- Hulkovios continued to talk to Krell, and it appeared that Hulkovios had convinced Krell to leave Tempest.
- Krell emerged from the construct, and walked to the front of Hulkovios as a sign of peace (Krell’s natural form was that of a small gnome – see Day 18).
- A figure fell from the hole in the ceiling, and landed directly on top of Krell, killing Krell instantly.
- The figure looked at Hulkovios, and said “weakness” while it stood over Krell’s dead body.
- Hulkovios could detect great evil from the figure.

- The figure was Moonbitter, and Moonbitter had undergone considerable changes since the last time the Party saw him (Day 41):
 - Moonbitter stood 8 feet tall, and his flesh was now rotten.
 - From his rotting flesh grew plates of metal, which served as armour.
 - At the centre of Moonbitter's chest was the hole where Tarsis impaled him with the Death Knight's great sword (see Day 41).
- Moonbitter was armed with a massive great sword, and attacked the Party.
- All of the Party members, with the exception of Molek and Tarra, battled Moonbitter.
- When Moonbitter attacked the Party, Molek and Tarra were already inside of the obelisk within the tower.
- Molek and Tarra made their way into the control room of the obelisk.
- Inside the control room they saw Tempest (who looked exactly like Tarra before her transformations) sitting on the throne.
- Wires and tubes were coming out of Tempest's body, and it appeared that she was connected directly to the obelisk.
- Molek and Tarra came closer to Tempest, and encountered a shield (force field) surrounding Tempest.
- Tempest turned to look at Molek and Tarra, and said "I have access to all of time. You cannot defeat me..."
- Hulkovios engaged Moonbitter in melee combat, and Valisseo summoned a bison to attack Moonbitter.
- After a few rounds of combat, the smaller cube (15" x 15") opened up, and six mechanical humanoids (constructs) emerged from the cube.
- The mechanical constructs attacked the Party.
- Hulkovios focused on Moonbitter, while Valisseo's summoned creatures (the bison and two hound archons) battled the constructs; Liverena used her magic to turn the tides of the battle, and Strix entered the second cube (larger cube).
- Molek was able to break through the shield and Tarra travelled towards Tempest.
- Tarra's living armour opened up, and it engulfed Tempest's body.
- Molek, with his monk abilities, could sense the other Party members were in danger. He departed the control room, and travelled towards his companions (Molek's monk powers granted him exceptional speed).
- Tarra saw Tempest floating in front of her.
- Tempest looked at Tarra and said "Did you think that it would be that easy?"
- Tarra could see a metal plate fused to Tempest's chest, and on this plate were the symbols found on the amulets the Party carried with them.
- Tempest then asked Tarra if she wanted to join her in taking over the gods. Tempest asked Tarra if she wanted immortality.
- Molek rejoined the Party in their battle against Moonbitter and the mechanical constructs.
- Inside of the second cube Strix came across a pair of gauntlets.
- Strix put the gauntlets on, and discovered that Krell's soul was inside of the gauntlets.
- Krell tried to take over Strix's body, but Strix resisted and fled out of the cube.
- Hulkovios defeated Moonbitter, and the Party defeated the constructs.
- Hulkovios was suspicious of Tarra, and travelled by himself to the obelisk inside of the tower.
- Tempest had convinced Tarra to join her side.
- The other Party members followed in the direct of where Hulkovios headed off to.
- Hulkovios overheard the conversation between Tempest and Tarra, and when it was revealed to him that Tarra intended to join Tempest, Hulkovios attacked Tarra.
- As soon as Hulkovios went to attack Tarra, Tarra summoned the "Cross Roads Demon" from the "Deck of Many Things" (see Day 29).
- The "Cross Roads Demon" appeared, and everything around Tarra seemed to have been frozen in time.
- Tarra asked the Demon for help.

- The Demon granted her this request, and said to Tarra that he will see her around.
- Time returned to normal, and Tarra unleashed a powerful force of magic on Hulkovios; the magic was so powerful that Hulkovios was killed instantly, and his entire body was vaporised.
- Molek, the faster Party member, witnessed Hulkovios being killed by Tarra, and tried to save him, but it was too late.
- Molek then attacked Tarra, but Tarra used her magic to teleport away.
- Tarra teleported herself to the room in the tower where the Party battled Moonbitter and the constructs.
- Outside of the tower, Tempest floated in front of the metal ball that was drawing the energy from the six obelisks in the chamber.
- Tempest was about to enter the ball, when rumbling occurred and a vortex appeared in front of her.
- A figure stepped out of the vortex, and looked at Tempest and said "You cannot go in there, for I have seen all things."
- "Who are you?" Tempest replied (she had never seen the figure before).
- The figure was Sarodan, who was now the "God of Time" (Sarodan had become a god).
- Molek, using his monk abilities, was able to locate Tarra inside of the tower.
- The Party members, with the exception of Liverena, followed Molek.
- Liverena left the tower, and witnessed Sarodan coming out of the vortex to confront Tempest.
- Inside of the tower, the Party members caught up with Tarra.
- Strix killed Tarra.
- Outside of the tower, the argument between Tempest and Sarodan continued.
- Tempest told Sarodan that she has to go through the portal (metal ball).
- Sarodan replied by saying that if you were to enter the portal than all of reality will end.
- At this point, Liverena emerged from the tower, and flew towards Tempest.
- Liverena cast "phantasmal killer" on Tempest, but Tempest was able to resist the effects of the spell.
- Tempest grabbed Sarodan by the throat, and started to choke him, as she believed that Sarodan was responsible for the "phantasmal killer" spell.
- Tempest loosened her grip around Sarodan's throat, and said "Where did you come from?"
- Sarodan's eyes started to widen; then Tempest shoved her hand deep inside of Sarodan's chest.
- Energy started to flow out of Sarodan's body into Tempest's body.
- Liverena flew up to Tempest, and tried to grapple Tempest (with Liverena's hair), as a means of freeing Sarodan from Tempest's grip. However, Liverena was unsuccessful at grappling Tempest.
- Liverena then created a thick fog with her magic to obscure Tempest's view of her surroundings (the area around Tempest, Sarodan and Liverena was covered by fog).
- Molek and Valisseo exited the mobile tower, and travelled towards the obelisks in the centre of the chamber.
- Molek and Valisseo reached the obelisk, which was directly below Tempest and the metal ball.
- Since the obelisk was partially underground, Molek and Valisseo could not enter the obelisk as a means of travelling to the top of the obelisk to reach Tempest.
- Molek, with his monk training, climbed up the side of the obelisk to reach Tempest.
- Valisseo attempted to dispel the magical fog (he did not know that Liverena created it), but was unsuccessful.
- Molek successfully climbed to the top of the obelisk, where he could engage Tempest.
- Valisseo started to climb up the side of the obelisk, but was much slower than Molek.
- Inside of the tower, Strix entered the control room of the obelisk.
- Strix sat on the throne, and started to access the obelisk.

- When Strix accessed the obelisk, everything went black; then, Strix found himself looking at Tarra (Tarra's mind had been transferred to the obelisk).
- Liverena heard Molek's voice when he was at the top of the obelisk, and dispelled the magical fog; now, Molek could see Tempest, Sarodan and Liverena.
- Molek hit Tempest with a powerful strike, which pushed her backwards, causing her hand to be pushed out of Sarodan's chest.
- Sarodan ran his hand over his wound, which caused his wound to heal.
- Strix talked to Tarra, asking her for a means of destroying Tempest.
- Strix asked Tarra if he could have all the energy from the obelisk put into his body, so that he could become the means to destroy Tempest (Strix would sacrifice himself in the process).
- A little girl, wearing dark robes, appeared in front of Tarra and Strix.
- The little girl was a younger version of Tarra.
- In response to Strix's request to Tarra, the girl said "There is a problem with this plan."
- Then the girl offered to go out there instead of Strix to destroy Tempest, and sacrifice herself in the process.
- Strix refused the girl's offer, and demanded that he be filled with the power of the obelisk, and be used as the weapon to destroy Tempest.
- Valisseo finally reached the top of the obelisk.
- The front of the mobile tower started to open up, revealing the obelisk inside of the tower.
- Then, the top of the obelisk inside of the tower started to open up, and a platform floated out of the opening.
- On the platform sat Strix on a throne; Strix's eyes and mouth were wide open, and energy was flowing out of his eyes and mouth.
- The platform flew in the direction of Tempest.
- Molek held two of Sarodan's "face stones", readying himself to throw these stones.
- Sarodan yelled at Molek "do it"
- Molek threw one of the "face stones" at the metal ball, and the other inside of Strix's mouth.
- The little girl touched Tarra's head, and said to Tarra that it was time for them to go.
- Sarodan said "I will do what I can", and then the metal ball started to expand at a rapid rate enveloping everyone in the chamber.
- The Party members found themselves in a plane of pure white.
- Each of the Party members was separated from each other, and each Party member saw Sarodan in front of them.
- Sarodan spoke to each of the Party members and revealed the following:
 - Currently the Party is "locked in time". This state came into being by Strix absorbing too much energy; Sarodan was forced to absorb the overload of this energy.
 - Sarodan will have to take Strix away.
 - Sarodan brought Tarra back to life.
 - Tarra was not responsible for her actions, as there was another creature inside of Tarra taking control of her and drawing its energy from Tarra.
 - The Party does not need to worry about Tempest, as they will be facing a far greater threat (the creature that was inside of Tarra).
- Then, all of the Party members, including Hulkovios, Strix and Tarra, were standing beside each other.
- Sarodan was there, and told the Party that it was not Tarra's fault for what happened.
- Sarodan's image started to fade, and Sarodan said "This is all that I could do, as my power is fading. In order for Strix to survive, I will have to take him with me."
- Sarodan revealed that the creature that was inside of Tarra and taking control of her was the entity inside of the "black dagger" Tarra acquired from the dark stalkers (the attack on the caravan, see Day 10).

- This entity was the reason why Molek heard two distinct heart beats inside of Tarra (see Day 60).
- Sarodan then said “I have to go now. I hope to see you again. I will give you a few moments before the coming battle.”
- Sarodan walked over to each of the Party members and gave them a hug (each of the Party members felt energy flowing from Sarodan to them, causing their wounds to heal and spells to be regained).
- After this, Sarodan walked away with Strix.
- In the distance, the Party saw Moonbitter appear.
- Moonbitter waved goodbye to the Party, and joined Sarodan and Strix as they walked off in the distance.
- The landscape changed. The Party found that they were outside, but the ground beneath them was like a liquid metal (yet, it was solid as hard ground).
- In the distance, the Party saw two figures: one figure was Tempest, and the other figure looked like Tarra.
- The figure that looked like Tarra identified itself as the entity inside of the “black dagger”.
- The figure then ripped Tempest’s body in half.
- The figure looked at Tarra and said “Tarra is your name. I shall give myself a name. I shall be called Terror.”
- Terror transformed into a massive beast with six legged, and attacked the Party.
- In the middle of the battle (after sustaining a number of wounds), Terror transformed itself back to the humanoid form.
- Molek delivered the final killing blow on Terror and with his attack, Molek struck his fist through Terror’s body; when Molek withdrew his fist from the body he held the black dagger.
- Terror’s body collapsed to the ground, and energy poured out of the body.
- Tempest appeared, and took the dagger.
- Tempest said that this creature did not understand the power it possessed, and destroyed the dagger.
- Tempest then addressed the entire Party, and said “I cannot contain it by myself. Will you help? ... or else all of reality will end.”
- Tarra then flew down to Tempest, and said that she will sacrifice herself to save all of reality.
- Tarra and Tempest went over to Terror’s body and absorbed themselves into the body.
- everything faded to white, and a voice said “A different path to life....”

Prologue II:

Day 3:

- Garantek sat by a camp fire, deep underground, and was looking at the wooden pendant he acquired from a merchant outside of Joseph’s tavern two days before.
- With Garantek were his three companions, deep in sleep. There was Tarsis Half-Elf, Molek (the caravan worker who Garantek met earlier that day) and the Halfling known as Tarra.
- The companions had spent much of the day fleeing from ankhegs, which were responsible for slaughtering the caravan that they were on.
- Garantek was about to throw the wooden pendant into the fire, but then he paused, and changed his mind. He returned the pendant to his pocket.
- In the distance, there were three figures watching Garantek.
- The figures were Sarodan, Tempest and Tarra.
- Sarodan, Tempest and Tarra then turned around and walked through a black void and disappeared.

Epilogue



Talia & Tarsis

Garantek, Tarsis, Molek and Tarra did not encounter the obelisk underground, as the obelisks no longer existed. They did find a route back to the surface, and made their way back to Vadin. The companions visited Joseph's tavern upon their return to Vadin, and there Tarsis had a chance to talk to Talia. The two fell in love with each other.

The lives of the companions were linked through a series of adventures that would take place throughout the course of their lives. These adventures were vastly different from the ones described here, and, of course, are another story that will one day be told....