

Felina's scrawls 53

We moved on to the door to the treasure room. Cuura carrying the statue Nethander. According to the Phasm there should be something to undo the petrification. With the wand from the Medusa it was easy to open the three locks of the vault. Still we had the problem of the traps.

Grimwald suggested there should be something in the shrine to solve this problem. There was still not much of a clue. No runes, no signs, no whatsoever. The only thing what looked like it could do something was a small statue. Our fused key stones looked just like they matched the size of the statue. Coincidence? Nah! Grimwald switched the statue and the keys. Both crumbled to dust, leaving a rune stone. Chances are this is the key to the vault. Chances are it is not. Being a dwarf Grimwald has the best chances to gain access to the vault. And he has probably the best resistance might something go wrong.

There seemed to be no problem gaining access to the vault. But then again. There was not much in the vault to protect. The floor was covered with chipped wood and there was a chest. The lid of the chest was a little ajar. In short: some others emptied this room already. Then there was the issue with the chest. It was not a chest. When I tried to look inside through the gap it became alive and bit me. More so it grabbed me in a gluey grip. Jay hit it had but became stuck also. Grimwald finished it quickly. Why are those stupid things happening to me. Fooled by a mimic.... Tss.

For some reason Grimwald started to sweep the floor. I helped him a bit with a cantrip to collect the debris. Then I spotted something in the debris that might be special. And it was. It looked like a small stick with intricate carvings. Then the small stick changed into a two metre staff. And at my command to a quarterstaff. It showed complicated elven words which changed constantly. This might be the item which could change Nethander back to live. I tried to concentrate on the staff to see if it was capable of such magic. It was. Reed saw it coming and provided some beneficial magic. Just in time for I was already using the magic. It worked smoothly. Glad to have the living Nethander back.

And the original one. I do not think Nethander would be very happy to be modified the way Grimwald suggested.

The staff has lost some of its power, but there seems to be enough magic inside to do other transmutations. I wonder what.

The rune stone also provided access to the weapon room. The only interesting weapons were a magical flail and a magical hammer. Grimwald seemed very pleased with the hammer. Something religious. Possibly.

Cuura saw possibilities with the flail.

Then we tried the rune stone on the construction in the main hall. It did something for there was some slight tremor. After a lot of manipulation on the panel of the machine we were able to create a hole in the floor. Some kind of elevator.

We ended up in a hallway with four doors. Door number one led to a kind of throne room which gleamed gold. Too bad there were a lot of dwarf sized skeletons here. Again skeletons. Why?! I decided to stay in the background this time. I am no good fighting skeletons and I am still hurt after the mimic's attack. The others finished them quickly. Grimwald looks hurt though. Good thing Nethander jumped in to guard his back. I do not know what is getting into Grimwald lately. He looks more... reckless?