

48: The Tower

Zhae started to awake from his unconscious when we rested for a while in the gatehouse. The only foes in sight were a few skeletons patrolling the ramparts, however they didn't pay attention to us and as they didn't pose any threats, we decided to leave them alone.

The entrance to the tower wasn't protected and the door unlocked, Finally we entered the mysterious tower of choices! The insides were dark and maze like, with curves to purposely fool any visitors sense of direction. I started scouting and after a few curves in the winding passageways I was attacked by an invisible force. Zhae came to assist me in fighting these incorporeal undead. In darkness they were invisible, only in bright light could they been seen.

By shooting dragon breath bolts we good get an idea were the shadows were long enough to prepare our defences until the party brought enough light to defeat them. Still, one of the shadows hit me and drained much of my strength. Cuura had to carry my backpack because it was too heavy for me.

The threat of more shadows laying in ambush was too great. This time I had been lucky by receiving just one hit, next hit would drain my strength completely leaving me dead on the floor. The next few hours I just spend exploring the first floor, trotting along in the safety of the group. Of course nothing happens when you prepare for the worst and besides the rotting remains of a rogue in one of the hallways and a crazy fighter with his mind burned away we didn't find much.

The fighter and rogue were both carrying a similar necklace and were probably part of the last party of adventurers to enter the tower. The rogue was far beyond our help, but we locked the fighter into a storage room, to protect him from his own destructive urges.

Besides a lot of empty hallways we found a stairway leading up to the higher levels in the centre of the tower. Right in front of the stairway we found strange symbols on the ground. Grimwald was convinced that these three circular impressions were actually a magic lock to open a hidden trapdoor to the lower levels. Without the keys we had but one thing to do; find the keys and explore the upper levels first.