

67: Games of Power

After the defeat of the Minotaurs, I was anxious to find the storage room and the accumulated loot of thousands of years of treasure. But alas, nothing of the sort was to be found besides dead ends and a closed corridor leading out of the maze.

The corridor leads into a large room filled with benches, was this an auditorium? Three closed doors led into the unknown. Behind one door I could hear something whispering inaudibly, the door itself seemed untrapped however something magical happened when I opened it.

Another skeleton was inhabiting the room mumbling like a lunatic, the magic that flowed through me when opening the door made me careful and I didn't venture into the room soon. The others had a conversation with the skeleton and found out that he was a Netherese undead who roamed this place for thousands of years and lost his mind somewhere during this process. The undead wizard kept talking about slaves, a door he wanted opened and a trick he played on another wizard. Reed opened the door leading to an antechamber with the remains of another famous Netherese undead wizard. Reed decided that both undead should be removed from existence and incinerated the wizard in the anteroom.

Together with Felina I proposed to dispose of the first skeleton wizard. I'd given Felina a rune of grave strike and I was able to do considerable damage to the undead since our "transformation" in the dwarven tower. The idea was simple, mages can't take much damage and are easily hit. Thus Felina and I placed ourselves opposite to the skeleton, readied our blades and struck...

Theory occasionally differs from reality and this was one of them. Our blades hit an unseen barrier and skidded harmlessly wide. Felina's rune was wasted and the surprise gone, but the skeleton didn't even seem to notice. Next blow was better placed by me and I passed through the undead's defences. Felina tried again and the blade scattered so wide she lost grip of her sword. She decided to stop stabbing the wizard and nicked his belt instead.

My next attack came through perfectly, I felt I hit perfectly. My blade slid through the defensive magics into the crumbled dead body of the undead. Then an automated response to the damage swept over me and something drew the very life out of me.

I stepped back, drained from strength and saw that Grimwald's spirit hammer took over the battering of the undead. Soon the undead teleported away.

Reed checked me out and assured me that whatever foul necromantic magic was cast on me, the results were temporary and would fade away in mere hours. The undead wizard had protected himself with protective spells called contingencies, the teleport was probably another one prepared to bring the wizard into safety in case the physical damage crossed a certain threshold. We waited for its return but soon decided that it had left to an unknown destination and was not coming back soon.

We found some levers in the first room that opened up several doors including a way out into the underdark where we discovered a female drow wearing a blue and white uniform of what Grimwald called the Neverwinter Nine. This drow didn't appear to be evil and was travelling to Candlekeep as well, but was clearly being chased by something. We tried to get more info from her, but decided to let her continue her voyage alone.

We returned to the wizard's lair and found another skeleton packing up the room after its master's departure. It packed all remaining items (mostly dust) into crates and placed them on the "transporter" Just to make sure, Reed marked one of the crates so we could find this undead wizard again and left the place.

Upon our arrival in the corridor we'd met the drow we found evidence of the group that was chasing the drow. We opened up the chase as well and soon we saw torch light shimmering in the far distance that belonged to a human party from Neverwinter chasing down the drow. Safety in the underdark is in numbers, the drow was heading for Candlekeep and this group was chasing down the drow. Joining this party would be beneficial to us and although I don't really understand what is going on, we bluffed ourselves a way inside.

In the meantime Kendalan found a trail of white drow hairs allowing us to follow the path. Strangely enough Kendalan was sure that this was a deliberate lead. After a few hours the trail stopped and we decided to take a rest while Kendalan figured out what to do.

During this rest the others used some magic to bring the Neverwinter companies leading tracker back from the rabbits form he was in. Now we had two trackers, but this one picked up the chase immediately! However there are three distinct issues with this guy. The first being the fact that he was able to track the drow without actual tracking. This guy knows where we have to go! The second is the fact that he is a better liar then Reed and I ever expected, the third being his unbearable nature.

Somehow I'm sure we'll come to blows with this one. In the meantime we'll just tag along and try to find some logic in this mystery from Neverwinter.