

Sewers Tracking Map

- 150' down at entry lock checkpoint
- est'd sewers incl goods transp of blk mkt = mostly destroyed, possible loot there
- map of start
- S door at NW → 30' ◉ rm (enter on SE)
 - ↳ traffic marks → E/NE psg = (NW wall = wet, hear H2O) (115 sewers)
 - ↳ unused
 - 30' psg, curves E, low ceiling (5'), rough + worked walls
 - 30' E → NE 30' → E 70' → NE 20' → E 60' → 10' N → SE 70' → E 150' → S door to S ◉ psg continues E
 - ↳ wetness at N wall, water in corners
 - ↳ 10' passages - worked stone

↳ turn = enemy detection

- S 250' = enter 40' ◉ rm on N = 10' passage exits SW
 - ↳ walls v dry
 - ↳ 20' ceiling
- SW = 130' → W = 120' W psg ends at door to W =
 - ↳ enemies to N
 - ↳ want to NE to us
 - ↳ mult readings = N (lost orig reading)

- door = N/S psg → N 20' = 30' enter SW corner (20x30) =
 - ↳ N door in C of N wall = bad guys
 - ↳ door dissolves = gone
 - ↳ blackness, inky, creeps out of area (amorphous) = v slow 1/10 our speed
 - ↳ "darker than dark" to human sight; instant vision = ink spot outlined in white & glimmers
 - ↳ static disjunct a swd, filaments of light flow a swd hit
 - ↳ blob emulates Joan's silhouette, a hor = enveloped hor
 - ↳ dispel magic - (works?; I didn't, TK pulled Joan, but not able to repulse it)

"we're going to be killed by a glacier" — Joan

Trotting Map - Rob

- retreat of blob → S w/ door to E (E continues S) → 20' → room 30x20' (open on N 20' corridor & follow a turn)
- N → 60' at 50' detect enemies → 100' turns E 10' wide & enemies to W (ved 5 doors on W = 8, robot Δ N)
- 40' E = 30x20' w/ corridor to N in E corner @ E car in S corner

→ N car to E/W, S door in N → opens into psg (10' W then N)

→ N car 20' → 20' wide to W or go 10' E then N w/ 20' wide to N = dustier, less worn → 40' total to W & see inset to N wall & car continues E

→ 80' W beyond "funstle" → lg room w/ lots/ objects (extends W @ N) (walls slant to SW) // corridor to N

- 2 stone pillars ahead @ 20' to N = 2nd

→ hears buzzing of ahead = pattern, mech. of W

→ minor round pillars @ opaque semi-circular things up to ceiling (100' crystal) inset into wall = buzzing of them

→ ceiling up out of sight

architecturally purposeful room:

stonework stone spirals w/ iron pierced (carving of 10' wall space) w/ poss to squeeze to

in ctr = like transtle, hexagonal rod 3' into

latent electro magnetic waves

fouched = mental contact

hammers pillar = "stop the destr" to Thf → 6 string bolts zap out of ~ 11 hp D

→ disengage & goes back to top / activate funstle room w/ cols. Long fal = "how may I serve you" = huge buzzing noise (sacr. magazine)

"Edison" "ispartan" "speak earthling" "is this why you called me of the defensive mechanism"

→ back to S door to S = secr. door disappears = Charlie the Blob

- lightning = no effect
- whirls & big storm dis Δ = walls superheat
- "go back to the crystals" = no effect = "we must disengage"

Trailing Map - Robo - Sewers

vaporhammer

→ cones/cold of rock collapse = 4

- enemies to S = matches earlier → 20' S on edge (10' carr E/W)

- to W = 30' = 2 ^{warmy} emanations SE = orig + SW + 10' → contact moving toward us dies

→ wall dissolves/pulverized by large warmish head w/ black eyes = hell woman, stay kills worm → creates acidic cloud

- E 20' = pass to S → 10' = surprised again = 4th time in a row

(rd1) (wall to W opens = S door, humanoid on bal. rocks steps out = tries to grasp my heart = necromancer)

↳ I'm not dead (was trying to rip my heart out = 9th level sunken city (Kalibruhn spell) = stunned me of 1 rd

(rd2) steps back into room & hurls something at party = fire ball fills area to door & expands = dark & getting lighter

→ slams S. door, we free of Charlie

(rd3) door to W opens = lich priest there w/ 3 floors of fire ball (Will, Paul, Jim) → shoots finger tips at Dwarf = 1 same vs. each nail, # that hit determines effect

- Cal nails lich w/ 3 long bolts
- ball not dispelled by 12th MU

(rd4) → lich reenters S door (on W side of corridor)

- globe fire = mostly white now = nearly to "event point."

- door knob = 13 D negative E to Will/Fir

- necromancer enters "ball" = expanded = 34 D of neg E if fail save

→ word of recall

→ aftershock of neg E explosion =

- blazing white eyes
- brown corpse-like looking
- human-like hands (fleshy)
- brown colored w/ prominent black talon-like nails
- muttering noise - psychic noise
- lich-like thing
- regenerates
- lightning affects it
- "perturbed"

Sgany = "we should disengage..."