

THE ELDER SCROLLS/BBFRPG PLAY REPORT #9

Dominion: Lalastare Vestibule, Tirdas 11th -
Middas 12th of Midyear 4E 206

Date: 080513, 3 hours.

Players:

Brian: **Jo'Rak**, Khajiit Assassin

Amanda: **Filbyn**, Wood Elf Scout/sneak

Tina: **Riala**, Breton Mage

Reid: **Kalarus**, Dunmer Mage/enchanter

Logan: **Yngvar**, Nord Warrior (Stormcloak Rebel?)

Tony: **Talan**, Redguard Warrior/leader



With near misses on three traps only two corridors in and the fateful example of the dead Dunmer battlemage found dead on the staircase, the party proceeded with much more caution.

Examining the crystal that fired lightning, it was discovered that it was a darkened Welkynd stone. The ayleid used darkened Welkynd stones as key components and the source of magicka in their magical traps. Something similar can be seen in magical traps created by the dragon priests of old in Skyrim but in those cases, soul gems are used.

The group found a nearby large room. Their magical lights and Welkynd stones provided plenty of light to show an ornate rug and many treasure chests resting upon it. With much caution Kalarus used a spell to remotely touch the rug and then the chests. When his spell touched one of the chests a dark swirl appeared and what can only be described as a warrior woman made of fire appeared. Before she could cause harm Jo'Rak put several arrows into her. She collapsed into a small pile of glowing ash which exploded a moment later.

The magic of this trap was determined to be of archmage level so no dispel attempt was tried. Besides, removing such powerful magic would put a permanent strain on the one who did try.



This was a price that no one was willing to pay. Kalarus said that what they had seen was a flame atronach, a form of daedra. With more caution Kalarus tested the first chest he had contacted before and again, a flame atronach was summoned and again the party proceeded to decimate the daedra with arrows.

Deciding that this was just a room set up to kill interlopers, the group chose to take another path. Down the eastern hallway the group encountered the first of a series of magical images which revealed something of the nature of this place and its creator. Filbyn tried to get the images to reappear, and she may have had some success as another image appeared revealing more but she and the rest were not able to reproduce the results a second time.

1st apparition –“ journal continues,” (the ayleid lord places a welkynd stone into a metal bracket, waves a hand before it and it begins to glow), “it has been nearly 100 years since the Slave Queen lead her people against mine. True, some of us disliked having slaves and thought all should be equal under Aetherius. Silly as that concept is, I stayed out of it. Instead, I saw the coming storm and prepared. A large sum of money to the men that came to my lands insured a position of “lordship” for whatever that is worth. I’m afraid that has only bought me time. But time is exactly what I need. After consulting with several dremora, I’m convinced that there is an unclaimed realm of oblivion, lost to time and knowledge. But to access it... This will require all my knowledge and craft.”

2nd apparition – “I finally had to do that which was most difficult and had the most risk but it was worth it! I bound Hermaeus Mora himself and found a way to preserve that which is most important. I will open a permanent doorway to this unclaimed realm of oblivion. And bring my people there so we can be at peace from Alessia’s descendants. For it is only a matter of time before they turn on us again. We already are becoming more marginalized in affairs of state, and our “lordships” are more closets to put that which you don’t know what to do with than lands of authority.”

The scouts next found a nasty trap that would have thrown acid on them all from a spring loaded trap hidden around a corner.

Jo’Rak jammed it’s mechanism and the group slowly and carefully stepped over the trip-wire trigger and they continued on. The next intersection had a door to the left that grabbed the group’s curiosity. With careful work, the scouts found some kind of mechanism on the door that would trip if the door was opened. They disabled it, then opened the door. The door flew open and slammed inward against the wall and the disabled part of the trigger device on the door rattled but nothing happened.

Beyond the door was a dark hallway. Using their magical lights the party found that it was only about 40’ long with a dark hole at the end. Talan took his only septim and tossed it in but it didn’t make a ringing sound when it landed. Extending a Welkynd stone into the hole revealed it

to be lined with grease. Riala extended her senses and sending them into the “tube” found that after only a few feet it curved upward. Nearly 80’ above a large smooth round stone was held in place by a metal grating, one that would have opened and sent the stone shooting down the hall at deadly speed. Thankful for the skill of their scouts and their luck the party continued down around the curve of the hallway, only to discover that there was no curve. The end of the hallway was an illusion covering a dead end. Literally, had they sprung the trap, those that fled down the hallway would have been caught between a rock, and a hard place.

With that branch of this dungeon explored the group returned to the intersection of the dark Welkynd stone trap and proceeded north. Only several paces down this corridor, Filbyn shoved Jo’Rak aside as he was just about to trip a large floor pivot trap. With the trap narrowly discovered the scouts proceeded to examine what it was supposed to do. Their careful diligence revealed that the subtle floor pivot would release a large ceiling block, and that further, jumping forward would land the escapee on the swing-away lid of a pit trap. Filbyn found a hidden catch that disabled the trap. The group then saw the apparition for the third time.

3rd apparition –“ I’m hoping my kind may extend our realm in oblivion or even create new realms in which to spread. I’m also using the Welkynd stones of Lalastare as a memory journal, as a backup, just in case. A great number of my people have headed to the Adamantine Tower. But they will return when they learn what I soon will have for them. I can even use my contacts with the humans to summon them. Hah, make the humans help save my people.”

Finding that this corridor simply curved around to a dead-end that was out of sight the party returned to the only place they felt they had not thoroughly explored; the room with the ornate rug and oh-so-tempting treasure chests. Deciding that the rug trap was just too dangerous the group decided to explore only the walls and areas not covered by the rug. One coin off the edge of the rug tempted Talan but he resisted. Riala and Jo’Rak discovered a torch sconce, that when pulled revealed a secret door. A portion of the stone wall rotated allowing the group to squeeze through and enter another corridor.

Around the next corner they found a long hallway with a branch going to the east about 80 feet away. But before that branching a several ton metal “slug”, complete with spikes on the end had squished some unlucky adventurer. A spotted tail was the only recognizable part sticking out from under its weight. The final member of the previous group had been found. What is more, his journal was assessable from a tear in an exposed pouch. Jo’Rak was the first on the scene and pulled the journal free from the unfortunate Khajit. While reading it, it became obvious that what he was reading concerned him greatly. Riala, meanwhile, extended her senses to see over his shoulder. Kalarus tried to look over his shoulder but Jo’ Rak rebuffed him.

Jo’Rak decided to keep the journal while he mulled over its implications. The group then witnessed the 4th apparition.

4th apparition – the ayleid lord is taking with a human craftsman. “Good, your work truly is the best of its kind. And as promised here is your payment.” (he hands over a small chest of gold) “In addition I’ve taken the liberty of ensuring you never speak of your work here. Do you remember the blessing I gave to your extended family at the feast last week? The hearts of every person I touched that day will stop if you ever betray the secret works you did here. I bound the magic within a blessing of Hermaeus Mora, master of the unknown and dark secrets, so rest assured, HE’LL know if you betrayed our little secret. And HE is not kind.” (The human craftsman retreats with a horrified look on his face).

Unsettled the group reached the intersection and took the eastern branch. A short ways down this corridor had Jo’Rak racing along the floor as it crumbled right behind his heels and dropped into a very large acid bath. When he got to the other side he had to slide and duck as a very large and heavy spiked log came swinging down from the ceiling on chains and would have knocked him back out into the acid bath. This was the most deadly trap the party had seen so far and it seemed to shake them greatly. They decided to tie a rope to the log and tie the other end to the massive metal plug that had squashed the Khajit. Filbyn created some harnesses with her rope and the party shuttled over the acid bath and to safety on the other side.

At this point they saw the ghost again.

5th apparition – I thought it would be harder to acquire the necessary greater welkynd stones, but with so many of my people’s cities now in ruin it required a small amount of coin and a little bit of time. I should have the third one in a few weeks.

Here ended our session.