

Beneath

Volume 1

2003~2007

Tweek

First Trip

Aug 27 03



The journey to meet my guide was excruciating; the knowledge that after 6 years of studying D'ni I would finally get to see it was overwhelming to say the least. For days I had been dreaming of nothing but standing on strange worlds, glancing out at the horizons.

I met with an explorer who worked with the people helping to finance the DRC. He offered me the small greenish leather-bound book that linked to Relto, which until recently I had only known as the Interim Age. The rumors about the Relto Books properties

were indeed true, the book follows the owner through the Link, and allows for Linking within the same Age.

I had only seen a few photographs of Relto, a small island situated in the clouds, covered in scrub grasses, and shrubberies. Actually being here allowed me to spy several things that had not been seen before. Four small hydrant-like objects sat in front of the hut, upon each one different symbols inscribed. But all of them dominated by a spiral hand symbol.

The hydrants would have to wait, as my guide ushered me inside the hut where I was shown his collection of Linking Books. I picked one which turned out to be a Link to Gahreesen. We wandered around for a while looking over the architecture and the mechanisms that the Guild of Maintainers had put in place.

A lot of the corridors had barriers blocking them off, which I wasn't sure about crossing so I didn't. Before leaving I took a look at the device that dispensed KIs to visitors. Unfortunately I wasn't allowed to pick one up for myself.

The next destination was Teledahn, where we spent less time than we did in Gahreesen, only taking a moment to look at the huge mushrooms that dominated the Age.

I was hoping to explore Eder Kemo, an Age that I had been studying for some time from various photos and documentation. Alas, he did not currently have a

Linking Book to that Age. Instead we went to Kadish Tolesz where he left me to my own devices for a while. I decided to explore the forest of those towering trees, playing with the various scopes I found and inspecting the strange cloths that bore the same spiral hand logo as the hydrants. Finally I discovered a Linking Book that led to the Gallery in D'ni.

My excitement quickly grew to frustration; the doors leading out to the rest of the Cavern were damaged, and so would not open. I was confined to the Gallery.

Eventually my visit drew to an end; we Linked to the Cleft from Relto and I had finally exhausted the memory on my digital camera. There we parted ways and I decided to explore the surrounding area before starting my long journey home.

The Calling

Sep 04 03

I have no idea how long that message had been sitting in my inbox. The message in question happened to be from Jeff Zandi who, despite the wishes of the DRC, was giving me the means to reach the Cleft. Not a guided tour like my previous visit, but access to join "The Called" in D'ni.

Despite it being late August, the temperature was extremely hot. Thankfully I had packed plenty of water. I was not used to American weather. I had been walking awhile, eventually I started recognizing the landscape from my previous visit. As if to signal that I was on the right track, I could see the volcano on the horizon.

I had spied the volcano even before I had noticed the fence that surrounded Zandi's land. As I walked over to the infamous Airstream trailer I was surprised to find Jeff himself waiting for me outside.



Surprisingly he had little to say to me, but he did mention a message waiting for me from "her". The power was off so I had to get it running again. Within the Cleft was a mechanism linked to the windmill on the surface. After I finally got the windmill working and power running in The Cleft, I discovered "her" message.

Shorah. Rekoahh tre Cleft prenix legloen
b'rem... Oh yes, not in D'ni, they won't
understand.

Once again, the stream in the Cleft has
began to flow. It was dry for so long.
The water is flowing in from the
desert. The storm is coming.

Have you heard of the City? The Deep City, the ancient Uru? Where there was power to write worlds? For thousands of years, the City lived; lived beneath the surface, keeper of the secret, keeper of the power, keeper of the Ages. Always keeping. The City grew proud, and then it died.

The water flows where it wills. It seeks its own path uncontrolled except that it flows downward, always downward.

D'ni, the City of Ages, of other worlds, died. But now it breathes again, it awaits. Some will seek that destination, but you should seek the Journey. It's as a fine tapestry, complex beyond comprehension, but now torn. We will show you remnants, pieces of the tapestry. Pieces of the Journey. Find the remnants, these Journeys. Seven. Seven in each Age, seven here in the Desert. Consider it a quest. No, a request.

Worship.

The water flows downward, and there it pools and collects, and finally, it reaches the roots. And the tree begins to grow again.

I am Yeeshā. My parents brought me to this place. We will bring you.

There is much to study here, there is a document seemingly penned by Atrus' own hand to Yeeshā, his daughter. I shall have to return here with the means to copy the document for future referencing I think. But for now a quick note of the contents within my journal will suffice.

My search for the cloths took me back up into the heat, as I headed back over to Jeff to see if he had any thoughts on the message. As I did so, I discovered another one of the cloths on the back of his Airstream. Despite his lack of words he was most helpful in pointing the way at times. My hunt for the cloths led me to discover some interesting artifacts strewn about the area. My first discovery was sheets of metal, half buried in the desert floor. They encircled a larger object, which I recognized from Catherine's journals as the telescope from Riven. Across the way I could spy some large bones, upon which was another cloth. The bones, as it turns out (from looking at the formation of the skull and tusks), is that of a Währk, which leads me to wonder what other relics from that infamous Age has fallen through to Earth to be left here gathering in the dirt unloved. If I had my way I'd be carting them off to somewhere safe.

Is this the location to where the fissure led after the collapse of Riven?

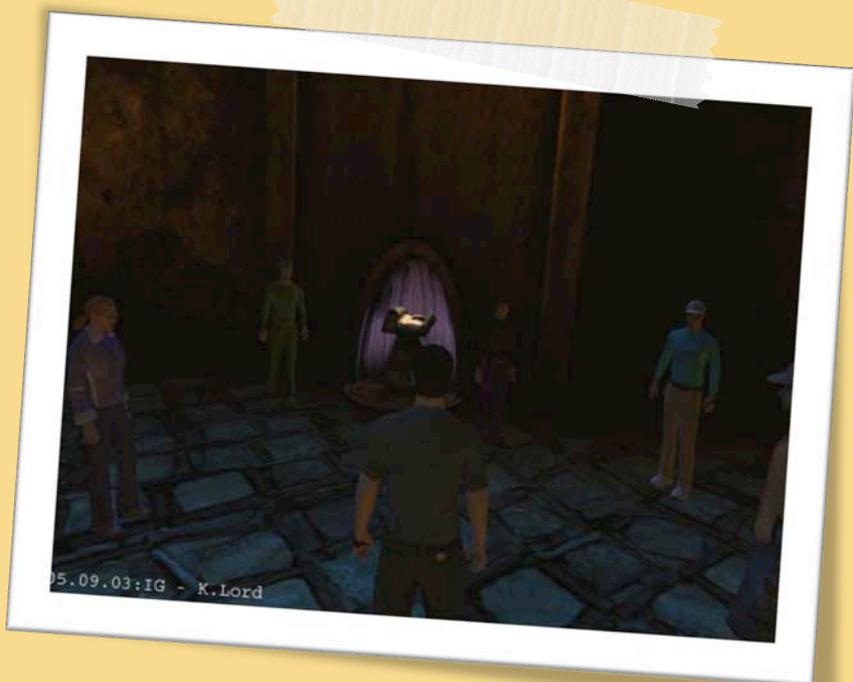
Incredible, it seems that the seven cloths allow for the doorway under the tree in The Cleft to be opened. Opening it revealed a tunnel that leads to a cave. All around me I could hear strange chittering noises that I found unnerving, coming out from the dark recesses of the cave. Upon the walls were strange pictographs of symbols with D'ni lettering, a figure and spirals, all of which gave off a blue light when passed.

The path through the tunnels led to a podium of rock upon which was a small book which I had seen before. A Relto Book, my Relto Book.

It's been a long day, the cave is nice and cool but I need to find a place to rest. I will chronicle the pictographs when I return here, but for now I shall Link to Relto and see if I can rest there.

D'ni

Sep 05 03



I awoke with my muscles in pain; the floor of the hut was not the best place to sleep.

First order of business was to find a Gahreesen Book and get a KI. I took a closer look at the hydrants I had first spotted during my visit back in August. What I had failed to notice before was that on the tops of the hydrants were symbols which indicated which Age Book was contained within.

Opening up the one with the Guild of Maintainers symbol on it revealed the Gahreesen Book. I opened

the other 3 hydrants to discover Books for Teledahn, Kadish Tolesa and Eder Gira.

I placed them on the shelves in my hut, and in doing so noticed 2 other Books I had failed to notice in my fatigued state yesterday. One was on the shelf I had placed the other Books on, it was blue with gold trim on the spine. Flicking through showed an area that looked like one of the D'ni Neighbourhoods.

The other book was a kind of journal left by Yeeshu I'm guessing (her symbol was on the cover), which contained various verses regarding the Ages in my possession (as well as Eder Kemo which I have yet to locate).

Teledahn

The truth of a man is found in
the darkness, beneath the surface.
Some light might reveal only what
some men want to be seen.

Sayings of Regeltavok of Dorpah ~

Book 9, Entry 221, Item 29

Gahreesen

The laws contrived by the proud
are their security and their undoing.
Such laws make disobedience a virtue,
and obedience a sin.

Sayings of Regeltavok of Dorpah ~

Book 12, Entry 32, Item 134

Kadish Tolesa

Only the way a man is when he is hidden, is how he is. A shallow glimpse can deceive. Look deep, ponder, and recognize all that is hidden.

Sayings of Regeltavok of Dorpah ~

Book 9, Entry 221, Item 77

Eder Kemo and Eder Gira

When all is taken from one, the only hope that remains is what is given by another. Through this giving, both are redeemed.

Sayings of Regeltavok of Dorpah ~

Book 2, Entry 1,071, Item 54

I'm not yet sure what those passages relate to within the Ages they speak of.

I decided to remove some of the weight in my bag by putting my spare clothes in the wardrobe before heading to Gahreesen to get my K1.

I returned to that familiar well that encompasses the Link in aez, the warmth of the sun hitting me instantly. I walked the corridors of the Age, remembering which direction to take from my previous visit, my fingers brushing the different

textures as I walked. I had time to soak it in this trip, unguided, I could dither if I pleased. I could almost see the D'ni Maintainers bustling back and forth along the long corridors going about their business.

I ducked into the first room, which appeared to be a storage area. Lockers adorned the walls filled with Books that I assume were confiscated by the Maintainers as people came to collect their KI devices. But there was other maintainer equipment strewn about as well, a helmet of sorts and several long spikes with the Maintainers seal upon the top. But most curious was a strange tablet placed in one of the open lockers. It was made of a pinkish white marble like stone with what looked like the same fabric used on the Journey Cloths covering the front. But the most surprising thing was the Linking panel upon the material...I strained my eyes to look at the little box and it seemed that it leads to D'ni judging by what looks like orange lake water in the distance. Unsure what to do I picked it up and placed it in my bag and took it with me as I felt it warranted further investigation.

I moved on to the next room, which contained the KI dispenser. The dispenser was slightly alarming, you place your hand inside the device, and the mechanism places a KI around your hand. I was half worried it was going to take my hand off.

There was a part of me that yearned to stay within Gahreesen and continue exploring the structure. But

too long had I wished to gaze upon D'ni properly, and I knew that had to be my first port of call.

After returning to Relto, I used the "Neighbourhood" Book. I arrived in a familiar location, a place I had seen many photos of before I ventured down here. But actually being here was different. I spent perhaps an hour, maybe two walking around. I don't know how many of those minutes I spent gazing out across the lake towards Ae'gura. Very quickly I noticed how shockingly quiet the neighborhood was, it was completely empty. The only sound I could hear was the gentle "whump-whump-whump" of the great fans circulating air in the cavern.

During my exploration I did discover what appears to be a Book room of sorts. Within were Linking Books to Gahreesen, Teledahn and what appeared to be Eder Kemo. However the most interesting Book was in the center of the room sat upon a pedestal, which had moving cogs and a hand slot with the KI symbol upon it like the one in Gahreesen.

The Book took me to a small room with moving cogs, the Nexus. A hub which contains a great many books that can be accessed via a user interface which links with the KI. A quick browse through the interface showed that there were a selection of neighborhoods that could be visited, as well as Gahreesen and the Ferry Terminal in Ae'gura.

I selected the Ferry Terminal and Linked.

It is not what I expected, not at all. I believe it's the architecture, I was expecting something more classical, more like Rome.

But the Arch...it is so huge, what a sight to behold!

The DRC have barriers up all over the place, blocking entrance off to those who aren't DRC. I ran into a group of explorers near a "Nexus Point" so I stopped and chatted with them for a while; there were a few familiar faces I knew from the surface.

My visit in August was very solitary, aside from my guide. Meeting fellow explorers in the city was definitely an experience. It was nice to just chat and discuss D'ni society along with other things.

I still have so much to see.

Note: DRC released a KI user manual, obtain a copy of it later.

Eder Gira

Sep 06 03

When I get some time I really need to set up a more comfortable spot to sleep on.

I spent a lot of time in Ae'gura yesterday, conversing with a fair few explorers down at the Ferry Terminal, not many other places to gather currently. The vast stairwell (The Great Stairs as it is known) is blocked off at the top, barring access from the Tokotah Courtyard. Half way up the Great Stairs is a damaged portion of wall that leads to a corridor, within is a blocked area which is curtained off currently. I was planning on darting under the curtain and checking it out but someone approached the area so I left, I'll explore it later.

Growing tired, I retired to Relto to once again sleep on the floor with only my backpack as a pillow.

I slept late, the constant dark of the cavern and quickly moving to an Age at the peak of its day is jarring, like a really bad case of jet lag. I think it will take some time to settle into this new pace of life.

This fact was made worse when I decided to spend today on Eder Gira.

The heat hit me right away, a vent nearby spewed steam into the evening air. In the purplish sky I could see that the Age had twin moons.



The cracked earth gave way to a different substance of rock, and from the looks of it, I'd venture a guess to say it was caused by a lava flow; indeed this theory was enforced as I reached the edge of the cliff I was standing upon and looked down to see a lava flow.

Several pipes led up towards a structure high up on the cliff wall; it seems to be siphoning the thermal energy from the Age, but for what use I am unsure of.

The Age has rudimentary plant life, some thorny vines and scrub grasses as well as some plants with a large leaf to them. There are also large bell shaped plants which I must admit I had failed to notice at

first due to their similar colouring to the surrounding rock.

The lower level was blocked by rockfall, but continuing past, it opened out onto a wonderful view. A small lake fed by waterfalls tumbling over the rocks; jutting from the water was bones of some huge creature. The best part to all this were the strange mantle ray like fish which swam in the waters. These fish apparently had some kind of bioluminescence to them which allows for parts of their body to glow a bluish purple colour.

Behind the waterfall there is a relatively large cave; inside seems to be some wooden basket like items, not sure what the use for these are yet, but I have some ideas what I could use them for. It appears the cave reaches back and ventures further into the rock; despite the two geothermic lighting systems I found and activated, the way appears to still be a little too dark. I shall require alternate lighting before exploring into it more.

However, not one of these marvels held my interest as much as the strange tablet I found sitting on one of the bone fragments. A strange item constructed of whitish pink rock, upon it was a burlap fabric extremely similar to the "Journey Cloths" I had seen in the Cleft. Upon the cloth, to my surprise was a linking panel, unfortunately I couldn't quite make out where it linked to.

Across a stream leading from the pool of water was a small structure of stone and wood, upon it seemed to be another Linking Book.

As it turns out it was, and it was just the Book I had been looking for, the Eder Kemo Book.

Eder Kemo

Sep 06 03

When I was younger, I used to swim with friends in one of the several rivers that cut through my village. There was one area where the water was deep and secluded under trees, which we used to frequent. My first time jumping in there, I was not expecting the temperature of the water to be so cold, the initial shock after jumping in robbed me of my breath and I struggled to stay above the surface.

Stepping from Gira to Kemo reminded me of that moment in my life, the difference being the temperatures were not as extreme in difference like the water was and as I stepped upon Kemo I wasn't gripped by panic and concerns of drowning.

I'm not sure why Kemo became of particular interest to me. Perhaps it was the sense of mystery that emanated from documents and photos brought back to the surface by others. I had heard whispers of a door with an engraving upon it, a door within which Phil Henderson eventually vanished behind, of strange pictographs strewn upon the walls of the Age.

By my estimation I had managed to map about 90% of the Age from the photographs relayed to the surface, but I was aware I was missing the key point of how the three areas I had mapped linked together. Now I have the chance to complete my work and study the

glyphs I had only seen from a distance in photographs before.

The Link in point was a small pagoda of sorts which led out over a rocky arch of a bridge. Below was the pond, an area I had seen before from photographs and one of the areas I had previously mapped. The bridge led over to a path that cut between the eroded rock; as I crossed I noticed large black bug-like creatures hanging from the top of the rock wall digging away at the surface and eating something by the look of it.

The path eventually opened up into an area I had deemed "area one" during my previous mapping attempts. A pleasant grassy area with long thin trees with pancake like foliage, smooth pebble like rocks, and what looked like bamboo. The dirt path I stood upon led down to a stone path which curved to the left out of view. Straight ahead of me was the infamous door. The path also curved to the right where it arched around the area, passing a gazebo before reaching some steps that led to the fountain and an area with lots of pictoglyphs.

I cannot deny, the draw to those glyphs was strong. But the door... I had to see it first, if only for a moment.

The door was a little more elaborate than the counterpart found at the left with an elegant carved border surrounding the same spiral hand symbol I had been finding everywhere. I reached out, my fingers touching the cool surface of the door, tracing the embossed edges of that hand symbol.

Touching the door revealed nothing, but that did not surprise me. In fact I am starting to form an idea on how the door is opened. If it is anything like the one back at the Cleft then I will need to hunt down seven cloths.

The area next to the door revealed more of the pictoglyphs that littered the Age. It also served to show me how areas one and three from my mapping were linked, or areas one and two as I have now correctly labeled them.



My interest in the door had been fed, for a spell. I shall turn my attention back to it when I further investigate how to open it. In the mean time I felt the

glyphs warranted further study so I made my way back to the fountain area. The glyphs in this area seem to represent some of the other Ages. Indeed I am pretty sure one of them is Kadish Tolesa, and there is one that looks like Gahreesen and another that looks like Teledahn. I cannot fathom as of yet what story these glyphs are trying to tell; who are the figures?

I decided to spend the rest of the day chronicling the glyphs, drawing them in my journal and taking photos of them and noting down their locations and any other details about them that could be helpful in the future.

I feel like there is a larger story to be told by these images. I had felt overly drawn to the Age from the moment I first heard of the "Garden Age".

Chief amongst my many questions is... Who drew them?

Meeting New People

Sep 07 03

I met some interesting people today.

I had been sitting for around 20 minutes or so studying the glyphs in Area Two of Eder Kemo when the sky quickly darkened and poured with rain.

I decided to warm up in Gira for a bit, dry my clothes out that the storm had soaked in minutes, before heading into D'ni and visiting some of the other Neighbourhoods I had seen listed in the Nexus.

Most of the ones I had visited were empty; eventually I stumbled into one of them which was populated with a few people sitting around by the fountain talking.

Upon being greeted, I wandered over to the group to introduce myself.

They had been talking about the Fall of D'ni. Keira Benson, an Archaeologist, had been studying the fall. She had apparently discovered a D'ni corpse in the Age of Kadish Tolesa as well as other bone fragments in Gahreesen and Teledahn.

I sat with them for a few hours, discussing D'ni, whilst people slowly faded into the hood and out; in the end all there was left was myself, Keira and her friend James Rofen, an Architect.

They asked how I had found my way down here, to which I explained that I was a D'ni Historian and had been studying D'ni for a number of years before managing to get down here. Keira said she had stumbled across some relic that had been brought up from D'ni and her interest in those items had led her here. James said his friend had been contracted to do some work in the Cavern; upon last seeing his friend he had been told of the Cavern and had decided to come see it for himself.

I think we shall be seeing more of each other over time.

Find a Way

Feb 12 04



We knew that it was coming; it finally happened, the Cavern is closed. They have closed off the city, shut down the Nexus.

Pretty much all of the explorers have left the Cavern.

It is arrogant of the DRC to think they can keep us out of the Cavern, as soon as we started coming down it stopped being about them and it became about all of us.

We left the Cavern like everyone else, but we had prepared to return, gathering what we could into our hood. On the surface I gathered some supplies, rope,

water food etc. I linked back to Relto with my supplies, my hood book was missing. I must have left it somewhere which is annoying but that wasn't a problem. There is a Bahro Stone in Gahreesen that links to a balcony in the hood. Taking my pack with food, water, flashlight and small tool kit I went to the balcony. From there I managed to lower myself down onto the classroom roof then down again into the hood itself; inside the Book room sat a Nexus book.

The Nexus was inactive, I shall have to see if David can get some of the base functions up and running to give us transport between the city areas again.

Make a Home

Feb 13 04



I have been moving all the supplies into the hood, as it will serve as a central location of function. The others will be joining me soon, bringing some other equipment needed for our stay here.

The silence of the cavern is immense; for so long there was the sounds of work being made on the streets of the city, of people chatting and running around the city, now all I hear is the gentle "whumping" sound of the fans.

I had first thought it was this silence that was playing with my mind, bumps in the night kind of thing; perhaps I was getting paranoid. I started hearing things, seeing flashes of shadows moving.

As it turns out, I'm no longer alone down here; perhaps I never was to start off with. It's arrogant of me to think that I would be the only one who would sneak back in after the DRC left.

There are other explorers here.

Company

Feb 16 04



Been busy setting everything up, decided to take a break and head into Ae'gura. Nexus is still down so I had to take an alternative route; using the Bahro Stone in Giza, I arrived at the Tokotah Rooftop. I knew the DRC had an alternate way of getting down as there is a wooden ladder up there. Using the ladder to get to the adjacent building then used the rope I had packed to descend into the alleyway.

All very tedious, I think the Nexus and KI needs to be the first thing we get sorted, even if it only had the base functions for Ae'gura access.

For some reason the DRC decided to put the barriers back up, maybe they had anticipated people returning; not that it matters as the barriers failed to stop us from entering closed areas in the past. At least back then, you had the chance of being caught by a DRC member; now, of course, the city is open to us.

The others arrived today; after meeting them on the surface we moved the supplies down to Tehren and started planning what we were going to do next.

Communications

Feb 20 04

Quick access to the city was restored today. Dave's great work got the Nexus working, although access to the Great Zero has been presenting a problem.

The K1 is still being worked on. Dave has decided to set up hidden communication stations around the Cavern running on a wireless connection to allow for us to communicate when in D'ni; this solution will not work for the other Ages, which is an issue.

We know the DRC ran a similar connection at one point, as evidenced by the "Hood Cam"; shame Victor isn't around for us to consult with, but I have faith in David's abilities.

Supply Run

Feb 22 04

Heading up to the surface with Keira in an hour for a few days, need to get some more supplies for Tehen.

David Missing

Feb 25 04

Arrived back in the Cavern today with Keira and our supplies, only to find David has been missing since we left a few days back.

Locating him has been made harder by the fact that the K1s are not working as intended. So we're arranging everyone in Tehren to start a search party and look for him.

No Sign

Feb 27 04

We've been searching D'ni and its Ages for 2 days now, his work equipment is down at the Ferry Terminal where he was working on one of the boats, but there is still no sign of him.

Tragedy

Feb 28 04

The worst has been confirmed, Keira headed up to the City Proper to find James, who also hasn't been seen since David's disappearance, figuring that David had gone to get James to return to his projects. There she found David's body.

Keira thinks that David and James got into it, resulting in David's death. From the look of the scene, it seems to indicate as much, but I'm not an expert in these matters. David's body is at a weird arch from where the balcony above is, indicating some speed or force in his fall, which doesn't appear natural. We had made our way up to the area James had been apparently living in. The balcony rail had been broken, we found fragments under David's body. James' area was full of notes on the Bahro, D'ni Slavery and on The Art.

We've confiscated his journal and notes to study and see if we can find out what he was planning.

We really need to find James and get his side of things...

Rest in peace Dave.

Aftermath

Feb 29 04

It's been a tough few days, we held a memorial today for David on his Reito, the Book of which has been placed in Tehren.

Sophie is heading to the surface to notify the family and to take some time out. She and David were very close; this has hit her hard, indeed it has hit all of us hard.

Once I have finished securing everything, I shall be heading to the surface myself. Keira, too, is planning some time away.

As for James I don't know what to make of it. I know he could be confrontational at times, if not short-tempered, but I wouldn't expect him to do anything like what seems to have happened. This ill feeling was only re-enforced when I was in the City Proper earlier. I had gone back to his place to look over the area and gather up the remaining documents when James himself appeared. I had barely glimpsed him before he saw me and linked out.

If he did nothing wrong, why did he not stay and tell us what happened? Why run?

It seems I am slowly being forced to consider that perhaps James is guilty for the death of David.

Intruder

Mar 10 04



Headed back to the Tehren this morning. I found my mood unsettled on the surface, just sat there doing nothing, mourning David. I feel bad for moving on so soon, but I know continuing with our work is what Dave would want.

I Linked in to find another presence in the hood, impossible as it seems (we went to great lengths to shut this hood off from outside visitors) but we appeared to have an intruder.

I followed the intruder to the book room and managed to snap a KI image of them before they vanished through the Nexus book.

It looked a bit like Sophie, but last I heard she was still on the surface.

Keeping Busy

Mar 20 04

Things have surprisingly been moving along smoothly, seeing it is just myself and Keira who are in charge of TTP. Sophie is still apparently on the surface.

We've been working at moving the barriers out, securing areas of the city and Ages, gathering documentation for archiving.

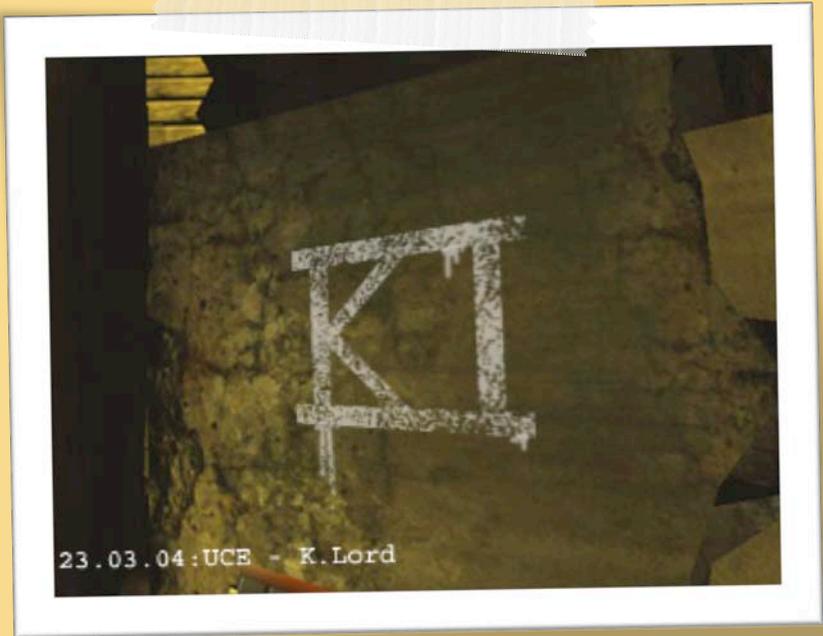
I've been studying James' work, reading his theories about the Bahro and the D'ni enslaving them, there's also a sketch of a symbol which I'm sure I've seen before, but I can't figure out where. I would love to write his research off as crazy, but a lot of it matches up with my own research on the Bahro.

If only I could speak to him..

We ventured up into the higher areas of Ae'gura today; there is a lot of damage up there. We've been keeping an eye out for any Books, but between the DRC, Gehr and Atrus, I would say they would be hard to find.

Of the Lost Arc

Mar 23 04



More and more explorers have been sneaking back down into the Cavern; one of them, Max, has deemed the group D'ni Raiders. They are organizing themselves, sending out "Raider Reports" to interested parties.

Up until now we (The Third Path) have been watching from the shadows, keeping ourselves to ourselves, but this D'ni Raider concept interests me and so I have joined up with them.

*If this group continues to grow perhaps we'll have a
population down here again. One can hope at least;
sometimes the quiet in the cavern is unnerving.*

But until then, D'ni Raiders we are.

A New Journey

Jun 02 04

I received a whole pile of books today. 1 Linking Book, the others were "Words", a set of books written by a D'ni Seer called The Watcher. I have read about him in the various DRC journals on the D'ni Kings; he wrote a series of books which more or less amounted to a series of prophecies.

I've spent the morning reading over them, pretty interesting.

The Linking Book led to a new location, a round hall-like room with an imager in the center; upon the imager is a symbol I have seen in James' journal. It is the same symbol I know I have seen before...

Of course!

The Cleft!

The hologram of Yeeshu forms the symbol during her speech. I can't believe it took me until now to figure that out.

I must be losing my edge.

A stairwell leads up to a balcony above.

The canvas sheets over the various doorways indicate that the DRC have been here.

I don't believe it! The Great Tree! I've seen photos of this place, have waited to explore this area and now I am here; now if I can just figure out how to get there.

Given the Great Tree, and the fact that there is one of Sharper's Great Tree jackets here, it's pretty safe to assume this is the Great Tree Pub he was after.

I was right, DRC have one of their notebooks here, one of Simpson's research books. This place was built long ago for The Watcher apparently. Kadish took ownership of it, started restructuring the place, believed he was the "Grower" that The Watcher spoke of.

Apparently this place is in the J'teri District of D'ni.

Inside the alcove with the notebook is a couple of Linking Books, will check those out in a bit, first I want to explore the second level.



Balcony is straightforward, there is an alcove that leads to another room; within this room the walls are engraved with strange markings, almost like calibration settings. The one wall shows an odd looking clock, next to it a small metal plate is set in the ground under a lamp. There is a ramp that curves up and around leading to a giant metal sphere engraved with the symbol of The Watcher.

I assume this is the puzzle game Simpson mentioned. I think I'll take a look at those Linking Books.

The one to the right of the notebook lead me to an enclosed building, lined with metal and familiar stained glass windows that are also in the Kadish

Gallery. At the other end of the corridor-like building was another Linking book which led me to an Age I had seen long ago before the cavern opened from some DRC documentation I stumbled upon but wasn't supposed to see. This Age was Anonay.

Strange Age, filled with funny little crab creatures running around; they seem to run from me when I approach them. I have discovered some Journey Cloths, except unlike the ones which have the spiral hand symbol on them, these have the shell symbol upon them.

There is an island I need to get to; looks like I'm gonna have to swim. Maybe a change of clothes would be wise.

Er'Canz

Jun 03 04



Linked to Er'Canz, reminds me of the cleft. Found a strange square symbol like the one I found on the imager in the Watcher's Room. I took a KI image dare say it's important. I think after this, I shall check out some of the older ages in my possession.

What the? I saw a giant petroglyph of the Fissure. I touched it now I'm in a Bahro cave, except it's different to the last. There's a pool of water in the center of the cave and some more numbers, 518, plus some strange symbols that look like the volcano in

New Mexico. I think I need to get a KI shot of them. This is not making any sense, less sense than when I started the journey. This path very few have trodden I have no one to turn to for help.

A search of the Ages revealed nothing new, except at The Cleft where I discovered a pair of D'ni goggles I had overlooked last time I was there. Very pleased I found these, they will come in most handy.

Returned to Er'Canz. Managed to get this strange tram device to work and take me inside the 'factory' as I'm currently calling it.

452 470 What do these numbers mean? Times? Or perhaps book passages, the word?

3110 I think I'm in D'ni but where? Not sure, I see the familiar glow of the orange lake out of a window. I have no idea what I'm doing here. Why a Bahro cave with glyphs on the wall that represent power levels in Er'Canz? I wondered if perhaps the number of spikes around the glyphs are the key to what the power levels should be set as. I shall have to wait for the timer to run out then try again.

Temp - 19 Weight - 30 Time - 40

Hope this works. It kind of worked, I managed to get to these pellet things, the problem is I don't know where to take them, the Bahro cave or the place in D'ni? I took one to D'ni put it in the machine, it scanned it then dropped it into the water below, the water began glowing white.

Decided to return to Ahnonay; wonder if any D'ni actually live here still. Managed to get to the island, found a door but can't open it. Found another square diagram and some more numbers. ~ 372

Seems my theory about the numbers was correct. I shall investigate further. One thing still bothering me though is those darn pellets. Perhaps you need to deliver 5 cells to each location, tedious linking back and forth. It is okay from the D'ni location as there is a linking book there back to Er'Canu, but I have to go via Relto every time I link from the Bahro cave to Er'Canu.

"The door lies at the end of the path."

This is getting frustrating.

What is going on here? Figured out the Quabis (Discovered references to the crab creatures in some documents I liberated from the DRC, apparently the official name for them is Quabis) were what the clock thing was showing so I chucked them all into the water, the lights went out. Linked out and linked back to find destruction, the age is in ruins, gray skies dark and stormy, trees of crystal. Destroyed the trees; I had to, the clock was showing them lit up.

I had no idea such ages were possible; of course it's possible the Great Tree makes it so. Beautiful, a ruptured Ahnonay floating in space.

Things are coming together, three instances of Ahnonay. I follow the shells to link to places that I

can't get to in one instance but can in another. It's
like the Truman show, what was Kadish doing?

Ahnonay

Jun 04 04



Still can't get past that door in Ahnonay, in every Ahnonay. What I don't get is Kadi'sh claimed that Ahnonay was the home-world. I mean the name means "Water Root", but how did he pull this off? I'm sure someone must have known that the D'ni home-world was Garternay. Let us see what answers can be found, but for now back to Er'Canz; I want to tinker with those ovens again to see if I can create the proper pellet.

I loath this place, chills me to the bone, I hate to think what the D'ni prison ages were like. My experiments with the pellets failed, I honestly have no idea what I'm doing. So I've returned to Ahnonay in a bid to see what I can do. I know I really should finish looking through the words of the Watcher but I can't be bothered right now. I have an idea.

2:19 2:30

Made it into Sphere 4 of Ahnonay, had to get into the hut of Sphere 1 turn the current off, swim to the maintenance room, use the shell cloth Link to Relto, Link to the Cathedral, then to Sphere 2 then to the Cathedral, then to Sphere 3, then to the Cathedral, then Link from the Cathedral to Relto then and then Link to Ahnonay using the shell book mark.

5:57 5:32

Found a lovely D'ni jacket. Sphere 4 is unfinished. A giant statue sits in the middle, guessing it's old Kadish himself; wonder what it would have looked liked if finished. A chair led me into a pod-like machine that took me out of the sphere and actually into Ahnonay proper. There was a control panel with symbols on that matched the ones in the Cathedral, so I entered them in the order they should have been in and a door opened to a laboratory.

DRC Meeting

Apr 15 06



The results came in; I was elected DRC Liaison along with Eleri, Gadrin, Wolfie and Yortmax.

Marie wanted to meet with us today after yesterday's results so I made my way to the Uruto Hood that she had given me a Nexus invite for.

I don't know what made me think that I should check out the imager as soon as possible but I did, and I discovered the above image on it. Apparently the Age is called Eder Delin, a small Garden Age that Marie has been working on; she said that a lot of rest Ages

have similar features. I am looking forward to visiting that place.

Lots to do; the DRC suggested setting up Town Hall meetings between them, Cyan and the explorers. Sounds like a good idea, gives the people who never got to see the DRC around back during the restoration to meet them. They are still trying to get that funding from Blake; I hope it goes well.

I'd best go upload these transcripts to the site for editing.

Funding

May 08 06



I just got word, they have secured the funding; the restoration is back on.

This is fantastic news, everyone is blowing up about it, I am so excited. Kez is trying not to get excited for fear of being let down; I need to keep telling myself that despite the fact funding is secured cautious optimism is still the best policy. I would hate to see this fall through like last time.

Despite my grievances with the DRC's actions before the restoration collapsed, I am kinda looking forward to seeing how the future progresses. From my meetings with them I can tell they have changed

hugely over the last 2 years; the fact they took
Yeeshā's journey is proof of that.

Pops open 2 beer To D'ni

Ahra Pahts

May 26 06



Today I received a Linking Book to Ahra Pahts. I've been watching the progress for a while now. some KI shots of the Age was sent my way and I was looking forward to visiting the place myself.

I was not disappointed; the place is huge. Not sure where I am. I forgot to bring the map with me. The work here is coming along nicely I am very impressed. It will be nice to see it in all its finished glory.

Need to explore some more, I believe I see some structures up ahead.

DRC Meeting

Jun 13 06



Had a meeting with the DRC and Liaisons today, almost missed it as I was busy on the surface trying to fix this database problem I have been having with DJC. Thankfully Yortmax sent me a jingle reminding me about it and I was able to make my way down in time.

I believe the others managed to get a full log posted up on the Liaison site. Tomorrow we have a Town Hall meeting with Victor, unfortunately I have business on the surface to attend to and so won't be able to

make it which is a shame. I am rather interested in seeing what Victor has to say about D'ni technology.

Work

Jun 22 06



Spent a few days on the surface getting some supplies to bring back with me. Returned to the Age I have been working on; still a lot to do, seems to be progressing well. We're looking forward to seeing the results.

Took a detour returning to the Cavern; decided to check out that spot from the Bahro sighting. I wasn't disappointed, managed to get a wonderful picture of

one; will have to post it sometime. I really need to get the gallery up.

The classification documents are coming along nicely; not much work to do seeing The Third Path had pretty much got everything in place already, aside from the new Ages I have recently gained access to.

Kodama showed up for the Town Hall the other morning; that guy can dodge questions like bullets. He answered a few questions I had for him. I had been wondering if the "Canyon Strip" area where the Kadish Gallery is, is the Karim District mentioned in one of the DRC notebooks. Kodama said that the Karim District was in the City Proper. Marie mentioned that we could have access to areas in the City Proper within a year which was news welcomed. Unfortunately Kodama did delay a theory I have had for a number of years now regarding the Tomb of the "Great" King. (Not sure what's so great about a King who committed genocide then caused the death of thousands of his own people centuries later.) Kodama said the tomb was sealed (Atrus must have sealed it after the Terahnee events) and was being treated with care.

Tired

Jun 28 06



I have been wondering of late, perhaps the Liaison idea should wait until the community grows up some more. Oh no what am I thinking, of course it should stay, I need the power after all.

I think the poll should have been better worded, but what I don't get is people ask to see what we have done as Liaisons, but we aren't allowed to do our job without being attacked. It is a shame we cannot choose the people to replace us, perhaps then people would see that everything isn't all sunshine and flowers. If I wasn't determined to see this through,

I think I would have just left the community to it, I cannot wait for this term to end.

I am disappointed; indeed, a few people have got the idea. Bravo to them, they realize that the Liaisons don't need to stay on as Liaisons in an official capacity to help the next set. We don't; the question is, would people mind us sticking around to help the next set? (as Ex Liaisons if you will) but people seem so blinded by petty grudges that they do not see this, not to mention those who cause trouble deliberately. I mean seriously, what is the point in such actions? Sometimes I wonder if it's even socially acceptable to help/want to help people anymore.

Some people have a good point (whether it was made well or not remains to be seen), however some points are so far off the mark it's amusing. Assumptions and generalizations are such foolish products. People assume to know us, so they say things like our wanting to stay around is self-serving. I guess in a way it's right, I want to help people; if my staying around helps people then I guess they were spot on. However, I think this isn't what they are getting at, in which case they are greatly mistaken (I cannot speak for the other Liaisons but I would think/hope it's the same). So you have a problem with one of the Liaisons, so let's rope all the other Liaisons into the same pack, they run together right? So they must be all the same; this, my friends, is a generalization.

So people were against the election and want nothing to do with the Lizisons? Okay that's cool I respect that, but then if you're not going to have anything to do with the Lizisons, actually mean it. Oh hey people are jumping on the Lizisons, I'm against them that means I can jump in too. Well you're entitled to your views and comments, but how is that not having anything to do with the Lizison business?

Matters not, I have made my plans. I have acquired a second KI that I am keeping for when my term ends. I shall modify the ID on it to read another name and I shall simply fade into the shadows, explore without the arguments and pressure. Such peace will be nice.

Classification

Jul 05 06



Work on the Age has been halted for a while, although I have continued to do the initial mapping. Got word that another explorer has fallen, I will need to set up another stone for Ramsine; such a shame.

Classification is going well, some of the initial work done by others has come in handy and has given me something to build on. Not sure how this classification will sit with others; shall implement it into DJC when I get the time. Wonder if Deg would find the documentation useful for Uru Explorers.

Time Out

Aug 08 06



I have been taking an extended break from the Cavern, busy working on The D'ni Jazz Club. Strange that in all the time I have spent in D'ni, I have never ventured to The Cleft at night until today.

Things are heating up in the Cavern; the DRC are back, the first group of explorers have been sent down to test the areas and Ages for the reopening of the Cavern. I was expecting to go back down with this group but it didn't happen like it should have. I expressed my displeasure with how things were handled.

A fair few people seem to be interested in my classification project, I am hoping to start working on that again now that the majority of work has been done on DJC.

Found a faulty Linking Book to the Neighbourhood in the Nexus the other night, not sure what was wrong with it but when I linked into the hood I wasn't in the hood I was 10 meters from the hood balcony above the lake. I'm glad I had my Relto book with me otherwise I would have been nursing some broken bones.

Tefoonet'ahn

Aug 15 06



Returned to my work on the Age; continued to check over the structures and classification, found a better place to get the stones from too. I am hoping we can pick up work on this soon and get the restoration done that's needed. Spoke to Richard about the translation I was looking for; decided the Age should be called "Place of Memorial". He told me Tefoonet was D'ni for Memorial and the guys over at the DLF seem to think "ahn" is applied to a name to

indicate a place, for example Laki'ahn (Place of Laki),
so Tefoonet'ahn it is.

Returning

Sep 06 06



It's been a while since I have been back to Ahra Pahts, been so busy with other matters. Work has been progressing there nicely; some of the improvements look great and they have began opening "shells" to explorers to move into and work on. If I wasn't so busy with Tefoonet'ahn I would consider taking on a shell.

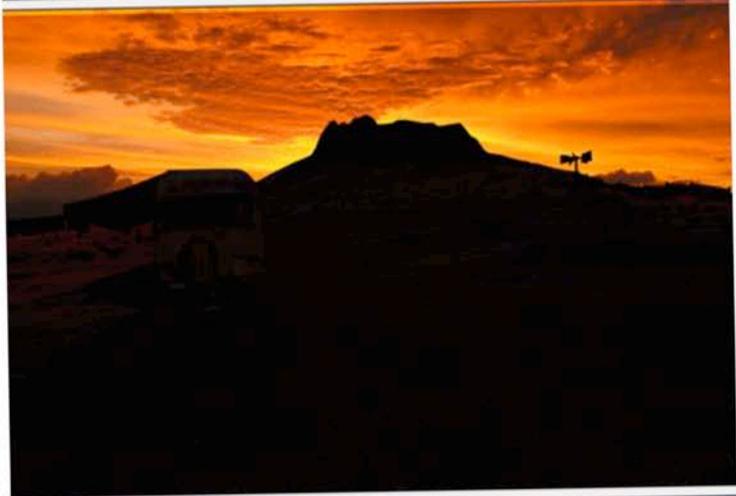
Last time I was there the bridges weren't done, now they are and looking stable. It's nice being able to walk over the canals instead of jumping them.

Time Lapse

Sep 16 06



I had been meaning to do this for a while and the other day I finally got around to doing it. I set up my camera near to Vandi's trailer and let it do its work; the results are not too bad.



People seem to be enjoying it, they are wanting me to release a movie version, I shall do so of course as I had already considered doing such a thing. Finding the time to do it will be the problem; might see if I can get Steve to help me.

The Guild

Sep 20 06

Had a meeting with Keira, Steve and Sophie a while ago. Keira wants to start the Restorers Guild back up and wants us to return. I decided to decline for now. Who knows what the future holds? However, I have offered to host the site and work on it for them. I did decide to work with them on Tefoonet'ahn; unfortunately due to the Guild being 3 people and other resource issues, work on the Age has been delayed for now. We have uncovered some documentation on the Age.

Damn

Oct 10 06

Spent some time on the surface working on some updates. Beneath was getting an update to the images displayed in posts. I say was because I accidentally overwrote the CSS sheet with a new layout design I was working on which broke the theme; as a result I have had to go ahead and get the theme to a point where it works just to make my blog look half readable. I am very irritated that this has happened. The other update will be coming to VruBlogs; not sure when this will happen. All subscribers will be contacted but we are planning on moving VruBlogs to a new server and give it its own domain name.

I have decided to split my entries into "Journey" sections, so readers can see what part of the path I was on when it was written. D'ni Raiders wasn't one of Yeeshu's paths but it was a Path as such taken by a few explorers.

Surface Time

Nov 18 06

Have been spending a little away time on the surface for a day or so; been feeling under the weather. Had a meeting with the DRC the other week; apparently Laxman is working on the Lattice again and there is a large risk of the KI going down. If that happens, then the Liaisons are going to have to become messengers in the Cavern. Marie mentioned about a Guild of Messengers which will take on part of our work. Some seem to think that means we will be a part of the Guild but I don't think so. If that was the case then it would be limiting what Guild the Liaisons are a part of which isn't right. I do know if I will join a guild and if I do which one it would be, possibly Writers or Archivists.

The Town Hall meeting with The Great Tree group went pretty well. I managed to attend the first meeting but not the second.

An Ending

Dec 19 06

Today was probably the strangest day I have had within D'ni. I was in the Nexus when it happened; a loud Bahro screech and then I was linked back to Relto. Apparently this Bahro scream could be heard throughout the Ages and the Cavern at once. Everyone was linked back to their Reltos.

There was a lot of people to witness it too. We had a Town Hall meeting with the DRC today and the turnout was huge; there were also people in Ae'Gura too. Due to the large traffic in the hood, the DRC moved the meeting to another one which annoyed some of the explorers.

Tomorrow the DRC are reopening the Cavern. Things will be hectic, I think unless people end up being too scared to return after today.

As It Should Be

Dec 22 06

I have been spending some serious time in D'ni lately even if I do have work to do. Thankfully, I can steal into the Restorers Guild's Hood and use their computer set up that they "liberated" from the DRC (as Keira likes to say). Urublogs is getting a lot of interest which is cool; will be even better when we move to the new domain. Currently there is a problem with "beta" Blogger accounts; the feed doesn't work with our script so Denis is working on a new script which apparently works with Blogger feeds. Anyway lots of people in D'ni as it should be; areas are still closed off after what is being dubbed "The Great Link" of the 19th. I managed to scale down from the Tokotah II rooftop into the courtyard today, registered the Nexus points I could access to make life easier for me.

The DRC have been making regular visits. Engberg's back in the cavern, which is good. Have been a little disappointed by some of the behaviour of the explorers. Some of the comments have been rather immature and hostile. It's been 2 or 3 days since everyone's returned and they are expecting miracles. I know it's Christmas and all but for Kerath's sake have some patience.

| The rock is hard. The rock cutter is
patient.

D'ni Proverb

I was saying to Marten the other day that people seem to rag on the DRC because people were doing it the first time around (back in 2003) and so it must be okay now or it must be okay 'cause other people are doing it. Now I remember how the DRC used to be. I was there along with others, and I can tell you compared to how they are now, the DRC have changed drastically. Before they were distant, they seldom shared information and they made some silly moves (taking Phil for example). Now they have taken on D'ni Restoration Council Liaisons to open up channels of communication, they have Restoration Engineers giving orientations to new explorers, they are more forthcoming with information regarding various subjects. Is it perfect? Probably not; to be considered perfect, people would want full disclosure, and even then people would complain that the information is being given to them and they want to find out for themselves.

Kodama said new books are coming; this will be good. The city will be opened up soon too; hopefully the cap in the Nexus will be raised then.

How Things Change

Dec 28 06

Today I surprised myself.

More information has been filtering down about "Cate", with many interesting and humorous theories on who she is. Some are complaining about her being "in control" of the DRC, some are mad at the DRC that Cate is there in the first place.

Me?

Well I am quite happy to just sit back and see what happens, to wait for the announcement that is coming up. Now this is what surprised me; back in the day I used to be impatient about events going on in the Cavern, or with Ages/Area's being opened. Now I'm not. I feel that it'll happen when it happens. What caused this change? Was it the 2 years of being around the Cavern without the DRC? Was it the waiting for funding to return but expecting it to take more than 2 years? Perhaps it was a combination of all of these aspects.

Events

Jan 13 07

So it's been 9 days since Steven went off to see if he could find out what Age the DRC were planning to release to us next. Course since then, news filtered out that the age was going to be Eder Delin. So I guess that's where he is; not sure why he hasn't contacted me like he usually does. The reason I'm concerned is that some new KI images of Eder Tsoqahl were released recently. They are interesting shots, showing a new version of a Journey Cloth and a new Bahro Door. I thought nothing of it until another explorer pointed out that the strange shape in one of the Delin images that we have been speculating about is very similar to the door seen in Tsoqahl. A new journey? If it's a door like in Tsoqahl, I bet that's where he has gone. I'm sure it wouldn't have taken him long to figure out how to open it.

It has been a long and stressful week. The DRC structure is collapsing, Wolfie decided to step down the other day and I have stepped down myself today. I also decided to pull my membership from The Great Tree group. I don't think cavern politics has a place in my life anymore... I thought I had learned from last time; I guess not. Pursuing knowledge is a far wiser path to take.

My parting "gift" for the community will be the notebook I have been writing, that will hopefully be left in the hood classrooms.

I guess that extra \$1 I obtained will come in handy. Hopefully, it hasn't been damaged by the Bahro event on the 19th of December. It was inactive so I don't see why it should be.

Interesting Concept

Jan 16 07

I spent a while sitting in Gira today, my feet in the water, the Tsoidrai swimming around them working on a new design for Beneath. I was thinking about the post I read on the DRC site earlier that John had written.

I've heard people talking about making a home in D'ni (some say it's from a Yeeshā speech but I don't really understand where or how they hear it, but that's really not part of this thread) and I think it's a great idea.

However I haven't done it. I feel more like an explorer or a tourist or a visitor. I don't really feel like I've made a home. Even Relto seems more like a pit-stop to me than a home. And my hood feels more like somewhere to talk with people.

So how about people here? Do you feel like you've made a home somewhere in D'ni (or one of the Ages)? If so, what did you do?

It is an interesting thought. Reading through, it's surprising how many people feel more at home in D'ni than Relto. I wonder if the nature of the Age has

anything to do with this, high quiet place or the busy city?

Where do I feel at home? Aside from with Kehra that is.

Well, I happen to feel at home with my first Relto book; I actually have two books. After the DRC pulled out of D'ni, I retreated to my Relto. For the next three years, I visited and lived there, adding items chipping away rock to make more rooms. The Age even has a power source, thanks to the Fireplace Relto Page. This Age is my home, it has a bed it's where I work. As it is my home, it's not the Relto that most people visit. My second Relto once belonged to my sister; she was in fact the person who first told me of D'ni. As a result, it was I who introduced her to D'ni for real. She started to take the journey but later decided that D'ni was not for her. She is now off in the world doing her own thing and she gave her Relto to me. So I finished her journey, gathered her pages and her Relto became mine.

Would I feel more at home if I had a location in D'ni to call my own? I guess that's something that will be answered in the future.

The Coup

Jan 18 07

Today the fruits of our labour have been revealed, today the D'ni Network launched. And I am happy to say that so far the feedback has been good.

We don't have to worry ourselves with the red tape that the explorers have been throwing at us anymore. I feel that there is promise in this project.

Met with Cate yesterday in Kemo. She told us Delin is being opened tomorrow, which is good; means I can go and find Steven. Got a quick KI off of him last night saying something about being very cold and needing a jacket. Will have to pack one when I visit if he is still there... if those thoughts about the door are correct, then I would expect he has gone through it. Apparently a new area of the city is opening tomorrow; my money is on the Library.

Hope I can get a Delin book to put in the DJC Neighbourhood.

Dropped by Tehren, the Restorers Guild's hood to use their laptop. I say theirs, it's actually "on loan" from the DRC, but it is one of the ones they used for the Hood Cam so it's got a connection to the surface which is what we need it for. Been working on fixing the photo gallery on Beneath, and Denis fixed the aggregate script for Urublogs so that's all working. Erik mentioned some CSS issues I need to address.

however they are not on the top of my priority list
right now so it may be a couple of days till I get
around to fixing them.

Eder Delin

Jan 20 07



The DRC had some troubles releasing the Age; seems some damaged books were placed in the hoods and a few books to Eder Tsogahl got mixed in there too. So all the books were pulled out and later replaced. Had a quick conversation with an explorer who managed to get into Tsogahl. I don't think he tried to get through the door there. It's strange what things bring out the worst in people; I was in one of the hoods making my way to the Delin book and just as I was about to use it some guy barges past and uses it first. Terribly rude some people. I followed to find a lot of people there. The Age is small yet very pretty; started

work on classification already. The Age has the same door and cloths that Tsogahl has. The people there were trying to open the door up; it never happened unfortunately and Steven wasn't there so I guess that means he went through it. It didn't take long to figure out how to open it, the problem lies in the fact that you need about 8 people at least to do it. I shall try opening it later; apparently the cave leads to another Bahro Cave and a stone ring. I guess this new journey means that there is a new chapter to my journal waiting to be written.

Sharper

Jan 25 07

N Symon posted a transcript of a meeting with Nick White today. Seems like Douglas Sharper is going to be returning to D'ni; should be interesting to see how that goes.

Seems Tsogahl is ready to go but the release date is being argued over.

Busy

Feb 05 07

Haven't seen much of the DRC lately; not surprising really given that I have not been down in the Cavern too much. They finally launched their new site, lost a lot of information with the change. Not too pleased about that, not to mention that Cate has removed the DRC forums for good apparently. With the constant hostilities that can be found there, I cannot say I am surprised. However we have lost a lot by having them removed; that's why the Archivist Division of the D'ni Jazz Club is working on obtaining the forums so that the explorer community can continue using them.

With the current work on 2 websites coming to a close and their launching on Friday I should have some time to commit to the Restorers Guild site.

Need to bring in some help with the classification project too, still have a lot of work to do.

Making a Stand/DRC Forums

Feb 06 07

Posted on my blog:

I would like to ask all of you who are not happy with Cate taking away the forums, those of you who would like to see the forums return to join us in a sit-in protest in the Tokotah Courtyard* on Thursday at 12pm Cavern Time (12pm Mountain Time, 2 PM EST, 11 AM Pacific, and 19:00 GMT.).

We would like to see the return of the forums and to remind Cate that she can't have everything her way.

We hope to see you there

* The Tokotah Courtyard is located at the top of the Great Stairs in Ae'Guz.

Confusion

Feb 07 07

Some people seem to be confused about what we are trying to accomplish here. I am hearing comments like "it's just a forum", "it's not a big deal" and so forth. It is not just about the forum, the forum is a small thing; I am looking at the bigger picture here.

Once upon a time the DRC would barely communicate with us. They underestimated the explorers, and so we rose up (with The Great Tree and with Sharper) and showed them that we are a force to be reckoned with, that we are in D'ni too and to call for communication.

The DRC were doing pretty well with communication, until some setbacks, one being the lizisons, the other being the loss of the forums which could have been better used.

Now this sit-in is not just about the forums; to me it is about the following.

- To get the forums back, either for good or as an archive.
- To show Cate that, despite her view, there are some of us who do care.
- To show Cate that we are still here, we shall remain here and we are as much a part of D'ni as the DRC are; this needs to be remembered.

- That D'ni isn't just about her, her instant gratification or the DRC; it's about us all (Bahro and all).
- To show that we can work together and can have a voice and will not be walked over (today the forums tomorrow what? Take away the city?).

Just a few of the things this is about to me.

Now I am not up for the hostilities, I don't think Cate is stupid; I do disagree with some of her choices, not surprisingly. Some people don't get that this is about more than the forum, and some just don't get the spirit of Uru at all, which is a shame.

I was in the Cavern last night seeing what kind of support this matter was getting when I hopped into the Beginners Bervin (the hood that will serve as an overflow for the sit-in if the City gets full) and one of the ResEng's was in there. The subject came up and he asked about it and we told him how we felt about the forum and he said he would mention it in his nightly ResEng report. So I guess the DRC know what's happening tomorrow; whether any of them will show up remains to be seen.

A Minor Setback

Feb 08 07

Terribly tired, did not sleep too well last night due to this toothache I have been suffering with.

So today was the sit-in; it was a bit of a mess for sure. Holding it in the city was unwise, however the City is a central location so it seemed a good idea at the time. Next time (if there is a next time), I shall hold it in one of the hoods. That way, there is no Nexus cap so all supporters can turn up; people can't be kept out by non-supporters and so forth.

Cate turned up, not surprisingly haven't clued the ResEngs into what was going on and people at Cyan who happened to speak with other ResEngs I knew word was going to make its way to the Council. Unfortunately that's where everything went downhill. Cate's comments were drowned out in the mass chatter, certain explorers' behaviour was abysmal, pushing their own agenda.

Interesting how the "Anti DRC" movement took special pains today to prevent explorers from attempting to re-institute recently closed communication channels with the DRC.

So I have to ask: Is this movement Anti DRC.... or are they really anti-explorers?

| ~ Marten

As a result, Cate left in a huff, unimpressed with the movement and annoyed that she didn't get to tell her side to things. As a result, myself and some others have emailed her asking for a private meeting to resolve the issue.; however given Engberg's comments of late, Cate doesn't want the forum there to be used.

So did we fail? Nope, we just took the first step. Will we succeed? Time will tell with that one.

Going Public

Feb 13 07

I have been quiet of late, I know; have been up on the surface globe hopping.

Michael set up the DRC forums again which is nice, apparently there will be some small consequence from Cate which we apparently do not need to concern ourselves with. Am I the only one who feels an ill wind blowing with such a statement? I guess we shall see what happens there.

Had a few issues but I have opened up the Forums section of Beneath and invited the explorers to drop by and discuss the cavern and its Ages, not only that but it serves as a home for the discussion of the Classification Project I have been working on that I am now opening up to the public for their input and discussion.

Busy

Feb 22 07

Haven't had time to write in my journal of late; have had even less time to upload those entries onto my blog.

It's been pretty crazy. I attended that gathering to try and get Yeeshā to turn up in D'ni; stayed around 2 hours watching with amusement, and taking photos as others formed themselves into spiral symbols and what not. Then I heard that it had started snowing in Delin so I went and checked it out. I heard later that as I was doing this, an apparition of Yeeshā actually appeared in the centre of the fountain, not sure what this means, to be honest I haven't really had time to think of the implications this has on us. We can see she is listening and watching; does she want to meet us finally? If we actually start seeing more of Yeeshā what about our access to the Ages? Will we even need the DRC for that anymore?

It was definitely a nice show of the power that the explorers have; perhaps this may lead Cate to being a little more cautious around us from now on, instead of just doing things without asking us.

Myself, Rils and a bunch of others have started the D'ni Zoological Society to categorize and classify the wildlife we find upon our travels, hopefully we can

get Marie to chat to us about it seeing she was studying the plants in Kemo at one point.

Michael Engberg popped into the Cavern today to say that they want help restoring some of the stained glass windows for Eder Tsoqahl (like the ones for Gahreesen that are in the hood). Popped over to the Tehren Hood as soon as I heard this to see if the Restorers Guild would be interested in helping out. Work is progressing quickly and nicely; might have some pictures up of the work tomorrow depending on how busy I am.

Kegilahn

Mar 01 07

Tomorrow we are going to hang one of the windows up in Tehren above the Tsozahl book. Looking forward to seeing how it looks, hope the DRC like it too. There's been some very nice work from the other explorers.



A Linking Book to Kegilahn was placed in the Museum today. Some explorers reported seeing a "Gateway" upon Linking to the Age which took them to a Bahro Cave. There was no such thing there when I got there. Kegilahn is fantastic, so rich with wildlife, the D'ni Zoological Society is going to have a field day with it. I am surprised the DRC did not patch the hole in

the Pod. It looks big enough to get through; might have to see if Steve wants to take a little trip outside the Pod. Not sure how safe it is but since when has that stopped us?

The Window

Mar 02 07

So we put the window up above the Tsozahl book in Tehren today. Looks good; will look even better when we see how the Delin and Great Zero windows look too.



Steven said he is up for trying to breach the pod in Negilahn; haven't decided when we shall do it though.

Outside the Pod

Mar 05 07

We finally got everything sorted, Joe decided to come with us. Nick said that there is something in the jungle that has the other animals scared. Whil's suggestion about Sharper is a good one; wonder if that is what they will get him to do.



We went out looking for evidence of this animal, but we couldn't find any. So we started collecting information for the DTS. Joe was getting a sample of the "Snake Vines" when we heard this crashing coming through the Jungle; scared the hell out of us, the thing was freaking huge. I don't think we have

ever run so fast in our lives, Joe fell and hurt himself pretty bad. Steven and Keira are taking him up to the surface so we can get him checked out at the hospital.

I don't plan on getting that close to an Urwin any time soon.

Panoramas

Mar 13 07

Well Sharper has definitely returned and is doing the rounds. I did laugh at the explorers asking if he minded that they read his journal. Morals aside, if you are going to read the journal just do it, don't ask and don't allow them to know you are reading said journal. As a result, Sharper now knows we read it, and so if he wants to dish out dis-information he can and we will lap it up. This kind of thing happened before; it just blows my mind.

He's off to Negilahn with Nick and Rils to deal with this "predator" that has been eating the wildlife, apparently there was a blurry photo of some of the remains, morbid for sure but I would like to get a copy of this photo.

Have been spending some time out and about with my camera, started taking panoramic shots of all the Ages and areas. Even made a trip back to Ahra Pahts and took one there.

Had a little trouble with exposure at first but I have managed to solve the issue. I think the Eder Delin one has got to be my favorite so far.



Dereno

Mar 16 07

The DRC released the second "Pod Age". Dereno it is called, an arctic area with most of the Pod submerged under the water.



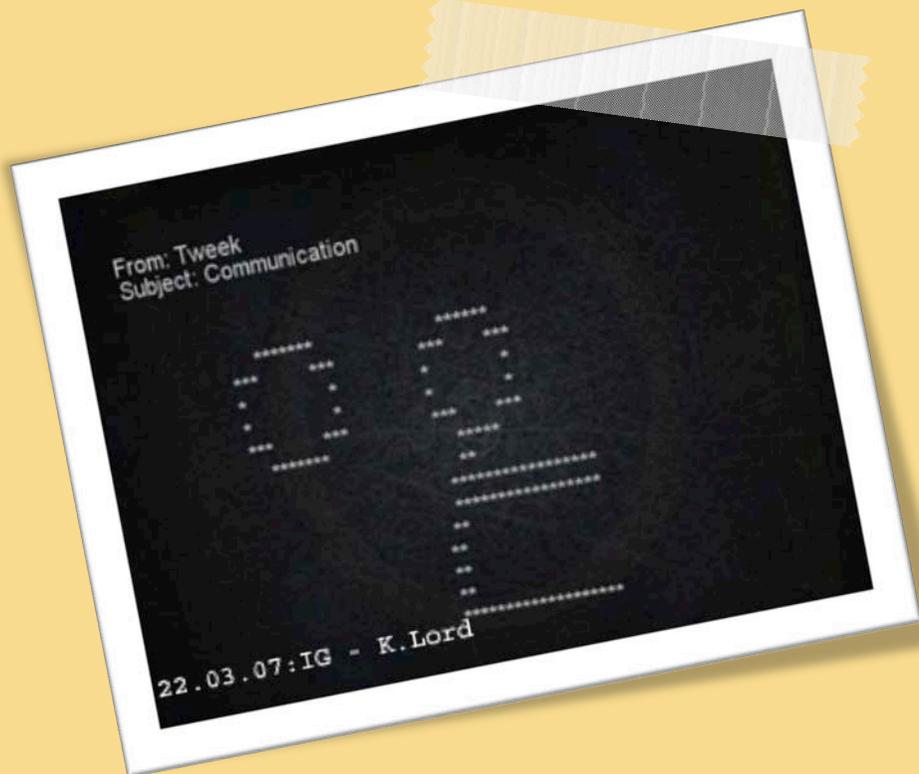
Pretty cold there, need to remember to take a jacket with me next time. I think Keira and Steven want to check the place out, so I might see about going with them. Was speaking to Jen last night about history books; I said I should talk to Nick or Cate and see if I can get the DRC to release some new history books. I really enjoyed the resource they have at the Hall of Kings; would be nice to see more like that.

Communication

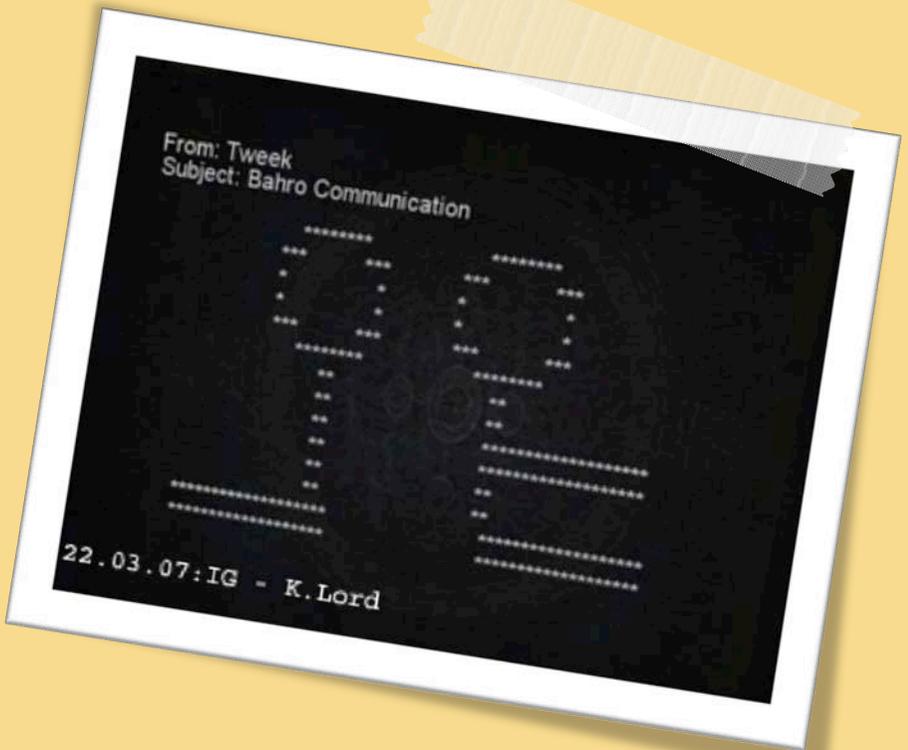
Mar 23 07

Rils, Douglas and Nick have returned from their trip to Negilahn. What they found shocked them; apparently they discovered a fresh kill. Pieces of the corpse were everywhere, it had been ripped apart. No tracks had been found, only some scratch marks in the trees, which has caused people to think it could be an airborne attack.

Not surprisingly, a fair few people think it is the Bahro doing, based solely on the fact that they can Link at will and fly. A weak argument if you ask me, and one that is devoid of logic. What's the point of the Bahro doing it? Some feel it's a warning to us. I feel that if I was going to make a warning, I would snatch one of the explorers from the city, not some animal from a museum Age.



With the rumors of sightings in the hoods, I have decided to open a dialogue with them, at least that is the plan. Whether this will work or not remains to be seen; the Bahro are here to stay, we need to approach them and see how things will work between us all.



Seems as I have been writing this entry, a Bahro has appeared in the hoods and placed a Bahro Stone to Ae'Gurz there. Does that sound like the actions of a being who is slaughtering animals?

I have not encountered them, not yet but it is only a matter of time. I have received a couple of interesting KI images of the Bahro in the hood.

Heading up to the surface tonight. I have a meeting to attend tomorrow and a visit to the new family member to make. I should drop by Tehren and see if the RG guys need any supplies brought down.

Eder Delin Window Project

Mar 28 07

Not surprisingly, the DRC have announced another restoration project, this time a window for Eder Delin. We had figured this was coming, especially with what we found when we started the Tsoqahl project. Our work on the window is pretty close to being finished now; we have also been working on one for The Great Zero.

Going to head over to Tehren tomorrow and see if I can get some K1 images of the work.

Surface Time

Apr 05 07

I've decided I need a break from the Cavern, so I am going to head up to the surface for a while. Will be nice to kick back and chill, get some of these projects done, out of the way.

Don't think I'll miss much.

Sickness

Apr 12 07

Well I was planning to head back down to the Cavern. Unfortunately, illness has claimed me; a rather rushed trip to the Doctors cancelled my plans.

The Anti DRC Movement had their meeting yesterday. I read the log before it was deleted from the DRC forums (DRC have been getting a little trigger happy with removing/closing posts). It was most amusing to read; their complaints for the most part are about four years old. As for the rest, well complete nonsense. I agree the DRC need to step up their presence in the Cavern; even if they have no news. I'd be happy to discuss pizza toppings with them, maybe see if they would release some information on the Ages released lately.

| The DRC also does not endorse Yeeshs.

No, and nor do they oppose her, the council has taken the journey; at one point they were removing Relto Pages from the hoods (this being over 4 years ago) now they let her alter books.

| They tried to remove the journey cloths for a long time until they realized that they would just come back.

They removed one cloth for study; given Phil's vanishing act in Eder Kemo, wanting to study that is not a surprise.

The DRC has in the past tried to stop the following of the path by trying to remove the journey cloths, and only stopped when they decided that they would acknowledge her wisdom by showing us theirs.

Not quite, when the DRC disbanded they went and took the Journeys; not really being held back by the restoration process they were free to do so. As mentioned before, they removed one cloth for study.

Question the fitness and stability of the DRC to govern the cavern.

I'm not aware the DRC is governing the Cavern; they have rules in place yes. Given that we have not signed any such release form, if an accident occurred I would think the DRC would not want to be sued for all they are worth, thus ending the restoration once again.

In the past, the DRC has had quite a bit of controversy; the incident with the disappearance of Phil Henderson for a year and the 2-week kidnapping by Dr. Watson and Victor Laxman and then his final disappearance.

Oh I agree that was a stupid move on their part, but can understand the logic behind it. They wanted to get him away from Douglas. The DRC invited an explorer to Kirel to see that Phil was ok and chat to him. As for his final disappearance, well that was

his actions not the DRC. The area was unstable and they told him that.

We want to make sure that the DRC, through the knowledge gained by the D'ni found there, are not using the states to exploit the Bahro in any way.

The Bahro are free, they are no longer bound by what ever it was; the DRC couldn't nor would they exploit the Bahro.

I was shocked and truly horrified to find... that the organization in charge of this find of all finds... does not have a single qualified archeologist or anthropologist on staff!

Well, yes they do, let me direct you to the DRC Bios and just to emphasize;

Dr. Marie Sutherland: Director of Field Work Born: March 12th 1962 Education: Doctorate Anthropology, Southern Illinois University

And most importantly. The DRC knows how the D'ni link. And they know exactly where that ability came from.

If that is true, that would not surprise me. The DRC have been in D'ni for what 10 years or something? Not really surprising if they found documentation.

The DRC learned this information from a variety of ages, that they shut down.

pulled their researchers from, and suspended, to this day, 4 years later.

Or possibly, they closed those ages due to resource issues, environmental issues. The D'ni could Link before they came to D'ni. The Ronay from which the D'ni split had the Art back on Garterway.

Notes left by Dr. Sharper, Dr. Watson, and more importantly books laying about in the cavern itself, translated by DRC staff, indicate exactly how, where, and when the D'ni learned to link. And its ties to the very creatures they enslaved.

The Bahro were enslaved 10,000 years ago, this is when the D'ni came to Earth. They had the Art way before then.

When the DRC learned this information, Dr. Watson had the ages shut down indefinitely. And now, under Cate Alexander, it's time that the DRC reopen those ages, so that the D'ni culture can be shown in the light for what it truly was.

I agree those Ages would be nice to be seen, the DRC's resources are very limited, the Ages in question are big. The DRC has the resources for the smaller Ages.

The DRC hasn't written their own books because they can't. Because the power to do so doesn't lay in the hands of the D'ni, or the DRC anymore.

So because the Bahro are free the Art no longer works? Interesting, wonder how I'm using Linking Books to get to the Cavern, not to mention the Explorers who have been writing their own Books.

Self, yes, this is true. Unfortunately the ages in those books, Garterday, Rebiek, Terahnee. All of these ages are ages that the DRC has access to, but has not listed under their site.

And the proof of this is where? The Terahnee book is still within the Tomb of the Great King, where Atrus sealed it up after the events on Terahnee. I had brought up those books with the DRC many times due to a theory I have been working on; that was the answer I got, up to you whether it is believed or not. As for Garterday, the Ronay abandoned that Age because the sun was dying; that Age is inhospitable.

They have also been keeping a book hidden in their archives, that directly is tied to Yeeshu and her past.

Some proof please.

Ask the DRC, they have the book. The book Atrus left behind in the K'veer

basement, that the DRC is currently excavating.

Just because it's not on the list yet doesn't mean there is not plans for it. Who is not to say Yeeshu removed the book? Or perhaps it was moved after the events of the Bahro being freed.

May I ask, Have you ever seen a DRC member wearing a yeeshu shirt?

I didn't see what the issue is here, I took the journeys, paid heed to Yeeshu's lessons. I do not wear her shirt, oh my word I'm a bad person?

Have you seen evidence of any change of heart in the DRC?

Having worked with the DRC for a year I can say yes, they have had a change of heart, I have witnessed it myself.

The entire thing is a farce, there are areas the DRC need to improve but not to an extent where an Anti DRC Movement is needed, especially one that dodges calls for proof, spouts complete unfounded nonsense and is 4 years stuck in the past.

If you are going to start some sort of movement, people need to do their homework, get their facts right, have a strong motive. The ADM didn't have any of this and as a result come across as a joke; who would take them seriously?

Calibration

Apr 16 07

With the illness past me, I decided to head back down to the Cavern a couple of days ago. Victor was trying to get the Great Zero fixed; the Great Zero Markers from the neighbourhoods were missing. He wasn't sure how it happened but they showed up out of the blue, so everyone has been helping calibrate the Great Zero. I decided to give a hand myself; been wandering around sorting out the calibration with Sophie, who has been documenting the locations for mapping.



Will be nice to see it calibrated and the blue laser sweeping the city.

I am wondering if I am the only person who noticed this, but I swear the light in the Cavern is getting brighter. I spent a lot of time in the DRC's absence studying the lake and the algae, experimenting with various things to see if I could increase the brightness. But I am sure it is brighter; perhaps it is the result of the DRC's work on En'Can and the pellets.

Part 4 of the D'ni Creation Myth has surfaced. It is an interesting read; can't wait for the rest of it to be released.

Translated from unknown religious commentary and/or text - hard to tell.

Creation

From nothing, Yahvo created a seed.
Amidst nothing, the seed lived and
grew until a single root emerged from
the seed.

The light of Yahvo shone on the seed,
causing it to grow, but only slightly.
Yahvo was unhappy with what he saw and
so he waited. Eventually, another root
appeared, and another, and another, and
soon there were millions of roots
extending out from the seed, stretching
through all time and space eventually
pleasing Yahvo with their color and
diversity.

Yahvo smiled at what he saw and created a pool of white water for the roots so that they might be nourished and grow stronger and bigger. He created black soil for the roots that they might be fed by its nutrients and fill the darkness further with their shapes. He himself provided light for the seeds.

As time passed, the roots spread themselves across the vastness, growing larger and fuller every day, joining with one another, intertwining, and extending in every direction, reaching all places. Though there were endless roots, each was different than the other, there was one in particular that Yahvo watched closely. It was this particular root that was the first to change its direction and begin to sprout upward, towards Yahvo himself. It continued to stretch itself toward the heavens before splitting itself apart into an endless amount of smaller roots, each one spreading away from the other. Yahvo was pleased with the new shape forming and as he focused his attention upon the shape, the other roots became distant, far away, and seemingly forgotten.

Black leaves began to emerge from the upper roots and one particular section became thicker and more robust. Yahvo

created a special light for the shape, and after time the leaves that had been black, became green. The thick section of the root formed a thick wooden skin while bright fruits appeared between the green leaves. Yahvo enjoyed the new shape and He called it 'ter' (tree). But, in time, the tree bored Him. It was then He added a thick ground beneath the tree and filled it with blades of tall yellow grasses. Days later, He noticed a small worm walking along the leaf, eating the green substance. The laughter of Yahvo filled the expanse of Heaven and soon there were many worms, filling up the tree, eating the fruits and leaves for nourishment.

The worms grew in size and soon birds came to eat the worms. Yahvo enjoyed the birds and created blue skies for them to live in and prosper. Though Yahvo tried to speak with the worms and the birds, they could not understand or relate to Him. So, He became upset with all that had been created and turned away from it and left to another place.

Much time passed before Yahvo went to look at the tree again. When He did, He found that nothing had changed. However, as He watched the leaves bask in the light, He noticed a man standing below

the tree. The man was feeding the birds and playing with the animals of the field. The man looked at Yahrvo and spoke. "I am lonely" the man said. "No one understands me when I speak and no one listens when I talk." And Yahrvo laughed and cried and smiled and wept.

And soon woman existed with man. Together the man and woman lived together often conversing with Yahrvo on all subjects and matter. He taught them of good, and of the way He desired for them to live. And they had no knowledge of evil.

One particular day Yahrvo came to the tree with another handsome looking man. The man was called Jakooth by Yahrvo and wished for the man and woman to talk with Jakooth for a while, so that they could understand 'his' wishes for them. And so, Jakooth taught the man and woman of evil... and when he left their tree, they had the knowledge of good and evil. They knew what both Yahrvo and Jakooth desired of them and Yahrvo was pleased they had gained this knowledge.

And so from that moment on, the man and woman and their descendants had to choose whether or not to follow those things that Yahrvo had taught them or to

follow those things that Jakooth had taught them.

Tetsonot

Apr 20 07

I am not quite sure why, but the DRC released the book to Tetsonot yesterday. I could tell something wasn't right as soon as I linked in, the sudden cold water took my breath away, and the darkness; there seemed to be an emergency light on.



I'm glad I was wearing my shorts and sandals otherwise I would have been soaked. Judging by the sounds and the leaking water, it's safe to say we're underwater. The map in the Museum backs this up. It is curious that it is the only pod where we link in on the bottom floor; why is that?

The leaking water, the groaning indicates to me that the pressure of the water is straining the pod's structure. Engberg should have noticed that it has weaknesses, so why did the DRC allow access to the book?

The Age isn't safe.

I plan to spend more time in what I have started calling 'Reziksehr' (The Pod Age). Keira wants to set up a remote observation station in one of the other pods we currently do not have access to, which means breaching one of the pods we do have access to and trekking across the Age.

I shall continue to visit Tetsonot. I have my Relto book in case of an emergency; if I can rig up some tarp sheeting, I can shelter the middle deck of the pod from the leaking water and use it as a dark room for my photography instead of trekking up to the surface each time.

Pod 12

Apr 21 07

Well it was decided that we would set up shop in Pod 12, which is located in the Payiferen District. It's a pretty long walk from the looks of it and in the desert too; we're looking at several days trekking.



Course there is no saying what state the pod could be in; we might find it needs a lot of work. As long as it can shelter us and the equipment from the elements, then it should suffice.

Trek to Pod 12

Apr 26 07

Well that was a crazy adventure, so hot with that sun beating down on us; picked up a nice sun tan though.

Took us a couple of days to plan out the journey and gather supplies. Course then Keira noticed our stock of books were missing so we had to venture up into the city in search of some more. Seeing Joe is staying behind (on account of his arm), he said he would investigate the books; has me a little concerned that they are gone.



It took us a couple of days to make the trek. I think it would have taken us longer if we had made proper

rest stops, but given the issue with the animals of the Age we didn't want to take even more of a risk.

Tell you what, I am glad I opted to wear my D'ni glasses instead of my regular sunglasses; managed to keep the grit out of my eyes during the dust storm. Steven and Sophie were not so lucky.



We managed to get into Pod 12 without too much trouble; couldn't see a Linking Book in there but we had brought our own. We took the opportunity to get some decent sleep in the safety of the pod and Keira saw to getting a Link to the pod sorted out.

Originally we had thought of lugging the equipment with us but then figured if we could get a Link to the pod set up we could just Link there with it, I can see why the D'ni enjoyed Linking Books; they certainly can make life easier.



Unfortunately the generators we are using with the cameras and laptops don't last too long so they need to be dealt with every 24 hours. We hope to get some good footage with them though; we plan to set some up in Negitahn, Dereno and the other Puyiferen pod.



Nice to be back in the cavern though; can't say I am much fond of the heat in Payiferem. I should see about getting some armchairs put in Tehren so we can veg out.

It's all go in the Cavern however, the Bahro have placed a stone allowing quick access to The Great Shaft. The Anti DRC Movement clashed with Cate and it didn't do their reputation any good, especially with Sydney posting a log with Kick White; a log which looks like it has been messed with so I can't say I trust it.

On another note I've been having some issues with the Photos section of Beneath; as a result, I have had to close it. Hoping to get a solution worked out soon.

New Cameras

May 08 07

Haven't been able to get out of the hood lately; so much work to do. Going to be heading up to the surface for a few days on Thursday, which will be a welcome break.

Cameras in Pod 12 have yet to pick up anything of interest; we shall keep on checking the place out. We also put some cams in Dereno, Paziferen and Negilahn. Sophie has been working on some new mini cameras which, if they work, could provide some great photography of the various wildlife in 'Rezikschr'. It should allow us to venture off a bit from the pods, without actually leaving the pods, via remote control. We are scheduling a test of the water model in Dereno next week.

Investor Visit

May 18 07

Tomorrow the Restorers Guild's investor, Robert, is heading back down to the Cavern to see how things are going and what progress has been made. I've been spending some time up on the surface and shall be travelling back down with him.

It's been a while since I have seen Rob. Keira is the one who usually meets up with him these days.

The tests with Sophie's new cameras went really well; managed to get some good photographs of the various wildlife in Reziksehr. Shall have to send some copies over to the D'ni Zoological Society folks.

Robert

May 19 07

Met up with Rob in The Cleft today; he was looking well. He wanted to wander around a bit and see if anything had changed, which it had.



A War

May 23 07

Wow, I don't know where to start.

So much going on and now this, a Civil War between the Bahro. With one side of Bahro protecting us and the other side (which I call the Bahronoir) content to kill us.

And poor Wheely and Rose, poor Michael..

I need to take some time out, head to the surface and breathe, get some supplies and head back down again tomorrow or Friday.

Minkata

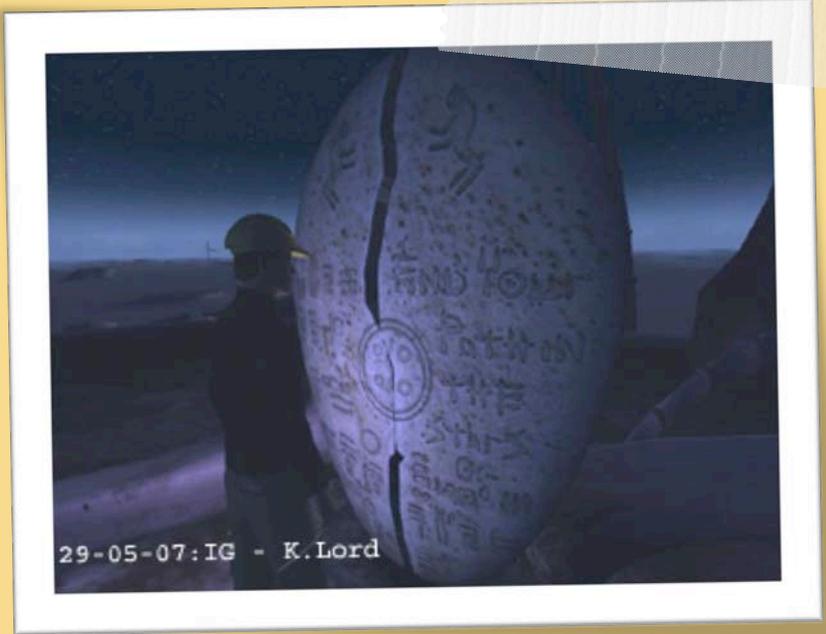
May 29 07

Spent longer on the surface than I expected to; just needed to rest after all the stress of the Rose and Wheely incident, plus the Guild and getting the Barracks set up.

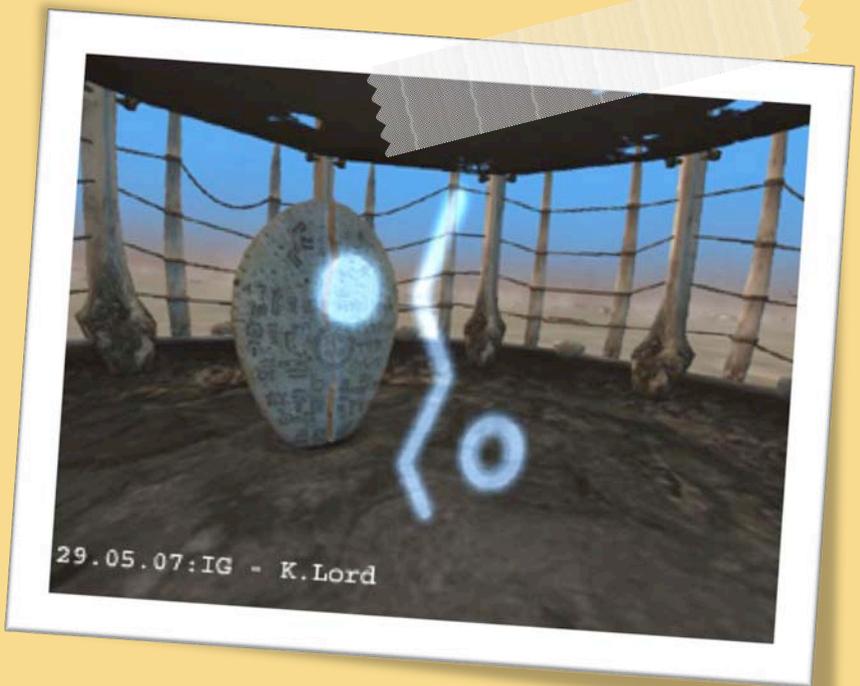


Robert and myself headed along to the Library to check out the Minkata Age that the DRC released whilst I was gone. Nick was right, the place is huge. We got lost a couple of times during our explorations but managed to find our way back to "the cage".

We found some interesting rock structures there that seem to show something that could possibly be a reference to the Bahro Civil War.



Indeed, after working with the Bahro Stones for a while we managed to put together a symbol that bore a striking resemblance to the one Nick reported seeing in Kegilahn, and Marie in Ae'Gura during the incident with the two girls.



I believe it was Nick who said the symbol he found was one of "protection", or at least that is what his guess is. I am not so sure; I think the meaning is something along the lines of torn, wounded, scarred, rift or separation. My studies on the Bahro have been neglected of late; I should really press on and get back to it, especially seeing the Classification Project I was working on has now been scrapped.

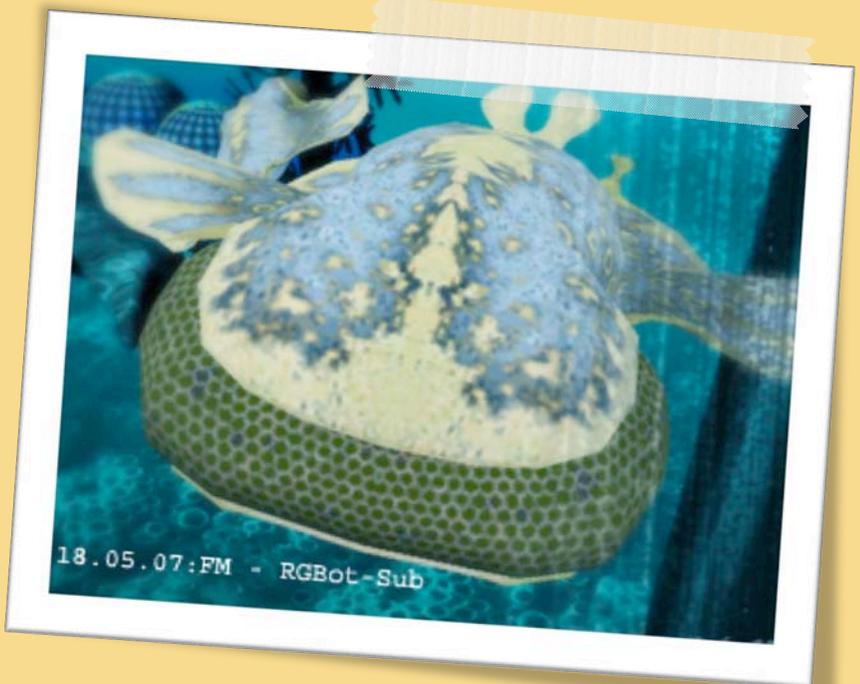
Robi wants to stay in Minkata to explore some more. I think I shall dash off to Tsogahl for a while and just sit and perhaps play on my DS before returning to the Barracks.

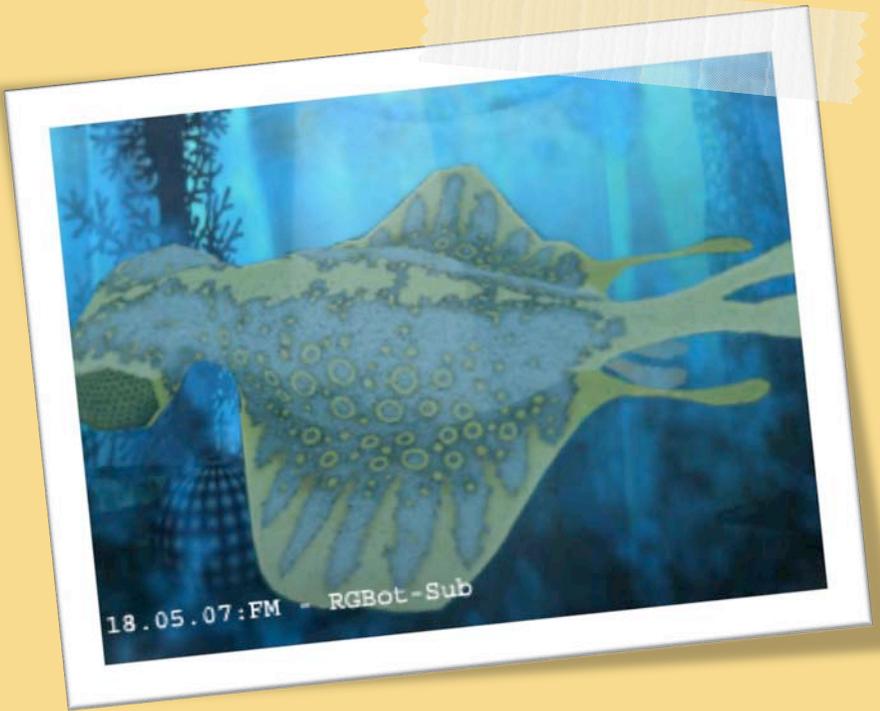
K1 Images

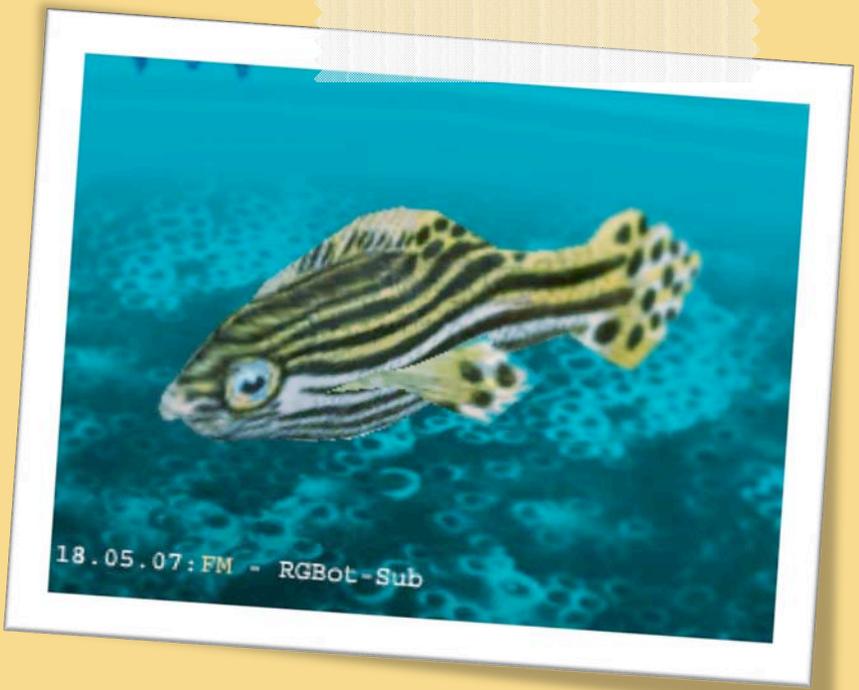
Jun 14 07

Seems that En'cana and the Watchers Sanctuary are slated for being released by the DRC; a lot of explorers gained access to those places years ago but it will be nice to see them officially open.

The images taken by "Robbie" the RG remote camera robot have been approved for release and have been sent to the guys over at the D'ni Zoological Society.

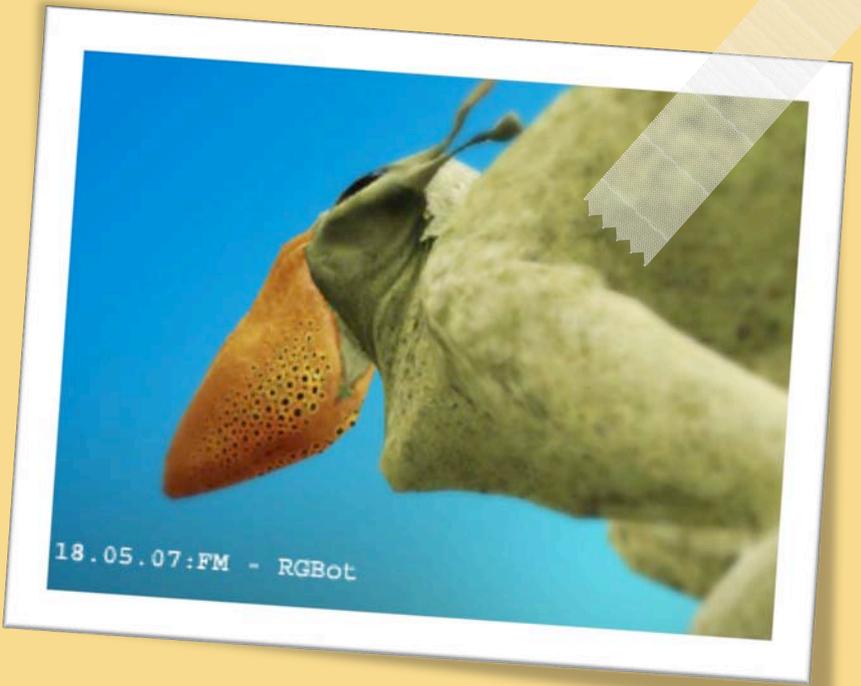












All in all, I think the bots worked well; had some issues with the submersible one though but that was only a issue with keeping it air tight, which I believe Sophie has fixed now anyway.

Busy Week

Jun 28 07

No rest for the wicked, as the saying goes.

This week saw the DRC stopping by the Cavern; they released the Watchers Sanctuary to the public. Only been several years but at least the masses can enjoy it. It was nice being in there listening to the chatting instead of it being quiet, or being filled with DRC folk during the restoration of the area. They also made Er'cana public, and have asked the explorers to help restore the lake cycle in the D'ni cavern. I have been experimenting with the pellets trying to find a recipe that is the most potent. I have been making notes in the Er'cana Pellets Study section of Beneath.

Received a message the other day asking for help with the Memorial Imager the DRC later placed in Ae'gura near to the Kahlö Tavern. Given that I had been keeping track of those we have lost along the way (a community Grim Reaper I guess), they wanted the list to add to the imager.



Sad thing is the explorer community turned around and started complaining about where the memorial was placed... what the hell are they thinking?

Finally ran into Douglas, I was wondering when it would happen, I was very much expecting a confrontation from him. No such thing, he was off to Koloben to scout the Age out and I wanted to go with him; alas, it did not happen. Not that I figured it would, not by the DRC's hands, but fortunately for me, the Restorers Guild spent a lot of time putting down roots in the cavern whilst the DRC were away; deep roots that allow us to go pretty much where we want. As the old saying goes "where there is a will, there is a way". I think I shall wait until Douglas returns this time before trying to gain access

myself. He is apparently gung ho about killing the Bahro; revenge if you will. This can have a twofold effect; it will either show them that if they mess with us we will hit back, or it will make the situation worse.

Being at war with the Bahro is not something I wish to see happen.

Great Zero Window

Jul 07 07

Work on the stained glass window had been going on since the Delin window project was announced. I had figured Tsogahl would be next, then the Great Zero, so work had already begun on them before the DRC made their announcement.

However with the new location that is up for Phase 1 overseeing, the Great Zero window fell behind. However with the DRC's announcement, I felt it needed to be bumped up a notch on the old priority list. Repairs to the frame have been finished and the welding is holding nicely, so we decided to hang it in Tehen before we send everything off to the DRC so others could get a look and for us to take some photos of it.



Also got around to sending off the Kadish Tapestry to the Subterranean Restoration guys; pretty pleased with how it turned out.

Restoring the D'ni Jazz Club

Jul 12 07

For a couple of years now I have been wanting to restore the location to house The D'ni Jazz Club. But resources have been a big problem in getting it done. This weekend, Phase 1 was finally completed and details posted. Upon seeing them, Darryl "Paradox" Pogue kindly offered to help fix the place up, overseeing Phases 2 to 4. Work began pretty quickly; a lot of the damage has been repaired and the DJC tapestries have been hung on the walls.



To say I am excited to see this taking shape is an understatement; out of all the projects the Restorers

Guild has going. The D'ni Jazz Club is one of the ones I want to see completed most (the other being the explorer memorial age Tefoonet'ahn).

The Pub

Jul 30 07

I have found myself spending a lot of time in the D'ni Jazz Club of late. Just wandering around looking at the great work Darryl has done on the structure. There was a lot of damage when we first found the location.





People are already asking for access. Not sure when that will be; could be a while, given the amount of projects on the go and the small team we have working in the group. Perhaps we should get a meeting held and vote on suspending some projects; will have to take that up with the others.

Spending Time

Aug 17 07

The last few days have seen me spending a vast amount of time in Jalak Dador.



It has been most enjoyable and relaxing to take some time out from the grind to construct weird things with people like No'ga, "Kadnerbi", Curty and Marein. As well as constructing some new games and testing them out (my current favorite being Highball).

As a result, I have added a Jalak Dador Games section to my Archives page. I plan to upload my notes and diagrams to that section of the games I come up with. Shifting Sands and Highball are already up and ready.

New Office

Sep 22 07

I had decided that the second floor of the D'ni Jazz Club location was going to house living accommodations for myself, perhaps a studio for me to paint in.

Course then the idea of using it as an office for The Firemarble came to me. Currently, we're operating out of a small room in the Tehren Neighbourhood, but having a larger space would be much nicer to work in; plus if more people join the staff we would need more room.

So at the start of the month we cleaned the place up, got some repairs done and started dressing the place up and removing some of the stuff we had been keeping in there.



The Firemarble is going on a hiatus whilst I set everything up in the office and work out some plans I have for the paper.

It has been a busy month so far; I haven't really had time to reflect on Dr. Watson's return and other things.

Light Painting D'ni

Sep 30 07

The Tefoonet'ahn book of commentary has been taking my time up lately. Have been debating whether to go exploring some; had been considering seeing if I could scope Koloben out with Marein. I'm kind of hoping Esher's Bahro research is still there and I can obtain copies for my own research. That said, there is so much of the Barracks Age to explore; the mountains to the north look interesting and I know others are keen to venture out and explore some more.

In the meantime Steven and I have been breaking the monotony of work with light painting in the Cavern.



Been quite fun; firemarbles provide a great source of light for it. Definitely going to do some more over the coming weeks.

More Light Painting

Oct 01 07

Stopped off in Kirel earlier to provide some water to the fountain.

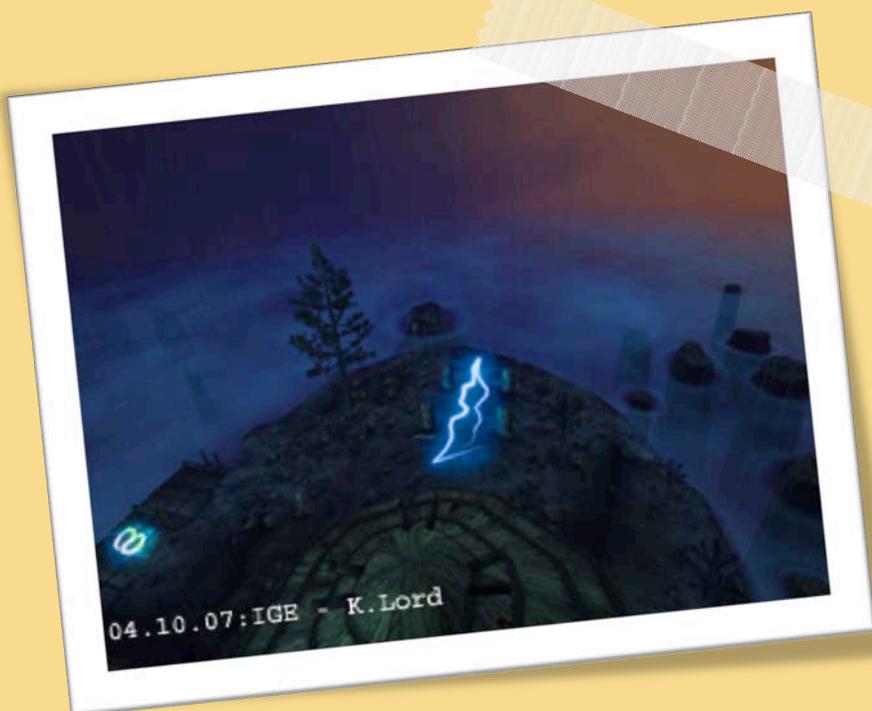


Might have to do some more in Ae'gurr, down the Great Stairs perhaps.

Light Painting Phil's Relto

Oct 04 07

Calumon asked me the other day if I had done any shots in Phil's Relto, which I hadn't. But I knew exactly the kind of images I wanted to do, so I got Steven and Sophie to help me with these next two images. Course the "sparkly" appeared in Phil's Relto recently so the image captured that as well.



Went for something a little more difficult with the next shot. I'm not too happy how it turned out; I think it feels too complicated, too much of a set up; I don't know. Course it didn't help that Steve dropped the fire marble whilst doing the Kadish pillar.



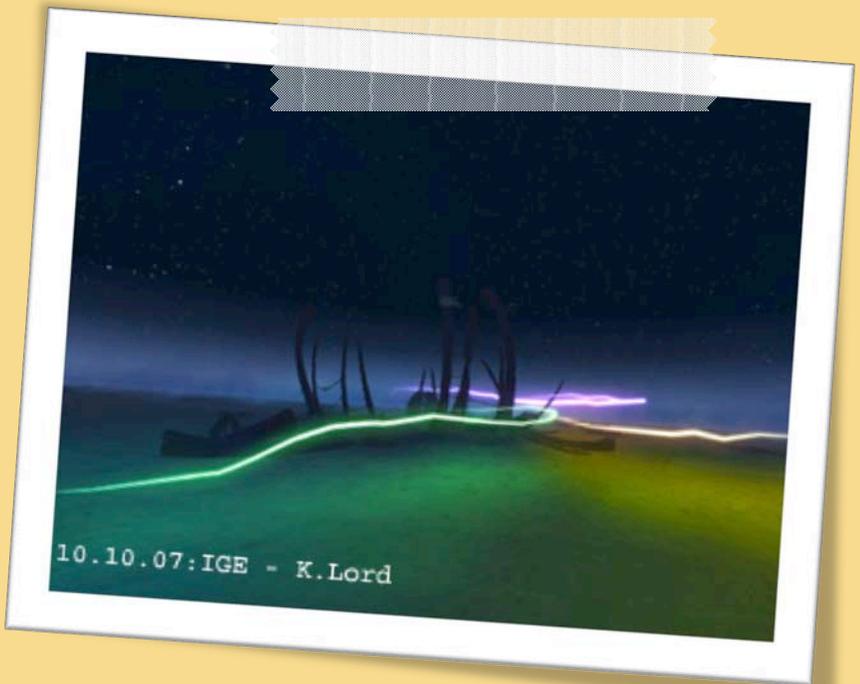
04.10.07:IGE - K.Lord

*Thinking of heading to Minkata and doing some there;
had an idea I wanted to do which should be fun.*

Last Light Paintings

Oct 10 07

Spent some time doing some more light painting today. Did some in Minkata and one in the Hall of Kings in Ae'gurz, which I really like.





I think those two images will signal the end of my light painting escapades, for now at least. I should turn my attention back to work and my studies, especially my Bahro studies. I really should see if I can gain access to the Koloben book; if Escher's kept documentation of his studies on the Bahro perhaps I can get copies.

To Koloben

Oct 13 07

Heading over to Ae'guz later tonight. Got the equipment we shall need; Sophie is going to be helping us. We figure there is a book in the Tokotah building, so we're going to go and look. If there is, Marcin and myself shall use it and check the Age out.

Back From Koloben

Oct 13 07

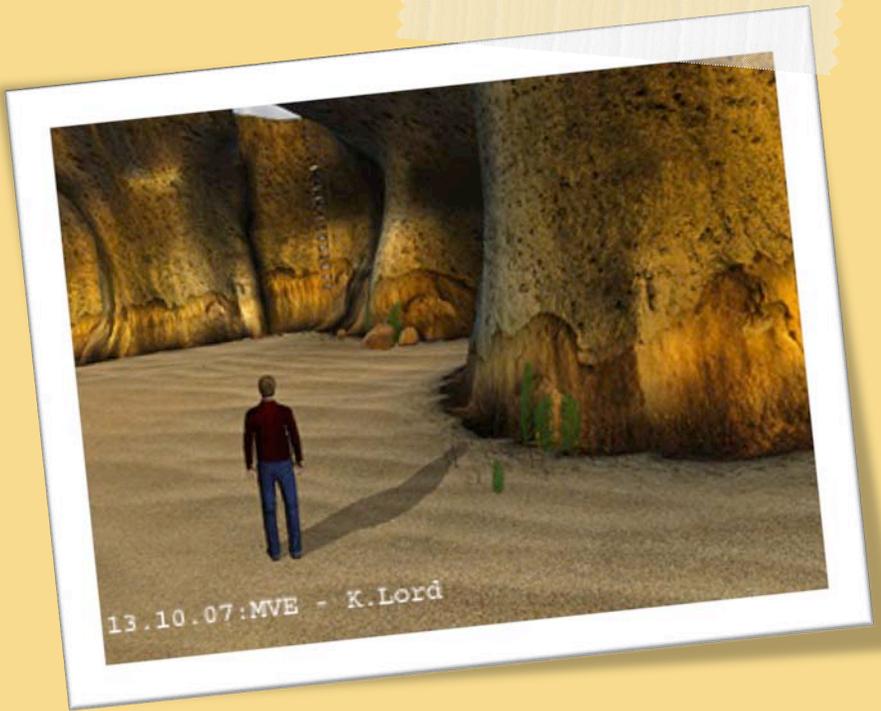
Short trip; would have stayed longer but I don't think it is safe now. We used the DRC's ladder to get up on the edge of the Tokotah II rooftop, then after a few attempts attached a line over to the Tokotah building. Pretty unsafe, so I went over first and set up the secure line for Marcie to use.





Was pretty quiet when we arrived; was a little eerie to say the least, given the state of the Bahró war. I don't think either one of us was too comfortable being there.





We headed indoors to see if Escher had left any documentation or notes about his studies of the Bahro. Was in luck, there were some notes left around which I copied into my journal; shall have to publish them later.



Spent some more time outside wandering around looking for signs of the war, or anything else to help in my studies. That is when we saw it; not sure if it was one of the Bahro or the Bahronoir but it gave out a loud scream and we figured that it was our cue to leave the place. If it was one of the Bahronoir, sticking around would have been unwise to say the least. Was fortunate to catch a picture of it with my KI though, course looking at it now, it is hard to see it.



DRC PR week isn't until the start of November; I think I could borrow the Xoloben book until then without them noticing. Would like to go back in a bigger group and have a better look around if possible.

Spilling Over

Nov 03 07

As soon as I linked here I knew something was wrong. The usual infrequent cries of the Bahro had multiplied, rolling out over Ae'gurz, crying, screaming.

Then I saw them too many to count swooping and circling Kerath's Arch. The war has spilled over and finally we are witness to it.



Dr. Watson said the deception the Bahro had created to protect us was failing; it is an awesome sight to behold, if not frightening. I saw first-hand how fast

the Bahro can move; if they are wanting blood, I know
I am no match for them.

I wonder if they have noticed me watching them from
the Library courtyard? If they haven't, what happens
when they do?

K'Veer

Nov 03 07

First thing I saw was that fantastic window, the blue into orange. A combination that is a great favorite of mine. I strolled over and pressed my hands against the cold window, looking out over the great lake to Ae'gura. Seeing this area of K'Veer is amazing; previous visits to the area had seen me confined to the room in which Atrus was imprisoned by his father.



The architecture of this hall is beautiful; there is a cathedral-like atmosphere to it all. So very similar to what was described in Watson's tale of freeing

*the Bahro. I can almost see Yeovis and Rakeri walking
these hallways...*





Stairs leading down are blocked, I shall have to go upwards...



Top of the stairs is blocked; alas, I was hoping to explore more of the mansion. Wait! I see another doorway. Ah, familiar territory, Atrus' prison room. I must admit it has been a while since I have walked in this room, brushing my fingers over the carved stone.



This place is stunning.



On Reliance

Nov 04 07

With the growing concerns about the Bahro War, people have unsurprisingly been searching for answers. The human tenacity for survival can be immense; a tenacity which, I feel, could surprise the Bahro.

And yet, in times of trouble, everyone looks outwards to Yeeshu, Phil or Dr. Watson. I guess I am not too surprised; in times past, people frequently looked towards figures like Jesus and God. But seldom do we look to ourselves, draw upon some of that tenacity we hold inside and use it to face the oncoming storm. That said, when we look to Phil and Dr. Watson, we are in a sense looking to ourselves. They are our people in terms of race. I guess Yeeshu is too in a way, as she has human blood within.

But as the Bahro War spills over, as the Arch of Kerath is encircled, I find myself feeling the need to step away from "The Grower". Years ago during a conversation with James, he said to me that explorers are forced to follow her path. I asked him how so, as I could not see it and he said that The Called are taken from The Cleft and arrive in Relto, how do they get back? I could see what he was getting at; explorers end up with no way of returning, lest they complete The Journey and return to The Cleft via the fissure. Of course, it could be argued that they could just return via D'ni and its tunnels to the

surface. But how feasible is that? Ae'gura is the point of arrival; from there to the tunnels you would need a boat. Not every explorer has a boat. From the tunnels, you need to navigate a labyrinth of tunnels stretching out for miles, tunnels which have collapsed in areas, thus needing to be circumnavigated. How many people, especially people new to D'ni, would be able to do that? Not a great many I warrant.

Thus in most part, the explorers are trapped.

Now adding on top the fact that it is only really at the end of the Journey that it becomes clear what you have just done, and the fact that some of this information is dismissed by Yeesh'a as irrelevant. Now we have a war in our house, the result of Yeesh'a's journeys. Don't get me wrong the Bahro should be released, but we hear nothing from her, for a year some claim, when in fact to some it has been even longer.

And now, destruction coming, we hear from her. Congratulations she says, we have seen a prophecy that has no bearing on the situation fulfilled. That's it? That is all you have to say?

Pathetic, we went out on a limb for you Yeesh'a, and we had little choice in the matter.

Do we really need her? Ah she has knowledge for sure, knowledge of D'ni, of the Bahro, of The Art. But at what cost does that information come?

We should look to our own for strength.

"I have words.

Destruction is almost upon us. They are here. Fighting in war. Freed from their prison, the Bahro choose their way now; good and evil stand before them. No longer are they slaves to the tablet, no longer is their destiny locked to the wishes of others. No longer is their freedom captive. They are powerful and with freedom, some are dangerous.

Most of the Bahro are friends. They stand with us, protecting us from the evil that surrounds you almost constantly. They sacrifice for you. They battle and die for this cavern. They battle and die for the Ages, and your comfort. They fight for the D'ni as well. They watch over us all.

But there are those who have not chosen to side with you, with the D'ni, or with good. They seek revenge for the evil done to them. They seek to impart that harm on others, just as they were tortured. Revenge is their excuse but freedom is their cause.

They are able to make the choice and they bask in such opportunity to do as they please. They are free to choose evil and so they do. With freedom comes choice and with choice comes evil, as well as good.

Their leader can be seen clearly. He is missing a large patch of skin on his shoulder - taken from him in the tortuous lab of Esther. Because of that, I will draw them away. Away from the cavern. Away from you. I do not know how long the evil ones will seek me... I do not know how long they will seek what I carry. It could be only days, it could be months.

Destruction is coming. It is almost here. I will delay it as long as I can but, in the meantime, you must find a way. You must make a home. Destruction will be here soon.

I will try to return and help you in the future. If things go well, I will offer you my aid. If things do not, you must find a way on your own.

Regardless, you must be ready. Destruction will come... sooner or later. When it does, you must have a way. You must make a home.

"I will do all that I can in the meantime."



I admit it, I wasn't expecting her to address us herself, I was thinking another imager message. I'll be taking my slice of humble pie 2lz mode please. That said, what did she really give us? She took them away, for now. She tells us what we already know, and a small item we did not know.

Perhaps I would feel different if I had been there; she had left by the time I got over to the area. Telmora took the above image.

I don't know, she stands there, delivers a speech then leaves. We have questions, we need answers and she fails to deliver again. If she returns, I am going to do my utmost to talk to her, actually talk to her.

Painting Events

Nov 10 07

Started a series of 3 paintings the other day, the first one being of Kekisahloth the Bahro Kekisah's leader. According to Dr. Watson, Bahro Kekisah is what Yeeshā calls the "evil" Bahro, it means Twisted Bahro.

The second painting was finished last night; it is of Esher. The third will be of Yeeshā of course. Lately I have been interested in depicting the events that have been going on; they will of course be another chapter in the history of D'ni at some point (the events not the paintings).

I shall be starting Yeeshā today.

Paintings Finished

Nov 10 07



I finished up the final painting in the series today. Placed them all next to each other and that is when I realized what needed to be done.



The painting of Nekisahlloth remains; that was the strongest of the 3. The other two I threw on a bonfire we had going. I will finish the set; I shall redo the entire series and it'll look right.

New Age

Nov 20 07

Had been waiting on some air samples to get back to us regarding a new Age we have been working with. Results came back that indicated that all was well, so a team is being assembled to venture into the Age and check it out.

Added a new feature to Beneath called Quick Notes, it utilizes Twitter to post quick updates of what is going on, a bit like mini journal entries. These entries will contain details of what the Restorers Guild and myself are up to in D'ni and its Ages.

0003 Unknown

Nov 20 07

Returned from the initial visit to what has been designated "0003 Unknown" by the guild.

It was nighttime when we Linked in; I was going to say it was dark but it wasn't. We had Linked into a ledge about half way up the inside of a caldera. Below us was a lake of molten lava just bubbling and cracking away. The ledge seems pretty secure; will have to get someone to check it over but I don't think it'll be trying to kill us any time soon. The problem stems from the fact that it's a volcanic Age; we're going to have to put it on some long-term observation to assess if it is going to erupt or not.



I'm hoping it will prove to be stable. Seeing the various fissures in the rocks, the flowing of the lava, I can see that this place would make a unique Age.

Most of the time was spent looking around the immediate area, Soph and Steve are heading back with some equipment to scale the side and get up on the surface to see what things look like up there, and set up an observation post to keep an eye on things.

Pod Construction

Nov 29 07

Observation equipment has been set up in 0003. Sophie's team has set up cameras around the caldera and the pods have been constructed along the walls.



We have put a time-frame of one year on the observation, at which point it will be brought before the Guild again and we shall decide what to do with the Age.

We have noticed a fair amount of seismic activity; not enough to be worrying at the moment but there are rumbles every now and then.

Back to Koloben

Dec 03 07

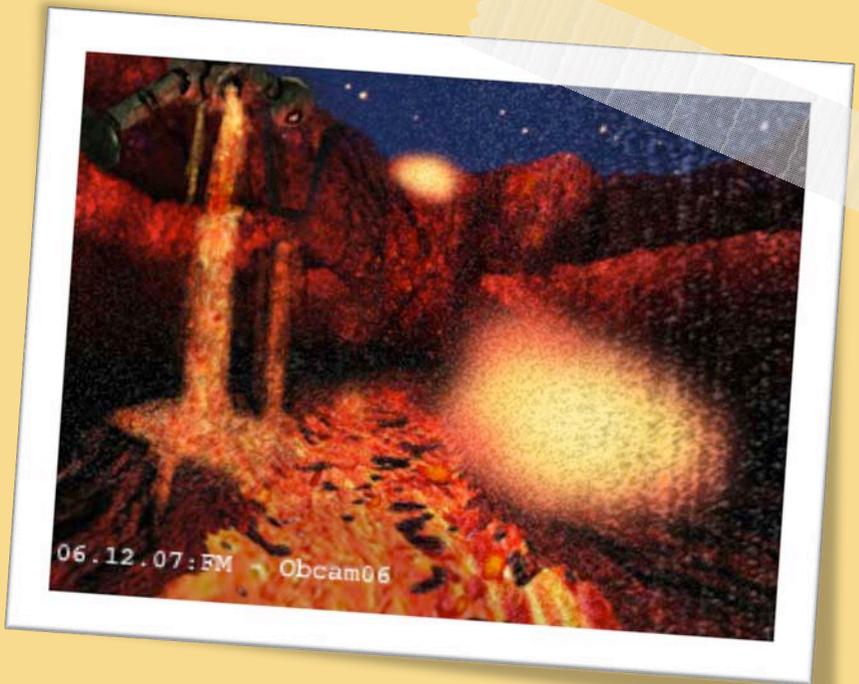
Planning on heading back to Koloben this week; given the Bahro Kekisahl are away, there will be more time to do a good survey of the Age and spend more time researching Esther's lab.

Whil expressed interest in coming along this time; will need to get him to sign some paperwork before we go.

0003 Disaster

Dec 06 07

Kolobien trip is being postponed until next week; an issue has arisen in Age 0003. Seismic activity had been building up over the last week; it had opened a fissure in the wall of the caldera, the resulting split damaged the observation pod standing over it.



The pod was sealed up and the lava built up within it before breaching the observation window. Seems our construction of the pods weakened the surrounding rock leading to this problem.

Thankfully, the other 2 pods are shielded from the middle segment, so they can still be used. We are going to fortify the doors to the center pod just in case. Going to have to find a way to circumvent the middle pod to get to the last one though, as pod 3 is the one that has access to the surrounding surface area of the volcano.

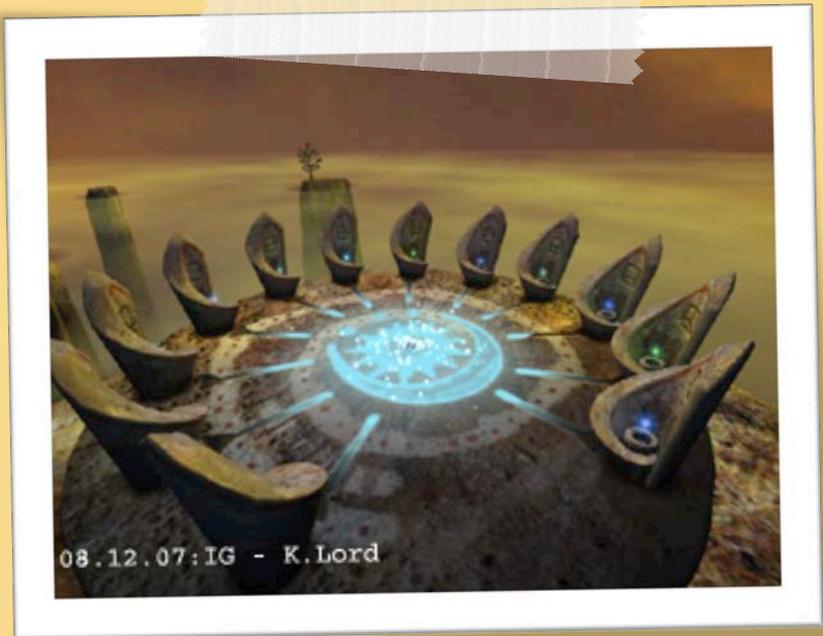
Shall see what the engineers make of it I guess.

Final Rose

Dec 07 07

One Calendar Rose to complete them
all One book to find it One Calendar
Rose to be of twelve And in my Relto
bind them.

Received reports that the Calendar Rose Spark for
December had made an appearance, so I decided to
head out and collect it seeing it was the last one I
needed.



I really should continue my studies on the Roses,
especially seeing now that I have all 12, I can see
what they do when combined.

We're Back

Dec 16 07

Back from Kolobien; we made some discoveries. But
for now I shall sleep, it has been a long day.

Returning to Koloben

Dec 16 07

While stopped by the hood to sign the release forms, Robert likes all bases to be covered. Just got the new forms sent through for some changes to the group that are upcoming.

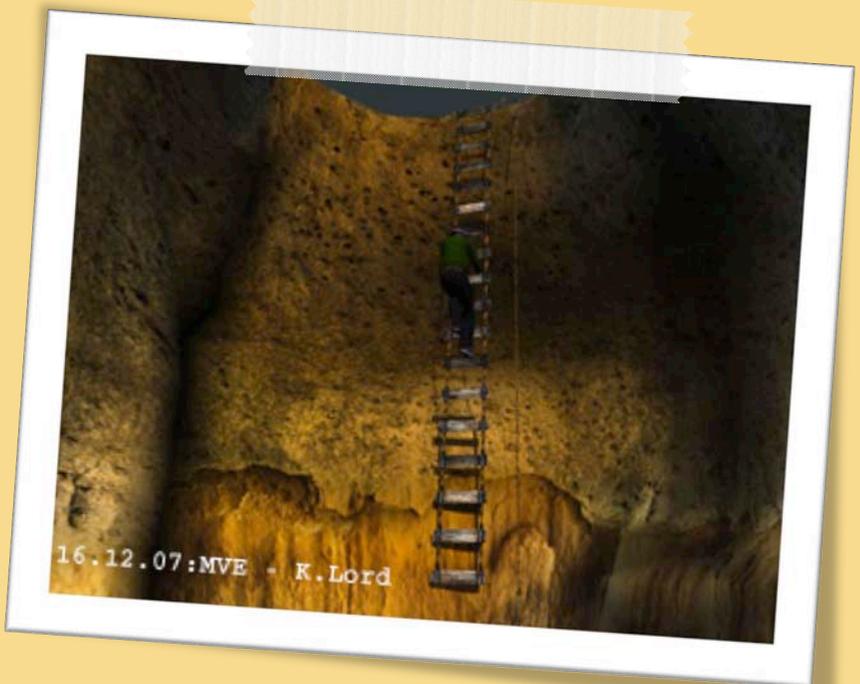
Things were pretty calm last time I was in Koloben, a stark contrast to what lay before us now. Place was littered with the remnants of war.

We wandered around for a while just taking stock of the scene around us which is when I noticed something glinting in the sand. Found out it was a K1 that had fallen off someone's hand and got stuck in the sand.



Seemed to be in working order, no sign of the owner; hopefully he got away and did not come to an unpleasant end. KI has been handed over to Sophie in the hopes she can pull information from it that may shed some light on things.

We headed topside to explore some more, see if there were any more corpses around.





There were signs of conflict everywhere. I had seen the aftermath of the conflict before; I was in the Watchers Sanctuary when the Bahro brought in the body of the one killed by Sharper. But nothing like this.



I decided to bring one of the more intact corpses back with me to study; not a pleasant notion, and I can't tell if this is one of the Bahro or the Bahro Nekisahl. Even though the conflict is, for now, gone from the Cavern, thanks to Yeeshu. There is the possibility it will return and the more we know about the Bahro, the better chance we have for survival. It's not all about the greater good; I admit to being selfish and wanting to learn more about them myself.

After moving one of the corpses back down to the beach to collect before we leave, we headed inside into the Lab. This was my main reason on visiting the Age again, as this was the place that Nekisahlloth was "born". Through Esher's actions and cruelty, a path was chosen that could cause so much destruction.



Made some interesting discoveries; will have to put them up under the "Studies" section of my online version of this journal when I get a chance.

Both myself and Whil feel a clean up of this Age is needed; give the Bahro a proper burial, eventually areas (like the tunnels) could become a health hazard.

Curious if the Bahro have any kind of funeral procedures; will have to see if Dr. Watson has any information that could help my studies.

Christmas

Dec 24 07

Sophie managed to extract some stuff from the KI we found in Koloben recently. She said something about a Bahro picture; haven't seen it yet, she's gone off to spend Christmas with her family without dropping the images off in my office.

Heading out to spend Christmas with my family too; shall return after.

