

Beneath

Volume 2

2008-2012

Tweek

New Year

Jan 02 08

Returned to the Cavern today after spending Christmas with the family. Going to be spending the next few days in the Firemarble Office working on some of the web projects (Firemarble, Guild of Fine Artists etc.) that I am working on.

Rob is due to come down tomorrow to discuss funding.

Need to run by the Age later and see if Sophie is back and get the data from that KJ we found in Koloben.

Broken K1 Image

Jan 02 08

Sophie stopped by the office earlier. There were a few images on the K1, most of them the usual Te'gurz, Hood shots etc. But one of them is what we're assuming is Nekissahloth:



Soph said she has cleaned the image up a lot with some new equipment she has been experimenting with. Apparently there are some journal entries on there too but they are pretty garbled; not sure if we can save them.

Fish Tacos

Jan 07 08

Back in the early days, before the DRC opened the cavern publicly and only Authorized Explorers were permitted into D'mi, there were some Fish Taco shirts that soon vanished and became much coveted by a selection of people.

'Ricu+' managed to stumble onto them and so I promptly stole one for myself.



Hoping to get some printed up and sent to the DRC for them to dispense to the explorer community; we shall have to see where that goes.

Finding a Way or Losing One?

Jan 09 08

As the society finds a way, I seem to be loosing one. Not sure what it is, but lately I have felt so lost.

Occasionally I get these flashes, a feeling washing over me and I feel like I did back in 2002/2003 back when I started all this.

I miss that feeling.

What is it that I feel I am missing? A sense of purpose? Sense of mystery and intrigue? It didn't take me long to see D'ni in a different light; even now as people still see an archaeological site. I see a home, a future, a new start.

But as I see this new home, future, a new start, I start failing to see other things, perhaps things that should be seen, that are important. But I forget what they are and why they are important and thus am lost.

Do I miss the adventure? The thrill of danger? I remember sneaking back into D'ni after the DRC pulled out, building a base for The Third Path, 'borrowing' books and resources on the Art.

Course I remember the loss, the death of David, the flight of James.

I find myself in the City Proper, venturing here in a daze, and I reach the spot where David was found.

where James had been living and researching the
Art and the Bahro.

Perhaps I need to retrace my steps in order to find
where I was on the path again.

Still Lost

Jan 13 08

Seem to be spending a lot of time in the office lately.

Working on liquidizing the Restorers Guild site. Site doesn't get updated as much as it should, and given Rob is happily financing the group, the site isn't really needed. So I have been sitting in the office merging content from the Restorers Guild site to my Beneath site.

Seem to be spending a lot of time mulling things over lately.

Sometimes I feel the group got too big; back when we all got together, it was just the 4 of us, myself, Keira, Dave and James and later Soph joined us. Back then it was about restoring D'ni, about learning and uncovering the mysteries. Dave was killed and James fled the cavern, so Steve joined us, and it became about restoration and learning The Art. We got funding. Keira's husband Joe joined us and we had engineers; the group became considerably bigger.

Breakthroughs came. Ages were written. Was this evolution of the group or did the group, like me, lose its way?

So where do we go from here; does the group go back to being small? Does the group continue without me?

Originally I wasn't going to stay; joined to help with
a few projects and to get help with TefooneLahn.

So much to think about; too much to think about.

End of a Journey

Feb 03 08

Been a bit hectic today. Finished off my research on the Bahro that I picked up; took the body and gave it a proper burial.

Had a meeting with Rob and Keira to chat about the future. Now I'm in the office tidying things up and securing the area before I meet up with Sophie.

Not sure what research will be done in the future, but I plan to go though the Ages and D'ni and get as much of it recorded through pictures as I can.

It's been 5 years since I first came down to D'ni, but now, I think it's time for me to finish my research and move on.

Is that even possible? D'ni is, well, fantastic. A place where one can visit other worlds; how does one walk away from that? Can one walk away from that? Or will it begin to call again like it did 5 years ago?

I shall gather the images I need and return to the surface, focus on other things and finish my research in my spare time.

New Windows

Feb 15 08

Still down in the cavern and its ages. been collecting the images needed. I still have much to do.

The SR have a few projects going too; restoring some portraits seems interesting. might have to take that one up.

The Prophetess

Feb 15 08

Picked up the piece that I am going to be restoring. There is a fair amount of damage, some mold caused by damp from an undetermined source. The frame was damaged too, so I had to make up a new one, the text on the frame was fading; the piece was called The Prophetess. Artists name is too faded to make out, and there seems to be no allusion to which Prophetess it actually is.

A quick study indicated that this piece was of a certain art movement; alas, records don't confirm what the movement was, which is a pain.

I repaired and re-stretched the canvas over the new frame, cleaned up the paint work and the mold. We haven't discovered any information on the construct of D'ni paint and how it was mixed, so I ended up using surface equivalents and matching the colours up; matched them up nicely, I think, in the end.



The worst of the mold is in the top left; haven't managed to remove it all safely yet.

One thing about being in the Cavern so long restoring stuff; we have the processes down pretty well, which means we can get things sorted out quickly, at

least with smaller items anyway. Bigger restoration projects always take longer, not surprisingly.

Still got some work to do before I send it off to the SR guys.

Final Pellet Experiments

Feb 21 08

I think photo documentation of the Ages is complete; not 100% sure though, guess I never will be.

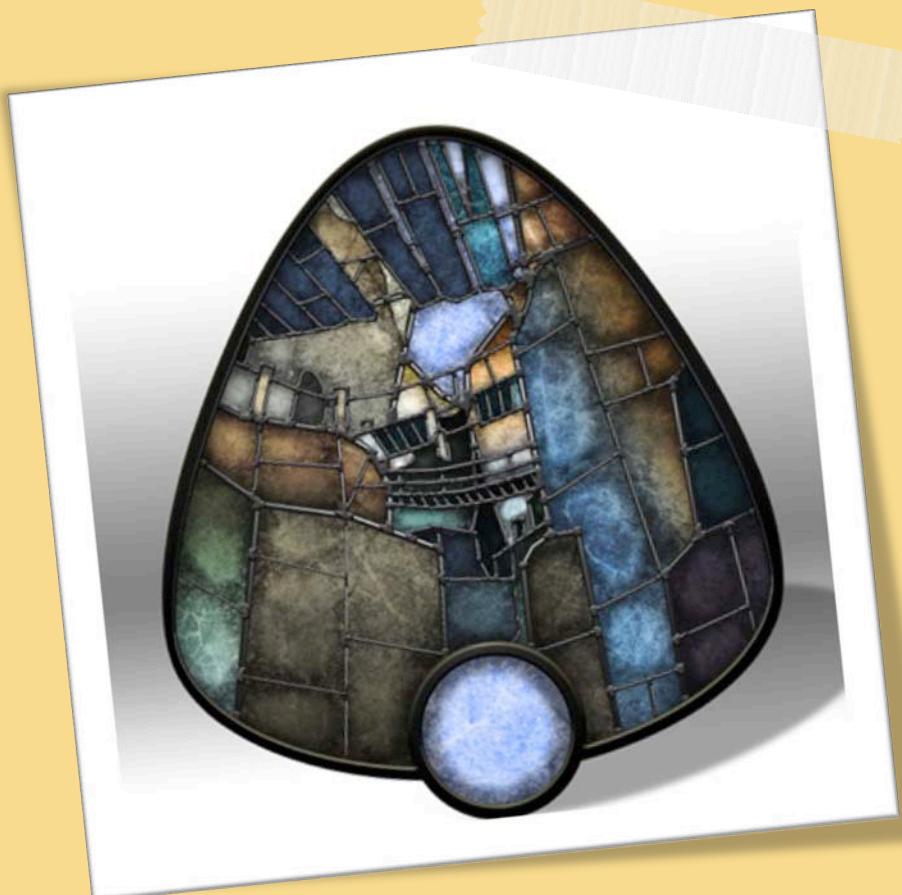
Keira stopped by to tell me the materials for the windows have been delivered to Tehren. Need to stop by and take a look to see if everything is there and start working on them.

Last batch of pellets that I have been experimenting with went into the ovens; need to run them to Ishem'en later and see where they stand with the rest of the pellets. I have a feeling they won't match up to the pellets I have been using frequently but I guess we shall see.

Cleft Window

Mar 04 08

Work is progressing nicely with the window for The Cleft. Had to remake the symbol for the Journey however; the version I had envisioned in my design did not work out as I had expected.



I have been having some trouble trying to acquire the pieces I did for Eder Tsogahl and Eder Delin back from the D&C. In the end I decided that I would

rather use all new developed windows for the Age and not include the restored windows. Which works for me, seeing the new windows take a different approach to resembling the Ages/Areas, instead of being a representational view that was deployed in the Delin and Tzogahl pieces. I am working from actual KI images taken in the various locations.

I think the initial count of 15 windows was incorrect. I have a feeling if all the pieces are made as planned it may be more.

The Journey

- The Cleft
- Relto
- Gahreesen
- Teledahn
- Kadish Tolera
- Eder Gira
- Eder Kemwo

To D'mi

- Berin Neighbourhood
- Kirel Neighbourhood
- Great Zero
- Fe'gura
- Phil's Relto
- Descent

Path of Cooperation

- Eder Delin

- Eder Tsogzhe

Path of Observation

- Negilahn
- Dereno
- Payiferen
- Tetsnot

Path in the Stars

- Minkata

Path of the Shell

- Watchers Sanctuary
- Ahnonay
- Ahnonay Cathedral
- Er'cana
- K'veer
- Myst

There should be 26 windows; maybe more if we included the Quest that Dr. Watson took, but I am not sure whether that should factor in or not.

Site Update and Other Things

Mar 29 08

The last few days has found me back in the Office working on some side projects. The Guild of Fine Artists site is slowly coming together; with the news of WordPress 2.5 being released today I should be able to implement the new version and improve some features. Also launched a newer build of Beneath that will eventually tie into the D'mi Jazz Club site more when the new DJC build is released.

Need to sort the forums out and add more means for people to locate the posts they are looking for.

I had been trying to contact the members of the DRC in order to get some interviews with them for a special issue of The Firemarble; unfortunately they were unable to be contacted.

Some structural issues have cropped up in the pub downstairs; nothing major or life threatening. It has presented an opportunity to work on enlarging the area and adding new things. Joe has got a team together to head up the project; hopefully they will be along soon with the equipment needed.

Area 0003 has been under continued observation and seems to have stabilized. Designs have been finalized and are up for approval by the council. I am expecting it to pass and work can begin. I shall need to organize a supply trip; given the nature of this

Age we are going to need some specialized materials.
Hoping I can find information on Nara to work with.

Staying Put

Apr 09 08

Been hearing whispers about people leaving the Cavern lately. Some feel the DRC won't be back with funding.

I'm not going anywhere. I have long felt we over rely on the DRC and although I find myself not being too fond of Yeesha these days, her words "find a way" have been a mantra that our group have worked with since the DRC first pulled out.

Back in 2003 we did just that, we made plans to meet up at The Cleft, Link to one of our Reltos before Linking back to our hood Tehren. From there it was just a matter of using the Links in our possession to extend our access into the City and Ages.

Course this time such actions are not needed, as over the years we have continued to gain access to areas and retain links to them.

Some of the Archivers have been out finishing the documentation we had started; the Linking Books to places like Minkata, Jalak Dador and so forth have been put in the Archive in Tehren for storage just in case the books are removed from the Cavern (which has happened before).

Keira and Steve are off on a supply run later; Rob will be coming back with them as he will be joining us "full time" down in the Cavern. A lot of changes

coming to the group, yet at the same time a lot remains the same. Same old crowd, sans Dave and James of course, same old projects; mind you Rob isn't just helping with the funding, he is taking a more active role in the group.

Sometimes I wonder if we could attempt what Yeesha did with Kadish to bring Dave back to us.

A Couple of Thoughts

Apr 15 08

The other day, I had a thought as I was looking through my research on the Bahro. This thought pondered the use of the Bahro in the construction and writing of an Age. What kind of Book/Age would be produced if it was bound in Bahro hide, more specifically the section that Esher used to Link at will, and if Bahro blood had been mixed with the ink when the Age was written.

My second thought, was if one was to Link to an alternate D'ni (say from using the Bahro Stone in the Hoods) and then journeyed across the lake, up the tunnels to the surface then made your way back to "your house", would you be there to greet you? It would be an alternate version of you after all (akin to what Yeesha did with Kadish).

I'm curious as to the views on this by the people who read my Beneath journal online.

Computer Troubles

Apr 24 08

This last week has found me doing data recovery on one of the computers in the Firewarrble Office after it decided to give up the ghost over the previous weekend.

As a result, some of the projects I was working on have been delayed, which is annoying to say the least.

Had a quick meeting with the council earlier to vote on assigning a name to 0002, was a 3 to 2 vote on the name Elder Ahnotah so the name has now been assigned to the location.

Heading up to the surface, either tomorrow or over the weekend, to pick up a replacement machine for the office; going to grab some small supplies whilst we are there.

Of Computers and Eder Tsogahl

May 01 08

The new computer has been put in the office; had some issues with Vista not being installed on it correctly but that is okay. I wanted to put XP on it anyway. After some driver issues and it not playing nice with the Pathfinder software, we finally got it working.

Been in and out of Tsogahl over the last few days; the weather there has been nice lately. Spent a few hours earlier just hanging out with Keira and Steve.



I'm thinking of moving the Talak Book from the archive to Tehren so we can get some "public" games going; it has been a while since I have played Highball and Shifting Sands.

Fens

May 13 08

Last night Whil stopped by with a Linking Book to his new Age.

He had asked if anyone was interested in visiting and classifying some of the things in the Age, so I expressed my interest. The slowing down of the DTS of late has made me feel that my previous classification project should continue once more.

Have a few things to sort out before I venture off to check it out.

Fens First Visit

May 13 08



Should have packed my wet suit, that is for sure. The Age is of a swamp classification, surrounded by rock face. Off the bat, I can hear a selection of birds and insects which I should track down.

There seems to be 3 maybe 4 different plants that I can see. "Fantails" which come in 2 varieties (male plants and female perhaps?) Small "Stonecrop" mushrooms and the tall pillar like trees.



13.05.08 : HU - K.Lord



13.05.08 : HU - K.Lord



The fourth is a strange sack like object that clings to the side of these trees. Upon further exploration I discovered a fallen tree with 3 of these objects upon them. As of yet I have not determined if they are plants, seeds for the mushrooms or if they are a cocoon containing an animal or insect.



Upon further exploration, I discovered a Stonecrop which had the tendrils that glow red like the tall trees, which led me to consider that the Stonecrops are the young versions of the Trees, or Elder Stonecrops as I decided to refer to them as.



13.05.08:HU - K.Lord

A thought just occurred to me, what if the Elder Stonecrops roots go into the earth, split off into many branches and resurface as the Stonecrops?

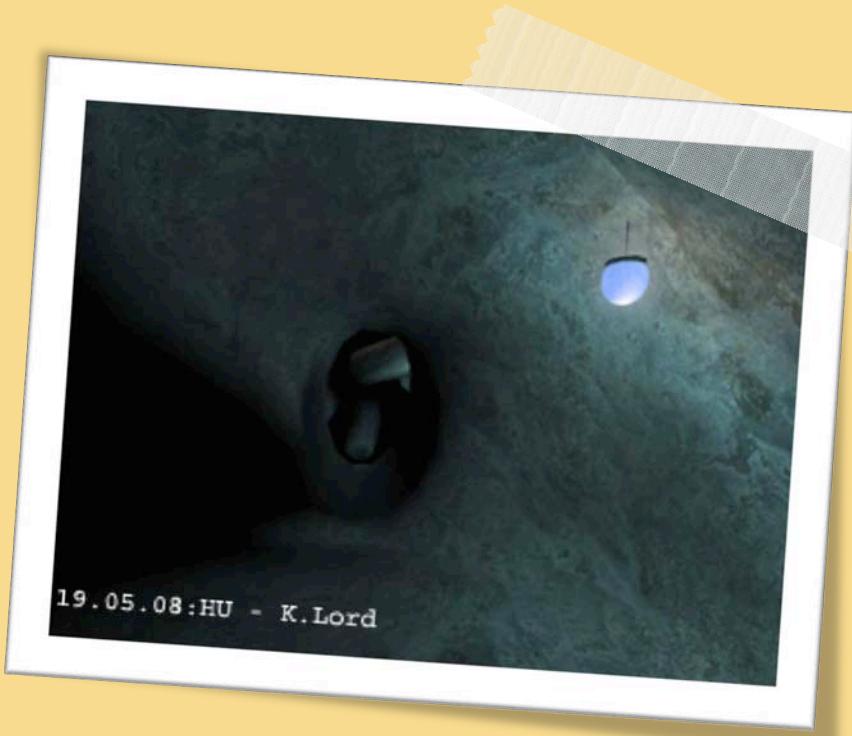
I'll have to talk to Whil and see what he has discovered.

Maw First Visit

May 19 08

Picked up the book for Maw last night after a couple of attempts at getting access to the Age.

I linked in to a small cave lit by a firemarble. I could hear the faint crash of waves and bird call coming from outside of the tunnel that led out of the cave.



The tunnel leads out into a deep chasm of rock which rises up to the open air and descends down into the darkness. not sure how deep it goes, though might drop some firemarbles down and see at some point.



The chasm is broken by pillars of rock jutting out from the chasm walls; it is possible to use them to move around the chasm and access the other caves that seem to exist.



19.05.08:HU - K.Lord



Spent some time climbing down, investigating the other caves; seems one of the firemarble lamps is broken in one of the lower caves. Not sure what Whil plans to do with the place, but the whole construct just makes me think of the Bahro and their architecture.

Shell 438

Jun 13 08

Earlier last week Floy's handed over ownership of 438 to us. We headed over to the shell a couple of days ago to draw up plans of what development will take place. Having finalized the plans and given the go ahead, work commenced. Decided to swing by and see how it was going earlier today.



Grass has been removed, soil was dryer than I had thought it would be. We didn't consider how we were going to remove the soil though, perhaps we can get one of the Frostspines from Northland to bring in some digging equipment.



Course another question is where will the soil and rock go when we dig it all out? I guess we could use a Frostspine for that, but to be honest, I'm not sure how and if they will handle the warmer weather.

Heavy Delin Winter

Jun 17 08



17.06.08 : HU - K. Lord

Eder Tsogahle

Jun 27 08



27.06.08:HU - K.Lord

Mapping Projects

Jul 01 08

Today found me down in the Archives looking over past research into Ages like Koloben and Releeshahn as well as Jalak and Minkata.

The last few days, I have been working with the cartography department on drawing up some maps that we have yet to get around to. With the research I found in the archives, we should have enough information to go on in order to map some of the Ages Watson visited during his quest to free the Bahro.

After that, I think we need to turn attention to newer Ages like Maw, Fens and Thra Pahls.

D'ni Lake Light Meter

Jul 05 08



Just Some Updates

Jul 14 08

The D'ni Jazz Club: Surrounding structure and rock is being examined for a possible expansion to the location. I have drawn the plans up and Sophie is looking into rigging a system up for the proposed stage area; maybe strip out some of the stuff in Telsonot?

Location entrance still intact, allowing for public access eventually.

Marl and Fens: Revisited the Ages recently and have begun initial mapping. Have enough information now to begin the final maps.

The Third Path: Majority of the site is up and running. Some of the details on the projects page is incorrect; will need to check through that and make sure it is up to date.

Jalak Amusement

Jul 23 08



Sounding Technology

Aug 05 08

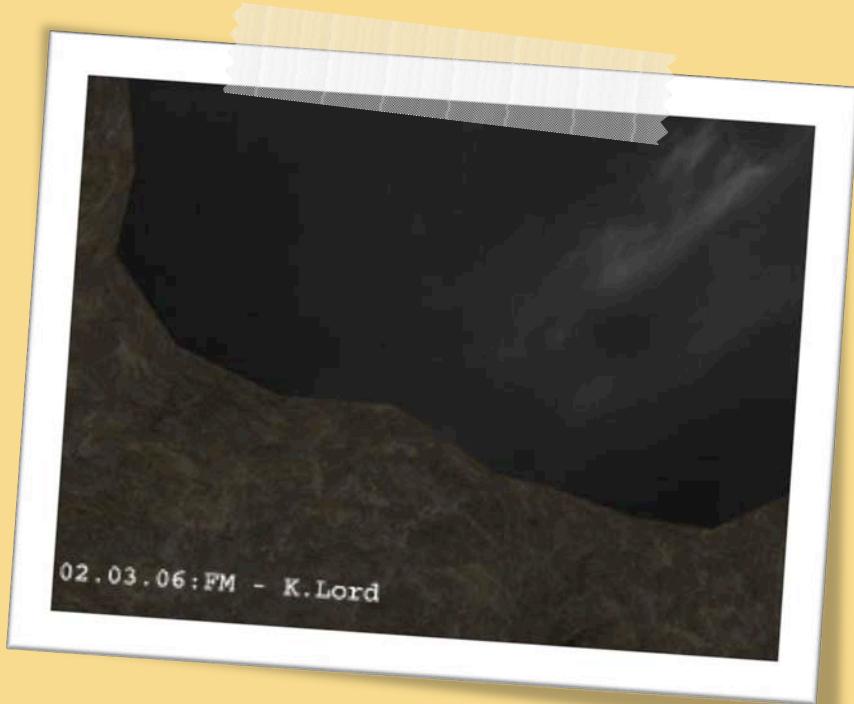
Sophie and her team have been looking into D'ni sounding technology, sonar and surface equivalents lately, so I decided to stop by her workshop and see what she was getting up to and find out what she was actually planning on doing. She showed me some of the concepts for the device; she's been wondering if we can't use similar sounding technology to sound out an Age, then have the data collected and plotted to form a 3D construct. Would make mapping and aspects of surveying a lot easier if we can view it however we want.

I was surprised to see she had a version of the device half built; she's missing a few parts, which we may salvage from elsewhere. Hopefully, we'll have a working version to pilot before the week is out.

Fahets

Aug 19 08

I seem to be living down in the archives these days.
The interesting thing is I discovered some old K1
images of my first Age, Fahets.





02.03.06:FM - K. Lord

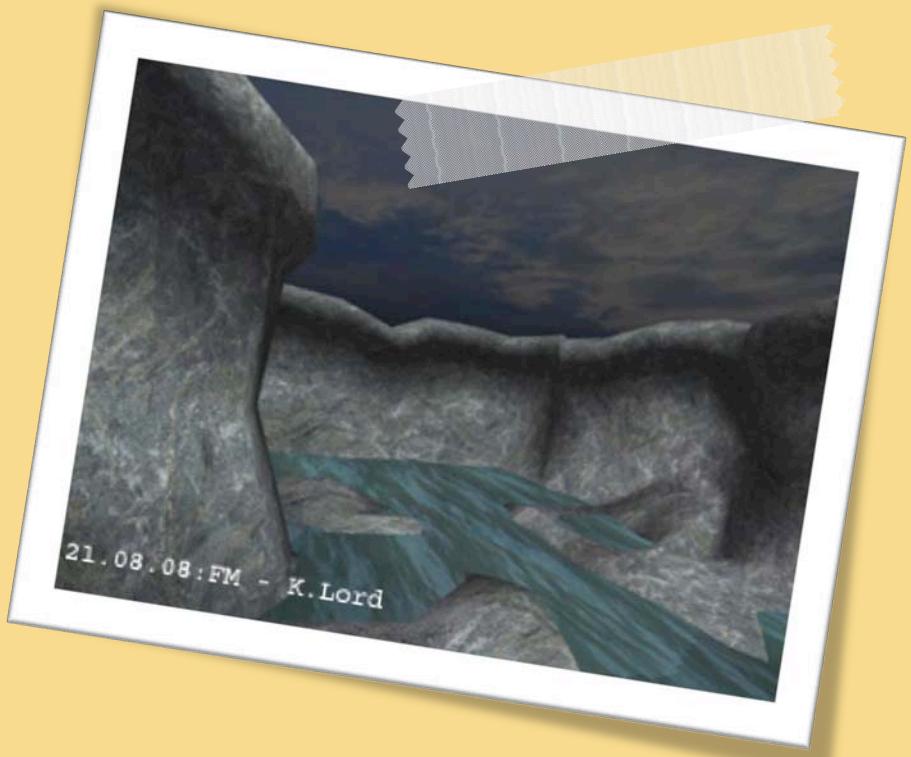
I can't even remember where the Linking Book for it is now; it should be in the archives with everything else, but I have yet to see it. That said, there are still several boxes of stuff to go through.

I need to take a look through it and see if it is around; if the Age is stable, I might see about making it public.

Fables Book

Aug 21 08

Success! Took several hours of search but I managed to find the book out. It's been 2 years since I last stood in that Age. thankfully it wasn't raining; skies had brightened up but the place was flooded out. Nexus book had been destroyed by the rain, so I shall have to replace that.

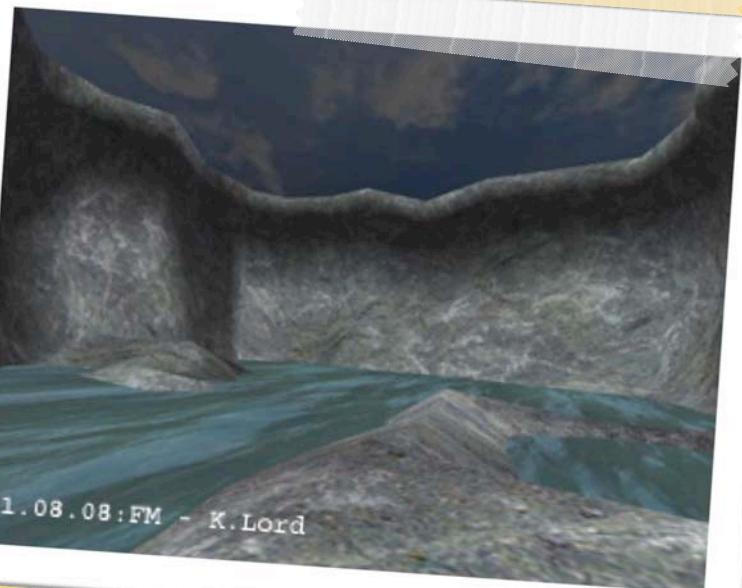




Will need to build up some shelter for the book.
raise it up to keep it out of the water too. Shall have
to work out how much wood I'll need for walkways and
such.



21.08.08:FM - K.Lord

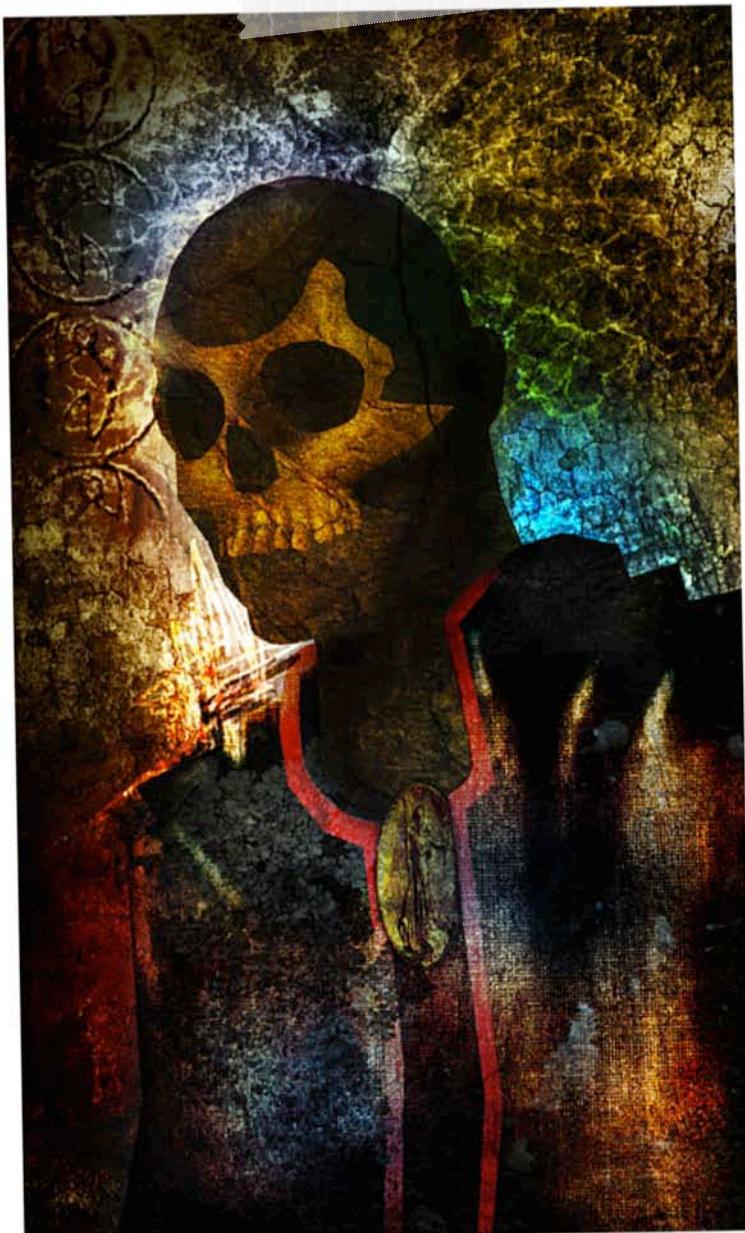


21.08.08:FM - K.Lord

Harbingers: The Fallen Lord

Sep 07 08

I have been wanting to do a piece on the fallen Lord, Yeoris, for a long time now. Today I finally got some time to do it. I find Yeoris an interesting character, all these events working in unison, conspiring against him to bring him, and eventually all of D'ni down. Yet at the end of it all, despite what he had done, he wouldn't take the final step over the line and so helped Titus stop A'gzeris. I often wonder if his last act redeems him; he does cause A'gzeris' downfall, but on the one hand that was 1 life and D'ni was several millions. However, the thing to remember with the D'ni is the fact they have Ages, so A'gzeris could have caused trouble for countless thousands across various Ages much like Gehn did; so do I take into account the lives taken or the potential lives saved?



Extended Leave

Oct 04 08

Taking an extended leave to the surface to mull things over; not certain whether I'll be returning.

Need to arrange a meeting with Robert and the others before I go and discuss what to do there as well.

Planning a Trip

Nov 18 08

I've been working on and off on Winterbloom for the last month or so whilst on the surface. I would have put the Age on hiatus with the others, but seeing I wrote it as a wedding present for my wife-to-be, I figured work on it needed to continue.

Decided I am going to take a trip back down into D'ni. I have decided to take the long way down, down the tunnels. I have found that over the years spent in the Cavern, I have lost my way a bit and I am hoping a long solitary trek down will help me find what I have lost somewhat.

Need to arrange to get some supplies and gear together.

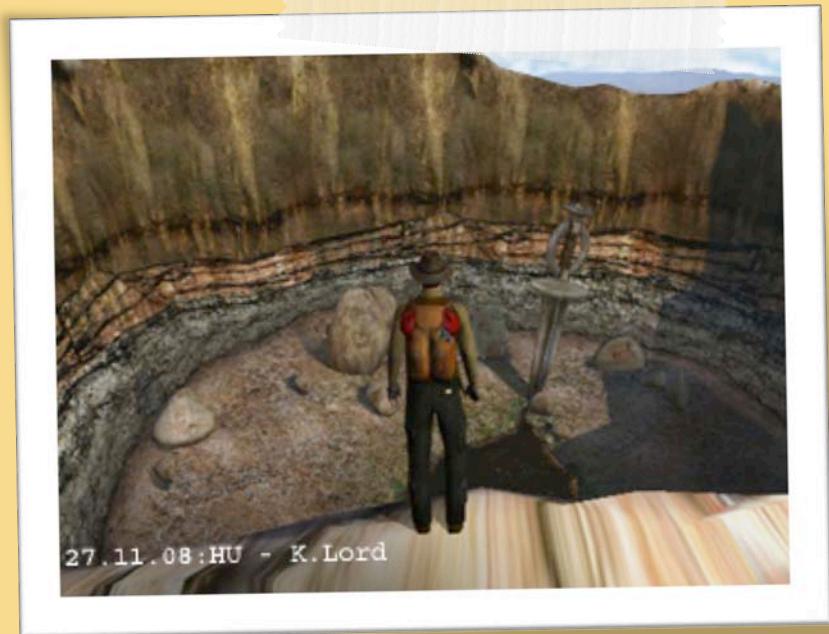
Into D'ni

Dec 02 08

The trip got pushed back a week or so. Winterbloom was going to be pushed back to phase 3 yet again, so I had to deal with that. I was getting sick to death with it being constantly pushed back; thankfully, I had my little trip to look forward to.



Trekked out over to The Cleft. Jeff wasn't around today, so I had no worries about him grumbling about me climbing over the fence and herding up to the caldera.



The trip almost ended there and then; half way through climbing down the caldera wall into the volcano, I lost my footing and slid down to the floor. Almost broke my ankle. Fortunately, there was only a little bruising done; I should see about fixing a ladder so people can climb down easier.



27.11.08:HU - K.Lord



I've wandered the path so many times, but this time I was actually taking the time to appreciate the history, to soak in the stories that were held within the rock around me.



27.11.08:HU - K.Lord



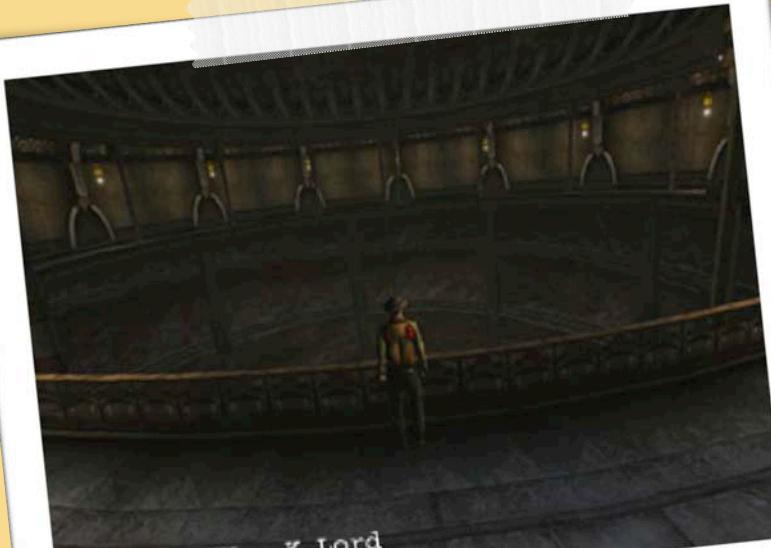
27.11.08:HU - K.Lord



27.11.08:HU - K.Lord



27.11.08 : HU - K.Lord



27.11.08 : HU - K.Lord

The sheer scale of the Great Shaft is breathtaking. It's a testament to the tenacity of the D'ni; not only that, their skill as stonemasons too. Standing here reminded me of Kardish Tolessa, my first trips to the Age when I had walked out of the tunnel to the opening to find the Vault sitting there, suspended by those huge beams. My jaw just dropped, it was such a sight to behold. I decided to walk the path down; despite the fact the walkway is broken in places, it is easy to negotiate around. I stopped at the Eder Tomahn half way down and decided to call it a day, staying there much as Gehn and Atrus once did before. I picked up the journey again the following day.



I woke up stiff and achy from the slight fall I took the day before; as a result I decided to take a slight

shortcut and took the elevator the rest of the way down.



28.11.08:HU - K.Lord



28.11.08 : HU - K.Lord



28.11.08 : HU - K.Lord



I found that the door leading from the Shaft to the rest of the tunnel network was closed and I couldn't get it open. As a result I had to try and get the huge mechanism working to lift the floor so I could get under it and to the ladder which lay near to the air circulation controls.



28.11.08 : HU - K. Lord



28.11.08:HU - K.Lord

I walked for ages, looking at more of the same, tunnels and nodes and Eder Tomahn, following the map I have so I didn't get lost in the labyrinth down here. As the hour got late I stopped at another Eder Tomahn for some late supper and went to sleep.



I woke up early; thankfully the aches had subsided somewhat thanks to the ibuprofen gel. I continued down the tunnels until I reached the area where the detour was needed due to collapsed passages. Making sure my climbing equipment was on hand, I set off following the detour route noted on the map.

Eventually I rejoined the original tunnels and stopped to rest and get some food and drink in me and get in a round of Mario Kart balloon battle on my trusty DS.

I set off again taking in the sights around me, matching items I saw with the notes that Citrus made during his journey through the tunnels. Before too long, I reached the path that led into D'mi, which in turn led to the lava chamber, a location I must admit I had not been looking forward to. It was always a nightmare to pass through in the past.



The sheer heat in that place, not to mention the fumes, is enough to make anyone's head turn. Trying to negotiate the broken walkway whilst dealing with it is very difficult. Thankfully, I had packed a mask which eased the situation somewhat but not by much.

I took a break after clearing the chamber and finished off an entire bottle of water before I felt stable enough to carry on.

I wandered through the gate and down more tunnels, mulling over things in my mind about D'mi, about where I started all those years ago and where I was now. Trying to figure out whether I am happy with where I am or not. As I approached the growing orange glow that lay in the tunnel up ahead, I had an idea, a possibility that I am surprised I hadn't really

considered before, as my focus had been on D'ni and the Ages of and not the journey to D'ni.



I stood at the cavern's shore looking over to Ae'gura, mulling over the idea that had formed; would it be possible? It is a big undertaking; would it be allowed?

I sat for a while, sketching out the view that lay before me into my journal; for a while I just sat there thinking. Looking down at the sketch and at the four letter word I had written next to it, DIRT, I knew that I wanted to do it and so instead of taking the boat across the lake to Ae'gura I decided to use my Relto book. I need to speak to the others about this.

Art Movements in Ages

Dec 03 08

Work has been continuing in my absence.

Today I was thinking about Age styles, and art movements on the surface. A lot of the Ages we have seen thus far have been of a certain style; even though they are different, there is a core value that is shared which is born from the D'ni style, both in art, architecture and design. Even some of the newer Ages my fellow explorers have been writing share these traits, not surprisingly. We have ventured down to discover D'ni; it is only natural that their culture is going to have a strong influence on us and we are going to mimic it in our development.

But what of our culture, what of our design aesthetics, what would an Age be like with a design based on periods of our societies' growth; minimalism, modernism, neoclassicism? Would Age building have movements like art does so you see a wide array of age styles and aesthetics?

I also wonder if the D'ni had something like this; Kemo, Tsogahl and Delin all share similar elements. Was this down to them all being written by the same person? Stock elements that were used in many garden Ages? Or were they inspired by each other in some sort of Age movement? Was the Garden Age bing just a period in time where Garden Ages were

plentiful, or was it a movement in Age writing where Gardens were the fashion?

What caused this train of thought was the trip I made to Tre'bardil earlier in the day. It was such a fresh style to an Age, it amazed me. I am hip deep in modern and minimal design all day every day; why did I not think about applying it to an Age instead of mimicking that of the D'mi designs? Tre'bardil inspired me to try applying a modernist aesthetic to an Age.

Returning to Lehns

Dec 13 08

I spent the morning stocking my library. I decided to move my books of commentary into the actual Ages they belong. It'll free up some shelf space and it'll give people who visit the Age something interesting to read.

I find it somewhat sad that I go through Books and forget we even had some of these Ages. One such Age was Lehns, which contains the Mahri, a small village of natives to the Age. We built up a friendship with them awhile back, traded some food items and some of their artwork, which I was particularly fond of.

I'm surprised we never released the Lehns book; might have to do something about that.

Given that I had been collecting some artwork for my new office, I thought I might stop by and see how they are doing, see if I could take a look over any pieces they wished to trade.



I could tell something was wrong right away. The Great Watcher was no longer in the valley. I can't see why they would ever move it; it is a sacred place to the Mahri. The entire place is empty; no Mahri, no village. The only signs that they had been there were their ancestry stones and prayer ties. It has been a long time since we stopped by, where everyone had been so busy. Perhaps they moved; it seems unlikely unless something drastic forced them to (dwindling food supply perhaps?), but leaving their ancestors behind is highly unusual for them.

I think I'll scout around tomorrow when the sun is back up and see if they had moved on.

Searching Lehns

Dec 14 08

Headed back to Lehns. Didn't get much searching done though, there was a storm front moving in and by the time I had finished searching the area around the Link in Point, I could barely see a meter in front of me.





When the blizzard passes, I'll trek down to the
village and see if there are any signs down there.

To the Surface

Jan 10 09

Heading up to the surface in about an hour; going to be gone for a week or so whilst I deal with moving house and some wedding items.

Winterbloom isn't going to be ready in time for the wedding, which is greatly disappointing. I've never known an age to have so many setbacks; it is infuriating.

Sandscript

Mar 10 09



09.03.09 : HU - K. Lord

Work and Imager Concept

Mar 14 09

It has been a long day today; spent most of it in Tehren with Steve, Keira, Rob and Sophie discussing the current projects we have going and whether to prioritize some over the others.

It's been a slowish week since I returned. Spent a few days watching the wildlife in Kegilahn and Payiferen, venturing out of the pods for a closer look. I need to spend more time studying them at some point.

I spent the rest of the week going over documents in the archive to see which ones can be published publicly, and drawing up some imager plans after talking to a few people about getting information in the Cavern.

The imager is designed as a "booth" of sorts, a five sided group of imager screens that would display recent information from the Guilds or other sources of information. They could be planted in the city for people to walk by and catch the latest news. Tomorrow I'm going to stop by Sophie's to finalize the designs with her and see if she can start working on a prototype.

New Book

Mar 15 09

Today Keira and I headed out into the upper levels of Ae'gura to see if we could locate some more blank books and bottles of ink.

We spent the morning searching half a dozen locations but without any luck; with more explorers searching the city for resources for Age writing, I fear the supply will soon run out for all of us.

We need to take stock of what we have left over the next few days...

However our search was not in vain. I happened to stumble upon a Book which was hidden under the mess that littered what appeared to be a study. Keira decided to stay at the house a while longer to see if any documentation regarding the Age could be found whilst I headed back to Tehren to get the Book checked over.

Tomorrow I shall arrange for the initial visit to the Age to take place. From looking at the Linking Panel, it seems to link to a small courtyard of sorts; aside from that, we've been unable to tell what the rest of the Age may look like.

0004 Initial Visit

Mar 16 09

I took the initial visit to what we've temporarily labeled 0004. The Book does indeed link to a circular courtyard area; the area is flanked with columns and at the center is a large pool of water. A quick exploration of the area, whilst collecting the needed samples, revealed that the courtyard is enclosed.; there appear to be no exits.

The Age is in remarkable condition from what little I could see; it doesn't look like it will require much restoration work before we can release it to the public.

However, more documentation on the Age would be nice. What little Keira could find indicated that it was a place for people to meet and discuss cavern life and politics. Unfortunately, that seems to be it as far as we can tell, we haven't even found a name for this place yet.

The tests all came back green so we can progress with the Age in the future; for now however I am going to assign a small group to find more documentation on the Age so we can find out more about it. Aside from that the Age will be placed with the rest of the pending Ages whilst we focus on tidying up other Ages to release to the public. seems it shouldn't require much work.

In the meantime I have added it to the projects page
of Beneath.

Bahro

Mar 25 09



Descent Air Fans

May 06 09



Bimberi

May 29 09



29.05.09:FC - K.Lord

Page 84

Tochoortahr

Jun 02 09

More and more explorers are turning to The Art, hoping to craft their own Linking Books; others are looking for the resources to learn how to Write.

It's a long process, even more so for those who had to scour the ruins of D'ni looking for information, piecing together fragments of documents and, at times, just guessing what certain Grohertee do.

It's a topic that comes up frequently in the TTP meetings. It was in one of these meetings that Keira raised an interesting concept, a location with documentation and help for learning how to Write. She suggested a place where people could come and find documents on how to start out with Age writing, guiding them through what we know (sketchy at best) about the Grohertee; there they could see examples or lesson Ages. Sophie suggested perhaps having recordings there that people could watch and listen to that could also help explain the concepts listed in the documents.

An excellent idea.

We spent the afternoon discussing it; it would only need to be a small location. It was a unanimous vote; all 5 of us wanted to go ahead with it, so Keira and Sophie have set up preparations for the project to go ahead.

Some Surface Time

Jun 15 09

Returned to the surface earlier this week; we've been working on moving house and after things being dragged out we finally got the house and have been working at moving in whilst the kids are away.

Will be taking a quick trip back down to the Cavern tomorrow to just check over some of the projects that are in the works.

Hopefully by the weekend most of the moving will be done and I can return to the cavern for an extended time period.

Returning to Tochoortahr

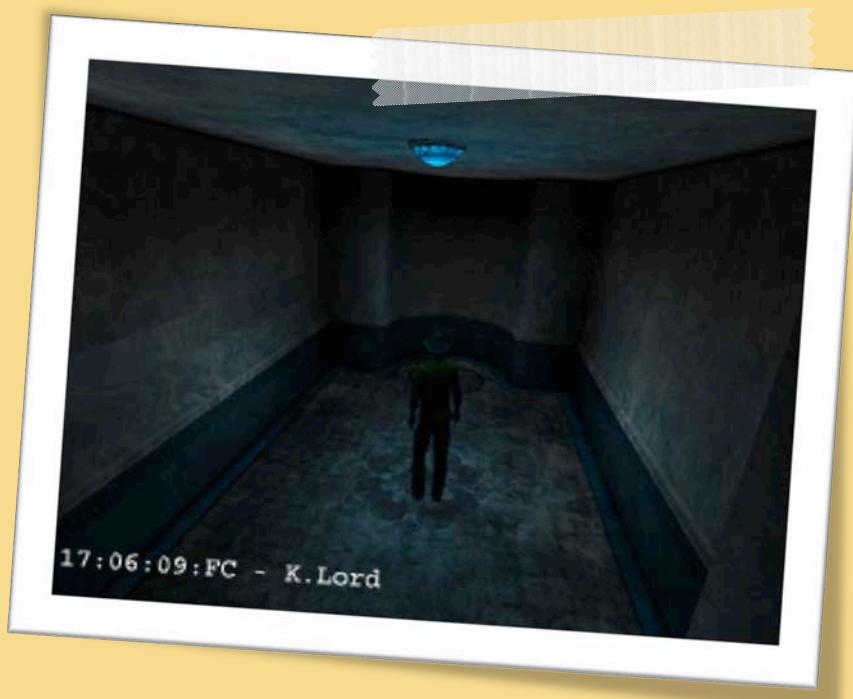
Jun 17 09

Delayed my trip back down by a day, seeing we had a lot of stuff to move on the surface.

First thing I did upon arriving in Tehren was to stop by Tochoortahr and see how the work was progressing. I must admit I was astonished in what had happened in a few days; the room is completely finished. We still have a few things to bring in; all the documentation we have is being assembled and is almost ready to go. Sophie's had some issues with the imager which has delayed it slightly. But the 3 Ages, Tailehn, Orth and Arbas, are ready and waiting for the Book pedestals to be brought into the Age so they can be placed upon them.

Finally got around to adding a project page for the Age yesterday.





17:06:09:FC - K.Lord

I think the Age is almost ready for Phase 5; might hand out a few links to some folks in the Cavern like Whil and all, before initiating a wider release.

Will have to have a meeting with the others before doing that, see if they'd rather everything be in place before limited release or to hand out books as it is currently.

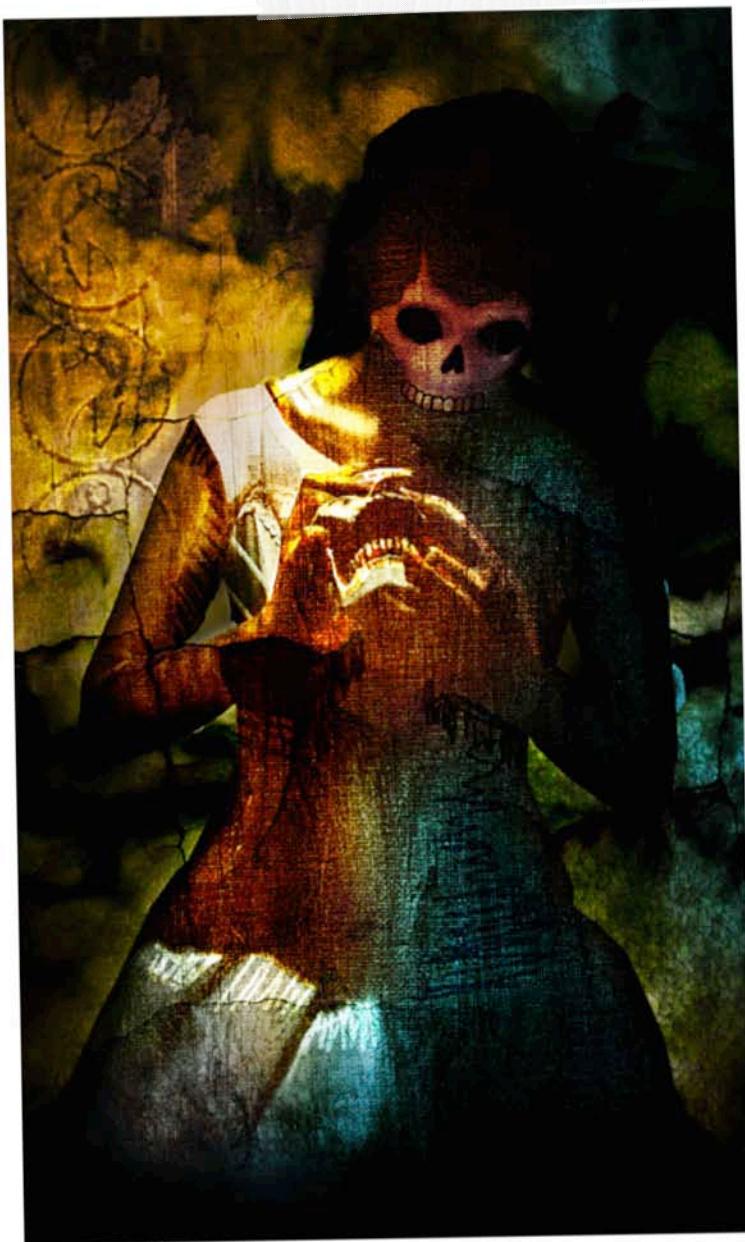
Harbingers: The Story Teller

Jun 23 09

My previous piece titled "The Fallen Lord" had inadvertently spawned a series of paintings which I decided to call "Harbingers". I have finally finished the second in the series of four, which is called The Story Teller.

Whilst I don't really blame Ti'ana for the fall of D'mi, the Harbingers series depicts those who had significant impact on the events that transpired.

Turned out a little more morbid/darker than I had expected.



Page 91

Ri'neref Painting

Jul 01 09

Headed into Te'gurr on Monday. I have been doing some simple studies on D'ni architecture for future Age restoration/development projects. As we were rooting through the museum, we discovered a portrait of King Ri'neref. We couldn't locate any documentation on who it was painted by; it had some minor damage to the frame and canvas, and some of the paint hadn't aged as well as later paintings we have found (perhaps paint mixtures improved as time went on). I had it moved over to the room above the D'ni Jazz Club Pub (that I have been using as a makeshift office) for now so that I could work on improving the quality of it somewhat.

Finished up the work late last night; took a while for it to dry out (some areas still need drying), but for the most part, it's almost ready to hang. Not sure whether to put it up in the museum to replace the broken painting there or store it for hanging elsewhere.



It's a shame the DRC didn't release more information about D'mi art.

Tochoortahr Released

Jul 02 09

We've been restoring and developing Ages and areas for a great many years now, and to finally have something released to the public (internal release to members of The Third Path doesn't count) feels great.

Tochoortahr was finally released to the public today. The plans for the T'wiger in the Age have fallen through for now; Sophie and her team tried to get it sorted out but it seems it will take a lot longer than expected and neither of us wanted to delay the release any more than it already had.

There is enough there to give people a decent step up for learning to write anyway, between the books and the Linking Books there to provide examples.

Decided to put the Ri'neref painting up in the Age to take the place of the T'wiger; seemed to make sense to me given how Ri'neref was considered to be one of the best D'ni writers.

So the Age has been released.

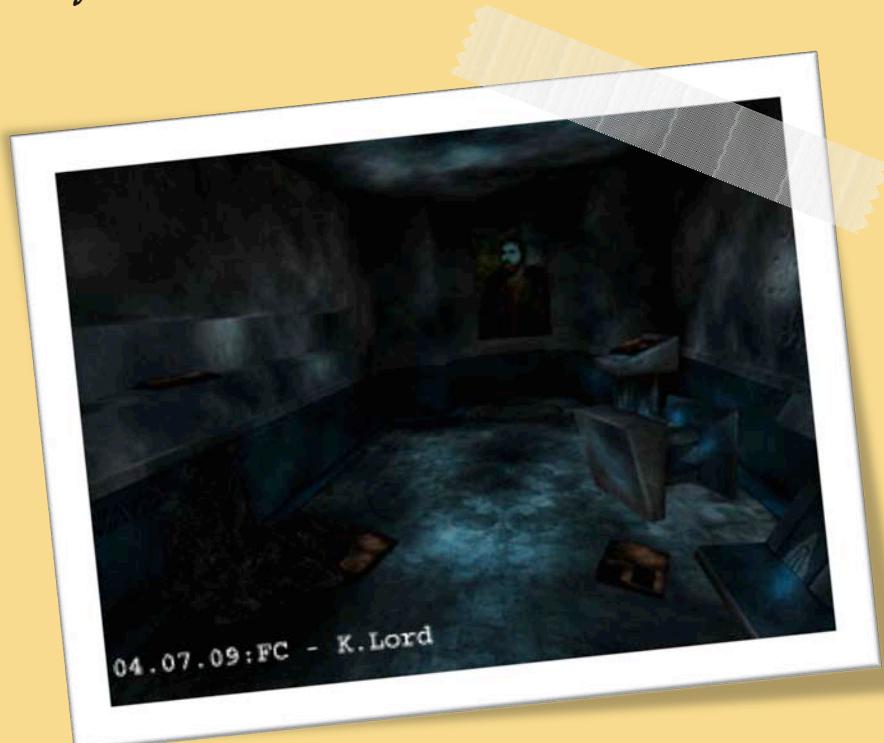
Tochoortahr Damaged

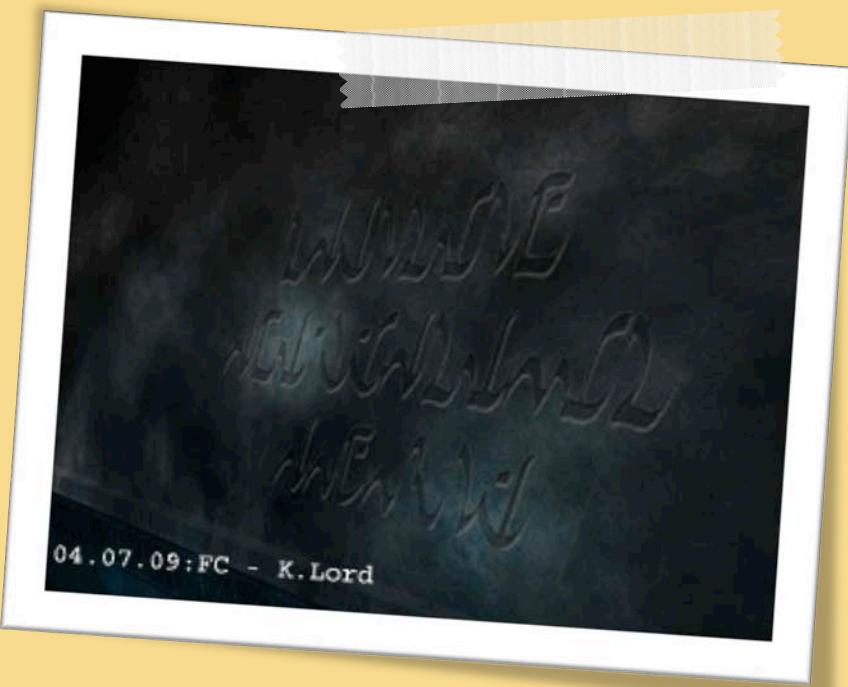
Jul 04 09

Stopped by Tochoortahr after a report on the forums about a fire in the Age.

A quick visit indeed showed the Age had been burned, and not accidental.

All that work, that documentation, up in smoke; lost 3 Linking Books too.





Not sure what the D'ni on the wall says; asked Steve to take a look at it.

All that work put into it and someone goes and does this. Words cannot describe how angry I am about this.

Will have more to report later after Keira and her team investigate.

Tochoortahr Status Update

Jul 04 09

It has been a long day.

Investigation showed that the fire had been set on purpose with the identification of an accelerant being used to burn the Books.

Steven has identified the two Linking Books remaining in the Age as being those of Arta and Orth; the Tailehn Book has been consumed by fire completely.

Thanks to Whil and Erik, the text carved into the wall had been translated which said

zhotahntee rih'choozhlehnah rehgehs
toy

Outsiders will not learn the Art.

Spent most of the morning in Tehren with the others discussing what the next step will be. Given the text that was left in the Age, we believe that a D'ni survivor took offense at either us providing the means for people to start learning the Art, or took offense to the fact that we "explorers" are actually writing Ages.

Whilst we haven't reached a complete decision yet, we agree that clearing the Age up and placing all the documentation again would be unwise and would probably result in a repeated attack.

In the next few days I expect we'll decide what to do.

Future of Tochoortahr

Jul 07 09

We couldn't decide what to do with Tochoortahr. That said, we did decide that trying to remake the Age to fit the initial concept once again would be folly. Chances are, the same thing would happen again and we would not want that; it's a waste of our time, energy and resources.

So Tochoortahr has been handed over to me. Not quite sure what I shall do with it yet; I have a few ideas mulling around.

We're still not sure who did the actual damage, and thus far we're out of leads and the investigation has hit a deadend. A few people have been assigned to keep checking things out in the hope we find out who did it, but I'm not expecting much. In the mean time, we're returning our focus to the other projects we've got going. And I'm turning my focus to the new Age I've been working on for a few months now, a simple place which serves as an experiment to some concepts I had thought of.

I must confess I'm pulling a bit of a Gehn on this one, and working with some concepts pulled from other Descriptive Books. Hopefully however I've set a good foundation for these borrowed concepts to work from and the Age will be stable. The next few days will see, as I am about to put the finishing touches

to the Age which I called Sul (named after the Goddess Sulis).

Sul Book Finished

Jul 09 09

I'm hoping to get into Tochoortahr and clean up the mess there in the next few days. My attention has been focused on the Sul Book which I have finally finished; tomorrow I shall be linking through and seeing if the concepts worked, not to mention if the Age is stable. I'm a little concerned given how rushed the Book was and the fact that I borrowed concepts from other Descriptive Books.

I was thinking of Linking through tonight, but the hour is getting late and I figured I'd relax in the D'mi Jazz Club pub with the others with a glass of whiskey.

I've also been talking over some rough concepts with the others about the expansion of Tochoortahr. We sent in a sounder team to survey the surrounding rock to see if it is suitable for expanding. The initial room of Tochoortahr is actually carved from a small cave; we figured there might be other caves around that we could use. Sure enough, the team found a pretty large cave south of the room. The rock thickness between the areas is only about a meter thick; I'm surprised we didn't break through as we were developing.

Tochoortahr/Cass

Jul 15 09

Work has been progressing well lately despite the setbacks like flooding.



The room has been cleaned up and I have added a book of commentary.

Thankfully, the fire hadn't cause as much damage to the structure as I had first thought.

I'm hoping we can get the hall all sorted out and opened up soon for people to explore.

Given its new purpose, I have renamed Tochoortahr. Cass. Seeing Cass will serve as my home, I thought it

appropriate that it should be named after the street
where my wife and I got our first house together.

Harbingers: The Philosopher

Aug 10 09

Took some time out lately from working on a project for the SR guys to work on the third piece for my "Harbingers" series, The Philosopher, 4'x6'is.

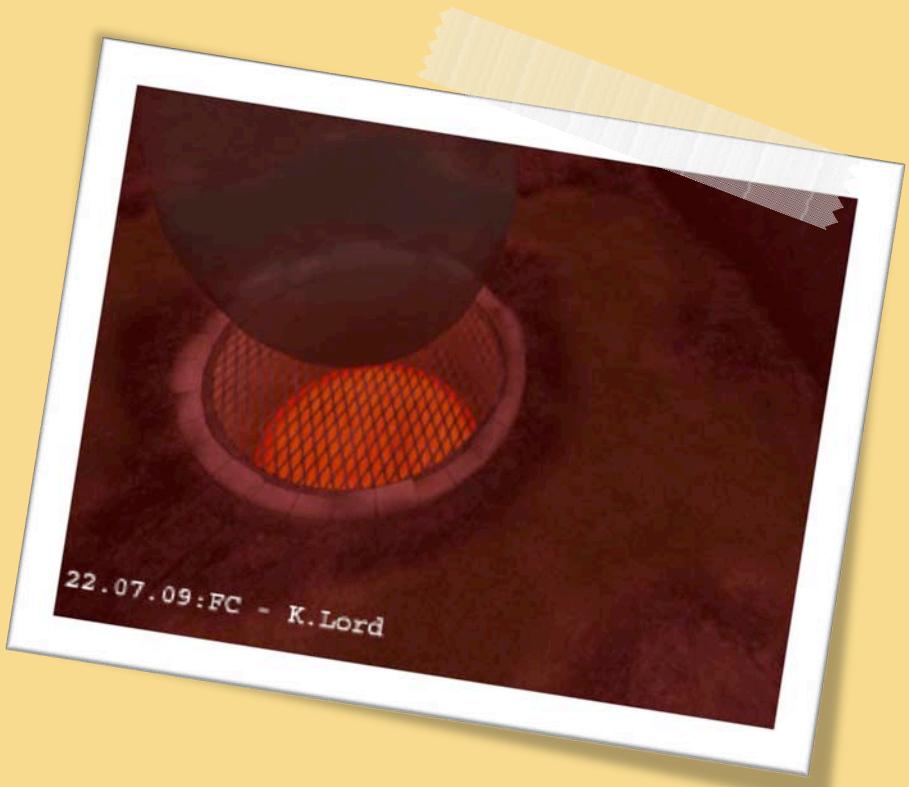


The final piece titled The Maintainer, is next on my list and the series will be complete.

Sul Construction

Aug 22 09

We have spent the last few weeks carefully constructing the lava well for this project. I'm hoping the dense stone material we used in the construction will provide an ample safeguard in containing the lava.



It took us a while to pump the water over from the small body of water it was contained in; unfortunately, the water was a little further away

than I had planned so it took a considerable amount of time to move it to the new location.

However, upon doing so I was pleased to note that the experiment was a success. We managed to successfully place an orb of water above the lava well.

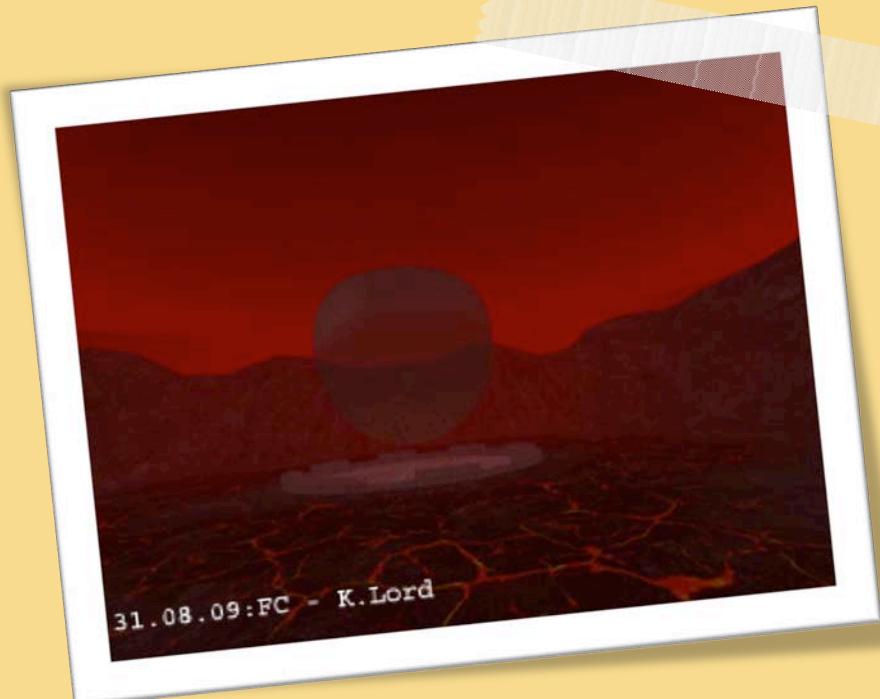
I plan to do some studies over the next few weeks to see if I can measure water evaporation levels and see if we can find a balance if we're losing too much water.

Returning to Sul

Aug 31 09

My attention has been lax regarding the studies I was supposed to be compiling on Sul. Alas, I have been too busy focusing on half a dozen other things.

I returned today however, and was not pleased with what I saw before me. It would seem our construction of the lava well disturbed the surrounding location; it must have become rather volatile in my absence.



31.08.09:FC - K.Lord

The grass that once blanketed the basin has been burned away save for a few blades here and there; the rock is riddled with fissures. The atmosphere

in the basin has become uncomfortable; the increase in heat can be, at times, suffocating.

Unfortunately, the increase in heat means my studies are null and void as any evaporation from the sphere would have increased because of it.

At least the theory about the water's properties has yielded results which we can apply elsewhere if needed.

Lucky Escape

Sep 01 09

It started mid-afternoon with a muffled rumbling. I didn't think much of it at first and we continued working away at the makeshift camp we had set up.

The rumbles continued to increase both in frequency and volume as the afternoon went on. Cracks started to appear around the edge of the well and the fissures that riddled the ground were emitting an increasing amount of steam.

At about 7 o'clock there was a sharp ear-splitting cracking sound and we witness part of the ground give way; a crack had made its way towards the camp. I risked approaching the area that had given way, getting as close as I could; the heat coming from the hole was immense. I didn't have to look over the edge to know what was below; the tell-tale orange glow told me it was lava.

We decided to gather everything up, and not a moment too soon; as we packed, there was a violent shudder in the earth that threw us to our feet. The entire earth continues to shake nonstop and we witnessed the cracks in the ground expanding, snaking their way towards us.

Sophie was the last to leave; she said as she put her pack on and prepared to link the ground started to give way and lava started spewing up.

We were lucky.

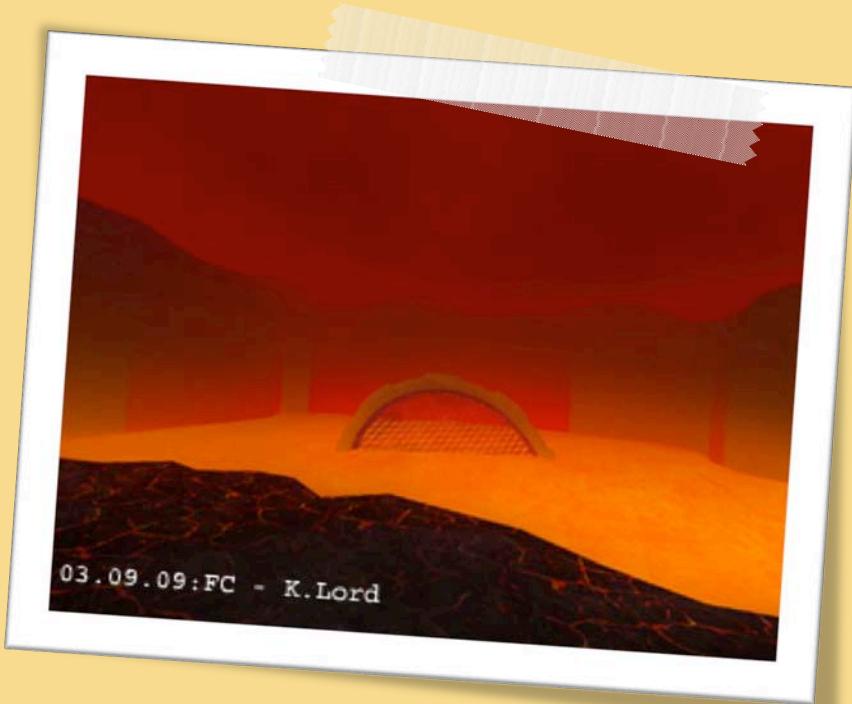
Sul has been shelved for now; it's too dangerous for the Age to be released. We're going to see if we can observe the Age over the next few days or weeks to see if it settles down.

The question is, what caused this? Was it the construction of the well or was it something else? Until I can return, I'm not going to be able to answer that.

Sul Inspection

Sep 03 09

I wanted to give it a few more days to settle down but curiosity got the better of me, so I grabbed a Maintainer's suit and Link'd to the Age.



03.09.09:FC - K.Lord

A lot of the ground has fallen away taking the well with it. Thankfully, the Link-in point was still in fairly good shape.

I don't think the Age is going to be safe to visit for a while.

Back to Fahets

Sep 11 09

It's been a while since I have been back to Fahets; the Age has changed dramatically in the last year or so.

The constant rain had filled up the area surrounding the Link-in point; it's now several feet deep. As a result, dormant wildlife has flourished, growing all over the place. Unfortunately, the Roseleaf tree we had implanted into the Age had not been so lucky, the ground it was planted in became so waterlogged, it had nothing to cling to and toppled over and slowly died.

We spent the day looking over the basin, and constructing some wooden decking that we're thinking of extending out into the rest of the Age, the problem being the rest of the Age is blocked at the moment, thanks to the wildlife, so we'll have to look over that.

Seeing that there is technically not that much to sort out, we should be good to release the Book for the Age soon. We just need to run some tests on the wildlife, and we can always release the Age in stages and just allow for visits to the initial Link-in point.

Into the City

Sep 12 09

Our previous expedition into the City had proved fruitless in regards to finding some Ink and Books to bolster our failing supply.

As a result, I've decided to head back up with Sophie and search some other areas of the city to see if we can find anything.

I'm worried there may not be anything left after being plundered by Gehn and other explorers. At this point, I'm thinking we need to look to the lake and the private islands there, although I don't think we'll find any ink there.

I'm just waiting for Sophie to meet me here at the Ferry Terminal before we head up.

Fahets Wildlife

Oct 06 09

The last few days have found me returning to Fahets. Yet again by the constant tiresome rain that the Age is known for amongst the Third Path members. The pumps we were using to keep the water out haven't been able to keep up with the onslaught; as a result Sophie is now looking into something that is better suited to the job. She's been looking at the heavy-duty ones we used in Cass, along with some that the teams found in D'mi in the past.

She tells me we may have something to put in the Age tomorrow if we're lucky (by lucky she means if she pulls an all-nighter).

Currently, work is hindered by a bout of thick fog, which has made it hard to see more than a meter in front of oneself, not to mention the dank musky smell and taste it leaves in your mouth.

My focus during my return has been to the wildlife that has grown remarkably quickly in the Age. The most curious of these plants are some strange pods (that I have named Norpods) that have grown, akin to cigars in shape. They have a mottled blue/yellow-coloured skin which at first appears firm, but when touched you can feel that they are softer inside. We cut one of the ones near the Linkin point open to investigate further; the inside was indeed a lot softer, juicy one might say, with a structure that

reminds me of a tomato. We took the top half back to be tested to see if it contains anything dangerous.

Eder Giza Timelapse

Oct 07 09

Set up a camera last night in Eder Giza, after we were done for the day on Fahets, in the hope of recording a timelapse of the day/night cycle there.

Unfortunately the video lost some of the quality in the transition. I'm not one who usually uses the video gear and Sophie was busy with the water pump.

Fahets

Oct 13 09



Page 119

Tre'Merktee

Oct 19 09



It has always been a goal of mine to create worlds; it has been since I was but a child. I grew up and

studied the arts, in a bid to have the means to create detailed environments in which people could visit and explore.

I was of course confined to traditional means: photography, painting, sculpture and the like. One of these paintings was the above "Tre'Merkree", the place of poisoned waters. An experimental piece I did back in 2002 I believe, inspired by the works of Roger Dean and the DRC photos coming out of Teledahn. The painting takes its name from the place that Kerath was apparently banished to in D'ni.

My arrival in D'ni however renders a great deal of my previous work moot; no longer do I have to settle for paintings and drawings. With the Art, I can craft the worlds that would take the person into the worlds that I imagine. Not only that, but due to the very nature of the Art, the way that a concept evolves and progresses naturally, it means that whilst I can write the worlds of my imagination, they can take on their own nature and surprise even myself.

And as I gaze over this old painting of mine, I realize what my pen will next write...

Fahets Released

Oct 19 09

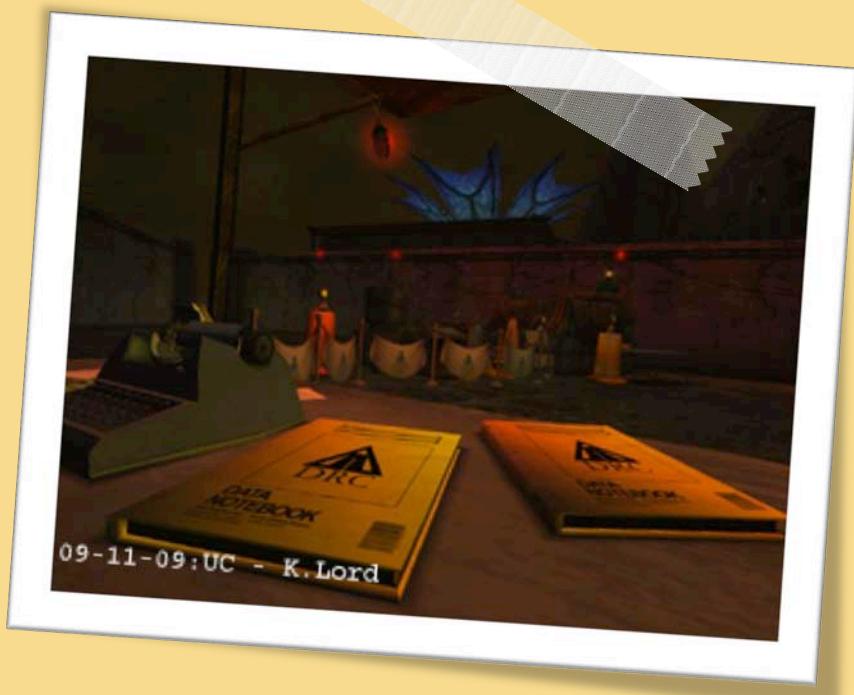
It's taken a lot of work and a lot of time, but my first Age, Fahets, is finally open to the public.

Hopefully the pumps will continue working and keep the Age dry. Sophie is still finetuning the pumps, so there will be some changes there over time.



Tokotah II Rooftop

Nov 09 09



Page 123

Break Time

Nov 18 09

So much work to do still; it just seems to build and build, despite when we complete projects and release them.

I am still worn out from working on Fathets; upon completion we threw ourselves straight into the pub. Plans were also made for returning to Sul to inspect the changes there and to see if the place has stabilized. But I am in sore need of a break for a while.

I was planning on heading up to the surface for a few days later anyway, given that it is my wife's birthday tomorrow, so now would be as good a time as any to take a few days out.

Returning and Possibly Returning

Dec 02 09

Thursday found our family driving 6 hours across several states to spend Thanksgiving with relatives. Friday found us attending a wedding of Jen's cousin. Saturday found us attending the birthday of Jen's grandmother. Sunday found us driving the 6 hours back up home.

To say I was tired come the new week was a great understatement; as a result I spent a few extra days up top getting my energies back. not to mention the slight feeling of being burned out was not a great motivator in my returning.

However the work proceeds, so I returned back today.

Later I am scheduled to return to Sul and assess the age to see if it has stabilized; I'm a little concerned that it may not have, and have been entertaining the notion of perhaps trying to correct some lines in the Kormahn to introduce stability.

Interestingly, Jen indicated the interest in perhaps returning herself. After the DRC left back in 04, her relationship with the Cavern has been a troubling one, often leaving her upset about the restoration ending. Whilst we restore ourselves, it isn't the same as the work the DRC was doing in her mind, and I am in agreement with her views.

However, with a memory of Gzhreesen, a memory that didn't upset, she felt perhaps it was the time to make a visit. I must admit I miss her company greatly in the Cavern; I miss the discussions and theories we used to weave, but one step at a time.

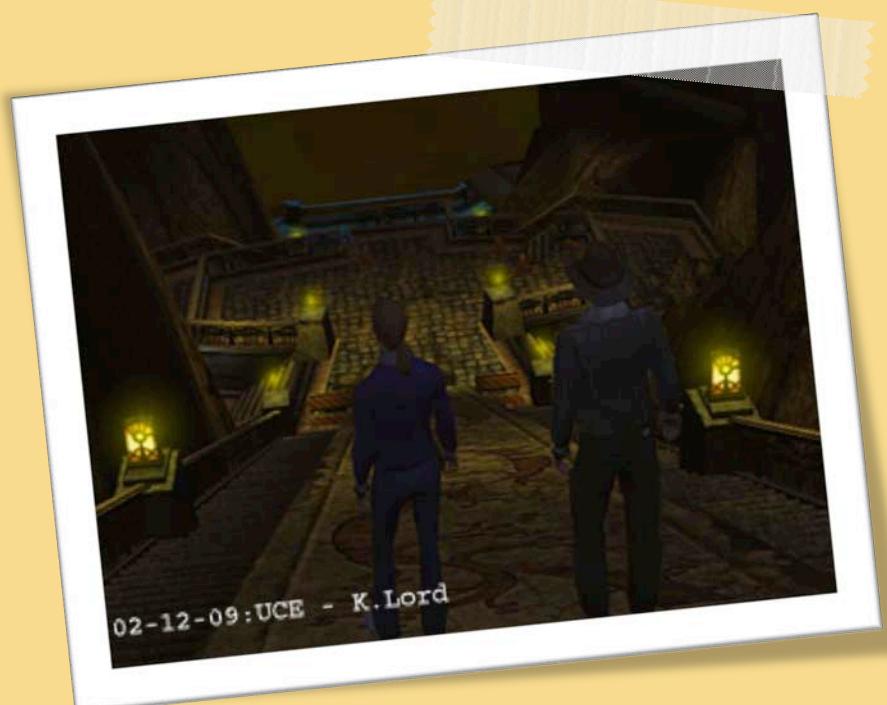
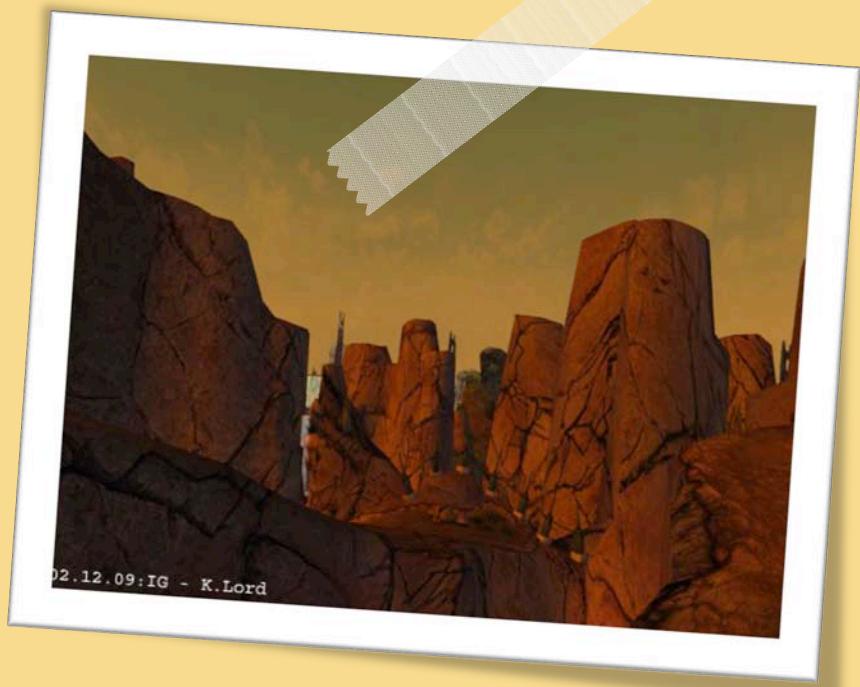
Exploring with Kehra

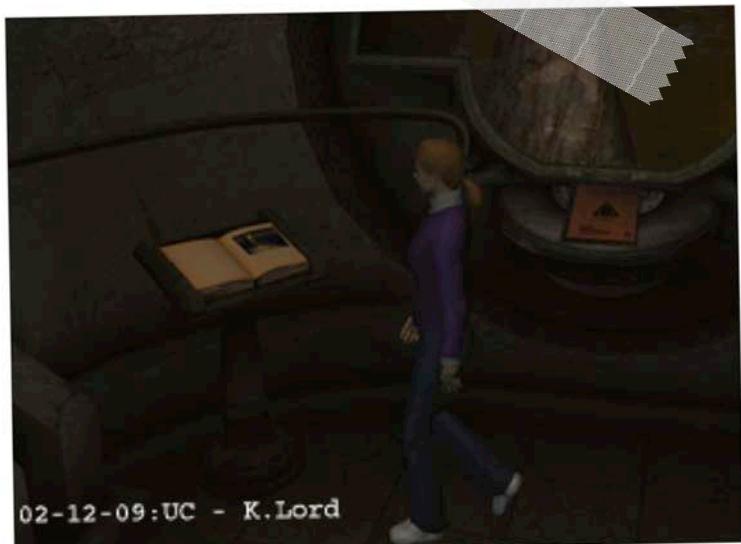
Dec 03 09

True to her plans, my wife returned to the Cavern last night after 6 long years of being away.

We wandered through most of the old places. Gira, Kemo, Teledahn, Ae'gurr and so on. It was nice to see her remaining upbeat through the experience, if not excitable at times. I've not seen her feel this way about the cavern in a long time.







Overall, we spent several hours exploring again, like old times, although she wished not to visit some of the newer areas released by the DRC's last stint in the cavern, nor did she want to visit any of the explorer restored/developed Ages.

Perhaps in time she will change her mind on that; who knows.

Stabilizing Sul

Dec 06 09

This morning I finally had the chance to return to Sul after the recent upheaval there. The damage to the area is vast and much of the work we had done in the past has been undone.

I continue to research the notion of rewriting some of the lines in the Descriptive Book in order to facilitate stability in the Age. The entire Age was an experiment in crafting a concept; as such, some of the terms used in the Age's Descriptive Book were copied out of D'mi Books (Gehnism).

I thought I had managed to Write in such a way that this wouldn't happen but clearly I was wrong; my knowledge of the Art is still growing. I simply do not have the skills the D'mi had.

But for every disaster there is a lesson learned, if one is willing to learn, and I believe I am.

The afternoon was spent up in the city, hunting down any documentation I may be able to find that could help with my endeavor. The D'mi, however, didn't exactly keep a book that tells one how to Write an Age and how to fix things when they go wrong; as such, I have had to hunt for examples of rewrites in existing Descriptive Books. If only I had access to Books Atrus had dealt with, like Riven, then a lot of problems would be solved as I could study what he had done.

Sul Modifications and Kehrahn

Dec 14 09

It has been just over a week now, and still I am sat at my desk making the modifications to Sul. So far, it seems to be going well, but the true test will be when we return to the Age to see for ourselves.

I am working slowly and surely, making sure not to make any mistakes. I estimate that it will probably take me another week to complete my work.

Meanwhile, work has been progressing on Kehrahn nicely. I myself have been stepping in and helping out when taking breaks from the Sul changes. I'm hoping that the Age can be completed by the 24th of January, but given how the work on Winterbloom went, I remain skeptical.

Luminesce Stained Glass Window

Dec 17 09

Giles has been posting his journal entries recently regarding an Age he is writing called Luminesce. The other day he posted a map he had drawn out for what he hopes the Age will look like when it is finished; in my experience, the Ages never quite work out the way you expect them to, but I enjoy the surprise in that.; it takes on a life of its own.

The map, however, inspired me; more specifically, the symbol for the Age inspired me. So today I took a break from Kehzahn and Sul and worked upon a small project which I have now finished.

Using the leftover glass from previous stained glass window projects, I constructed a new one based on Luminesce's symbol.



I'm pretty pleased with how it turned out, given that it was rushed. There are some changes I'd like to make: some of the weld spots, some of the glass I used. I think the colours could be tweaked (the blue in the sky is a little too vibrant for my liking). I'm debating hanging this in the gallery on Cass with other works, although I am tempted to see what Giles makes of it.

Changes Completed

Dec 21 09

I have completed the changes finally; I would have been finished yesterday had I not taken time out to work on that small side project, but it was worth it.

We've been going over the Book, making sure all is in order; from what I can tell it should be right.

We will soon be getting ready to return to see if things have worked out as I hope.

Baron's Office

Jan 07 10



Christmas and Kehrahn

Jan 09 10

The Christmas holidays saw the majority of us heading up to the surface to spend the season with family and friends.

For us, it was a double new; it was the first Christmas of me being a US resident and the first Christmas in our own place. Despite some issues in November and the chaos of organizing, it went well; the kids seem to certainly enjoy themselves.

With the holidays over, I returned to the cavern to continue the work we are doing. One project was Kehrahn; upon seeing Cass, my wife expressed an interest in having a Linking Book to a similar location albeit purple instead of blue. So for our one-year anniversary that is coming up at the end of the month, I thought I would write a small Age for her. I may not be able to give her the world, but I can give her a world (sappy I know, but I adore my wife).



09-01-10:FC - K.Lord

Work has been progressing nicely over the course of time. I based the design heavily on Cass with some changes (the Kehrahn Book is almost a copy of the Cass Book). I don't plan to get into the habit of duplicating Books; I feel it belittles the specialness of the Ages contained within, almost like mass production of a classic painting or something (not that I could deem any of my Ages to be classical, they simply are what they are).

Thankfully, the project hasn't been as much of a disaster as Winterbloom, which still hasn't reached phase 5.

Exploring Sul

Jan 12 10

It was apparent the changes had taken effect as soon as we arrived on Sul; the heavy heat in the air and the acrid taste were no more. Instead, the heat was what one would consider normal for the location, and the air felt cleaner.

The last visits to Sul before the changes were made had shown us large sections crumbling away, giving way to that onslaught of molten rock; the changes wrought by this were vast. The Lincoln point was still in the same place, and whilst it looked vaguely familiar, the changes made by myself to the Book had caused more changes to the Age.

With the hostile air gone, the old wildlife had returned, and then some we had not witnessed before. The sea of molten rock was no more; things were apparently stable. The sky continued to keep a sense of its previous foreboding nature, but this time we could see the stars peeking through.

Within the basin, another smaller basin had formed from where the lava well was previously. The water had settled in; through the water we could see that below was another cave system with a fissure providing the heat that set the water in place.

Steven and I set up some ropes and lowered ourselves down through the small fissure and into the cave below. It opened out into a larger cave with a

passage leading deep into the rock; an orange glow coming from it indicated that it probably opened out to another magma pool.

We spent a couple of hours there studying the rock and surrounding formations, hoping that the instabilities of before had been fixed. I plan on setting up a makeshift lab in the cavern below the basin to observe over a period of time, to make sure it is safe before we even consider letting others visit.

Tomorrow I shall bring some supplies over to get set up.

Sul Development

Jan 13 10

I spent the night on Sul, which allowed for some observations on the climate and wildlife. I have noticed that the temperature drops significantly but not to the point where it causes discomfort; indeed, with the warmth coming from the various fissures, it actually provides a nice cool feeling that is rather refreshing.

I have also noticed that some of the wildlife has a bioluminescence to them which kicks in during the night. Various fungi give off wonderful blue hues that look especially pleasant next to the strange reeds that give off a purple light. I also noticed some odd looking berries that warrant a further look.

I plan to catalogue them when work on the lab has been completed.

Given that Steve had projects elsewhere that required his attention, Soph decided to stop by and lend a hand with her group. We managed to close up the fissure in the cavern floor after concerns about people perhaps stumbling into it; however, given the relationship the fissure had with the water, we installed a seal which would still allow for levels of heat to be maintained. Tomorrow, work will continue on the floor; we had been discussing some protective tiles that would allow for us to strengthen the floor in case of any problems.

Most of the day was spent on the walls and ceiling of the cave, removing obstructions and adding some decorative touches (that will also function for the lab when it is complete). I drew a quick plan up this morning for the placement of the workbench and a doorway to cover the passage that leads off.

It has been a productive day; I'm pleased. If work continues at this rate, the lab should be completed in a few days.

Night will fall within the next hour; I plan on observing the changes in the wildlife as the cycle from day to night commences.

Lab Completed

Jan 17 10

It has been a busy few days; the work on the lab has been completed, more or less. We installed a ladder for the pool of water and Sophie has been working with a smaller version of the merger she was going to put in Cass, which is currently sitting on my desk next to my laptop.

My studies into the wildlife have fallen by the wayside lately as we have been working in the lab. Eventually, I plan to get topside again and further my studies; fortunately, the long night cycle of Sul means I have ample time with which to work.

But for now I sleep; the hour is late and I am so terribly tired.

Sul Imager

Jan 18 10

The things Sophie can do with D'ni technology has always amazed me; in this, she is much like David was. Given she worked with David closely, it isn't a surprise that she knows her stuff.

The imager is an experiment in a hybrid format of examples we have found in D'ni and the imager style we saw at The Cleft. The goal of the imager is to hopefully allow for 2D and 3D rendering. Calibration of the imager is routed through a program that runs off my laptop; finetuning takes place through the calibration scale on the casing of the imager itself. Soph has said the internal structure is pretty much complete; the casing still needs some fine-tuning. Today we fired it up and ran a model based on settings taken of the water in the Age. Hopefully, it will allow me to enter calculations and see how the model would react and compare it to the actual water to see if I can predict how it would react under certain conditions.



We had a few glitches getting it running; after some tinkering, we managed to fire it up about 30 minutes later and it performed superbly. I took a short video of it working, which I will place up on Genueth later.



Fahets Wildlife Growth

Jan 30 10

It was quite a shock Linking into Fahets once again; had grown accustomed to the silence that greeted me, or the near silence. Sometimes a breeze would rustle the grass, or the slight creaking of the Norpods.

Today it was different; in contrast, it was almost a cacophony of sound. In our absence the wildlife in Fahets has continued to grow, expand and flourish; the air was buzzing with activity from insects and the sounds of birds.

My desire to catalog the wildlife has me thinking about climbing out of the basin and exploring the surrounding area.

Not sure how long this will continue for, as thick clouds have gathered in the sky above and I can hear the rumble of thunder; sounds like it's going to be a bad one. Hopefully, the pump will continue working nicely until we install the new, less botched-together, version.



Need to remove the book of commentary for now so it doesn't get ruined. Perhaps it is also time to look into protecting the Link-in point and books with a structure or something to shield from the rain.

Water Experiments

Feb 03 10

I have resumed my studies on the water in Sul after the storm rolled in on Fahets. An earlier visit to the Age revealed that the bad weather had not let up and as such, my plans to explore the area outside of the basin will have to be put on hold for now.

Instead, I returned to Sul, where the work has been progressing nicely and I believe we are close to shifting the Age to the next phase. I had been wanting to continue my experiments with the water after an idea I had regarding the formula used in the Ei'cana pellets; fortunately, I had retained my notes regarding my experiments with the pellet recipes and picked one that I feel may benefit the experiment. As it stands, I have a few hours until I have to return to Ei'cana and harvest the pellets.

I have also been musing what effect the Sul water would have on the water from D'ni; with both containing algae species with different traits, would it be possible for both to coexist in the same body of water? Would the D'ni lake benefit from a mixture?

I have decided that tomorrow I shall make a trip to Ae'gura and take some samples back to test.

Sul, DRC and Water Samples

Feb 05 10

What a day, what a day...

My trip to Te'gura was delayed slightly when I discovered water on the floor in the office on Sul. There really shouldn't be water on the floor, it goes against the principles of the water. So I took a look into it, and it would seem my calculations for the seal in the office was off; the temperature emanating from it has slowly been lowering.

As a result, we have removed the seal to allow for the temperature to rise which is a shame as I liked the design of the seal. In its place, I opted to use the old mesh walkway design we used for Sul before the stability issues. It will allow for safety whilst allowing for the correct temperature to be maintained and kept without loss through the metal and glass.

Sophie has agreed to give me a hand resolving the issue, which should be fixed by tomorrow; it's only a small area to replace so it shouldn't take long.

Eventually, with the issue understood, I headed to the city to collect my samples. It would seem whilst I was in there, some security sensors left by the DRC were set off, not by me but it must have been elsewhere. Sophie contacted me over my KI not long after I had been in the cavern to say that Victor Laxman had posted a message on the DRC forums about the sensors going off and asking if someone can go

and investigate. Not sure if he'll get a reply but if he does, can it mean DRC back in the cavern? It's been a while for sure, and it would be nice to bump into Sutherland again.

However I have my samples, and tomorrow I hope to continue with my studies.

Ardin ~ Day 1

Feb 05 10

The crafting of Steven's first Age has been a long and difficult road, one that neither of us understand given his grip with the D'ni language is far better than my own. His first attempt at Writing Eder Allatwan ended up in failure with the Age proving to be unstable, so like the trouper he is, he salvaged the concepts he wanted to keep and set about starting over.

Upon completing this work, he brought the Book by for us to make the initial Link.

The heat of the Age hit us immediately; the hair on my arms began to rise as I soaked in the warmth from the sun. The surrounding tropical sea giving rise to the fresh salty swell that took me back to my trips to the beach in my youth. We had decided to forego the use of Maintainer suits, a practice that we are currently debating with the others on whether we should continue.

We did not notice it at first, but the large stone that sat upon the island was actually being supported beneath with smaller stones. As a result, the structure formed an odd room of sorts; as we passed through the growth and entered, we discovered the pool that Steven was set on having in his Age. And I can see why, the illusion it gives off is perfect.

But that wasn't what surprised us most about the pool; no, it was the carved ring of stone that surrounded the pool that gave us pause. The indication dawned on us both quickly, that this Age was inhabited. We spent some time investigating the surrounding area more thoroughly and discovered more decoration elements on the stones supporting the main stone; it would seem the population used to come here, but the over grown feeling that hides the area indicates they haven't been by in a while.

We walked around the shore trying to find other signs of life, but there are a dozen places they could be hidden away. The Age is littered with the same egg-shaped rocks, varying in size; indeed one of them, which we calculate to be about a mile or two away from us must be incredibly vast in size. Curiously, that rock is also the only one that seems to have little points of light glowing from it; not quite sure what it could be, perhaps the signs of life we were looking for.

We shall be heading back (Steven decided to keep the name of the failed Age but drop the Eder) tomorrow with a raft in the hopes of sailing out to the rock and investigating. For now, we collected some samples of the surrounding area to take back with us. Steve is planning to return with some supplies to set up a workshop from where we can work.

Ardin ~ Day 2

Feb 17 10

Steven returned to the Age after our initial visit and stayed for several hours; as night fell, he observed the glowing points on the distant rock turn from white to orange, speculating that the rock contained the location of the native population.

We took one of the inflatable rafts through into the Age with us along with some supplies and set about sailing over to one of the islands closer to the glowing rock. We both felt that we should observe from a distance to see the nature of the inhabitants before trying to interact with them; if they turned out to be hostile, then it would have been a lot safer for us.

The current of the sea was against us; as a result, it took us a lot longer to reach one of the smaller islands than we had anticipated. Upon beaching the craft, we pulled in behind the rocks and sought to set up a little observation station so we could watch unseen.

Setting up a scope, we were able to set our eyes upon the rock. Before us, we could see tier after tier of buildings constructed from what looked like huge barnacles; connecting them were wooden walkways and ladders, all mounted to the side of the rock high above the sea's waters. The boats are kept suspended above the waters, then lowered down before they are

sent out for fishing. Not quite sure of the reasoning behind that as the waters around the rock seem calm enough for the boats to be moored there. It would seem they have cooking stoves of some sort; the top parts of the barnacles seem to be chimney stacks; several of them had smoke emanating from them.

Tonight we shall be spending the night here, continuing with the observations. Steven has said the temperature drops but it is still pretty warm at night, so sleeping outdoors will not be an issue.

Ardin ~ Day 3

Feb 17 10

As evening came, we heard a long deep note from a horn of sorts. With that sound, the boats were hauled up and the ladders leading down from the village were retracted. Leads me to wonder if they are not protecting themselves from something?

The white glow came from the sun reflecting off of the barnacle houses; this white glow faded and was replaced with the warm orange glow of the lanterns being lit as night fell.

Things settled down and we turned in for the night, making note to check on the village if we happened to wake during the night. The gentle lapping of the shore and the calls of unseen creatures in the sea providing the soundtrack before I dozed off.

The morning was fraught with panic; we awoke late, to find masses of boats sailing towards us. For a moment, we feared we had been spotted but that panic ebbed as they sailed past us and to one of the large islands that stood between the village and the Link-in island. From observing the village, it looked like the entire place emptied out.

Worried about them seeing us on the way back, we hid everything and retreated in between the rocks and waited.; 2 hours passed before the first boats started heading back.

I stayed another hour, watching and making observations; from what we can tell, they seem to be a simple fishing community. I have opted to return to Sul for a while and continue some of my other work. Steven is staying another night to continue the observations; tomorrow we plan on heading over to the other island they visited to see what is there.

Ardin - Day 4

Feb 19 10

We were planning to head to the island at first light, but, after discussing it, we were not sure if the villagers went to the island on a daily basis or not; so we decided to wait a few hours until the time they went on the previous day to see.

The time came and passed, and we figured we would be fine to take a look. Mindful still that we may be observed, we tried to sail behind the dotted rocks hoping we'd stay hidden until we reached the island.

As we approached, we could see a wooden dock where they would fasten their boats; we continued to sail around the island to the back, opting to beach the raft there out of sight, then walk back around. A path connected the wooden dock to an entrance to a cave within the rock; mindful of there perhaps being people inside, we carefully entered. A flight of steps descended down into a rectangular room flanked by wooden columns; at the end set on what looked like a throne made of stone, was a large figure. We couldn't make out if the figure was actually made of gold or if it was covered in gold-leaf or something of that nature, but covering its face was a curious white mask carved from some strange material.

We located a recess where we could potentially stand without being seen and set about writing a

Linking Book to the temple so we could return to study it more without having to rely on the boat.

We spent about an hour there, looking around, making sketches and mapping it out before we felt it would be best if we left.

Kegilahan Monkey

Mar 05 '10



04-03-10 : HU - K. Lord

Progress in Ardin

Mar 19 10

I've been spending a large amount of time on Ardin with Steven lately; as a result, several of my planned projects have fallen by the wayside. It is hard not to stick around the Age; since our discovery in the temple by Jura, we've been shown a large portion of the Age and learned a great many details regarding their ways, not to mention grasping their language. Steven, being a linguist, picked it up pretty easily. I had more trouble but with him helping I soon picked it up; not that I would say I'm anywhere near the level he is, but I can speak to them just fine.

We've been building a hut near the Linkin point after being given permission by the Aeki to do so; they did recommend building it up off of the water's edge for safety though.

It turns out the Linkin point was the site of their previous village, many years ago. There were two "tribes" for lack of a better word, the Aeki and the Ish. Conflict eventually broke out and the Ish moved from the area and started raiding the Aeki village at night. The Aeki eventually moved to where the village is currently located; the boats and ladders are hauled up from the waters to stop the Ish from being able to breach the village. Apparently, the Ish haven't been seen in years, but they still keep the security in place just in case.

The temple is dedicated to their deity Lih'zu. Jura is the temple keeper; looks after it, runs the ceremonies etc. It was he who discovered us during our investigation of the temple and took us to the village. The Temple Keeper has 2 pupils who spend most of their life learning the customs so that they take over Jura's position when he stops.

The village has an Elder who rules, with 4 "hands" who help and advise; the current Elder is Kurilin, which isn't actually his full name as I first thought but it actually comprised of Kura (Aaki for Elder) and Ilin which is the Elders name. The Elders and the 4 hands all have the white pearly masks we saw on the figure in the Temple. The masks are part of a rite of passage with the growing males. When they reach a certain age, they are tasked with confronting a creature they call an Urhbo. It is pretty much a fight to the death, if the young man wins they take the head plate from the Urhbo and use it to craft a ceremonial mask; the mask is held as one of the most prized possessions to the young warrior.

The men go out each morning to collect food, be it from fishing or hunting larger prey. The women seem to keep to the village and deal with the children, teaching them as well as food preparation.

As for the village, the houses are made from vast barnacles they fish up from the oceans; they're connected with wooden walkways and ladders; it's a very communal feeling. We have spent a great many nights in the village and I can't say I ever felt like

I had any degree of privacy there. Steven, it seems, felt the same way, which is why he opted to build his hut near the Link-in point.

At least I'm getting a nice tan from all this time spent on Ardin. I felt perhaps all my time in the caves in Sul was making me paler.

Returning and a Bahro Encounter

Apr 29 10

Spent a lot of time up on the surface lately; previous to my departure. I had a crazy few weeks that left me feeling burnt out and disillusioned with what we were doing.

I have spent time enjoying the weather, spending time with my family. All the while trying to push past how I feel, trying to find that spark again that drives me; it has been difficult. Even more so when those I talk to for support feel the same way themselves, it's easy to be drawn in and settle in that rut.

The other day as I stood out on the porch of our house, on the phone to my parents in England, it was raining heavily and I felt the urge to return to Fathets. I had left on the eve of heading out into the Age further and exploring new areas for people to one day walk alone. I had left my studies on the Age abandoned and I thought, is this a healthy mentality to have, countless Ages to explore and are we to throw them aside when we grow bored of them?

So today I decided to head back down into the cavern. My previous notions about venturing out of the shadows to meet people had reversed; I now find comfort in the dark recesses of the cavern. I decided to take a walk through one of the hoods, gaze out over the stretch of orange lake, try and find that

feeling I had when I first came down here, a feeling that has eluded me for years and continues to do so. But I wasn't as alone as I thought; as I walked towards the fountain area, I spied a solitary Bahro staring at me, watching. I walked up to him/her and it didn't flee, just stood there chittering slightly, as I walked around him/her, he/she moved around to face me. We stood there for several minutes in each other's company, with I not saying a word (despite my desires to be able to actually communicate with them) before the Bahro vanished from view and I returned to Sul to turn in for the night.









Exploring Fahets ~ Day 1

May 02 10

It has been a while since I was last in Fahets; the stark contrast between how the Age looked then and how it does now is shocking.

The basin hadn't changed a great deal, lichen was spawning across the rocks, new plantlife was weeding its way through the grass, mushroom and flowers were spreading out making their homes, along with some odd circular plants. The air was thick with a hazy veil of fog-like substance, musty in smell, a bit like old books. I have taken samples to test to see if I can analyze what is in the makeup and if it's safe or not.

Indeed, it was the upper levels of the basin where the changes had more of a profound effect. the skyline littered with towering pillars of what looked like rock but were on closer inspection a bark like substance.

How had these things grown so fast?

Noropod dot the upper levels, jutting out from the swamp waters below. There are no means to venture out further without laying some decking down and building some walkways. But from where I stand on the basin's edge, I can see what appears to be another land mass. Below, fishes swim around with strange lights following them. I shall have to catch a sample for studying.

Above, a shadow stirred, accompanied by a deep buzzing sound; the fog obscured what it was.

It's like this Age was stuck on pause, waiting for someone to come in and press play... I've visited a great many Ages; I've never seen a boom in wildlife on this scale... is it seasonal or something else?

Walkways need building; I would like to visit that secondary landmass, it could be a prime location to set up a small area to work in, and to protect the books.

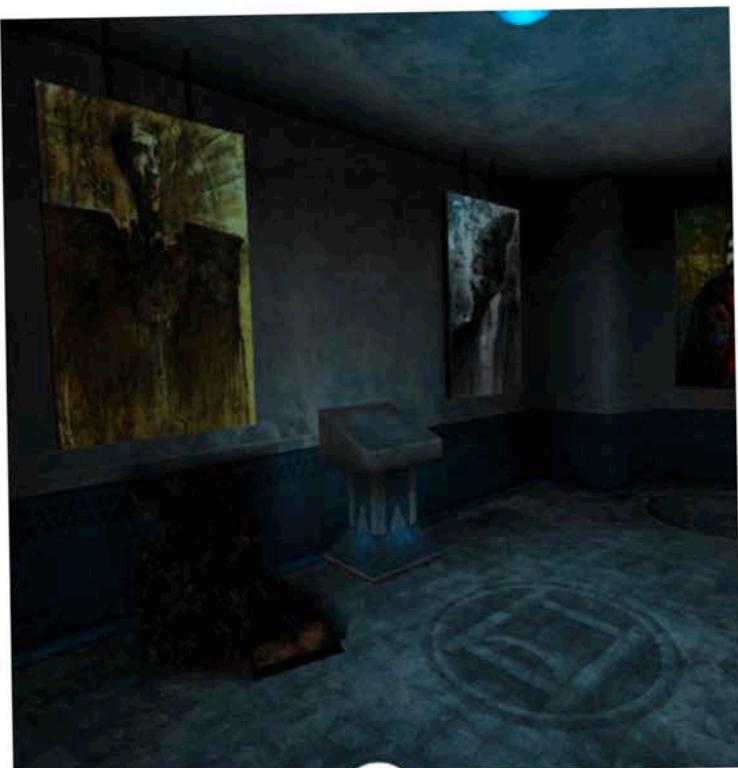
New Books of Commentary Covers

Jun 11 10

To a degree, I like uniformity; makes things easier to find if you know what you're looking for, especially when dealing with books in D'ni.

The various Books of Commentary in the Ages are currently in their draft books, so I have been looking to design a finished book cover product that we can implement. Yesterday I received the proofs back for the designs, so I figured I would put one up on Beneath for people to check out.

The design inspiration came from the Penguin Classics book sets; whilst mulling ideas over, I happened to look down at my copy of "Thus Spoke Zarathustra" and thought a design based on that would be interesting. It is tempting to work within the aesthetics of D'ni, the big old leather-bound books, but we're not D'ni and hints of our culture will slowly seep into the cavern; indeed, it already has, so I thought something more contemporary would be an interesting direction to go, yes even with something as simple as a book cover.



BOOK OF COMMENTARY

Cass

Fehnir House

Jun 11 10

Over the last few weeks, we have been looking to release Lehns; despite the fact the Nahri have apparently moved on, we felt the Age was an interesting (albeit cold) one which people would enjoy.

As a result I have been searching the streets around the area the Lehns Book was discovered, in the hopes that we could find the owner's home and find more documentation regarding the Age.

After the second day of searching, I finally discovered the house some 5 minutes walk away from where the Book was located.

Doing a quick check over to see if it was safe, I ducked in and had a quick look around; it wasn't until I got to the second floor that I realized this was the place we were looking for. Upstairs set the Book room, which apparently doubled up as a study for Fehnir, a Guildswoman in the Guild of Archivists (not sure of his position). Unfortunately, it seems Fehnir didn't make it out, as his body lies next to his desk.



11-06-10:FC - K. Lord

But he was surrounded by artifacts I recognize from previous visits to Lehns. It seems he has a second Age in his possession, which from what I could quickly glean, is called Thry'ahn. Unfortunately, the Book contains the tell-tale signs of what we dubbed "Plague Seeding"; the Book is covered in that mucky brown residue and a palm print clearly shows activity after the plague had hit, most likely A'gzeris and Yeoris.

I returned to the location a while later with some of the guys to start overseeing Phase 1; bringing a Maintainer Suit with me. I decided to venture into the Age to see what was up. I had been there only 5 minutes when my suspicions were confirmed with

the discovery of a shallow grave near the house within the Age, and another body inside the house.

Once the samples come back as green, I shall have to return for an extended exploration trip.

However upon returning to Fehnir's house, I discovered a chaotic scene. The teams had set out to check the structural security of the surrounding buildings, as the district had taken on a lot of damage during the Fall. Unfortunately, during their poking around, one of the buildings gave way. The team managed to link out quickly using their Reiko Books, so thankfully no one was hurt. But the collapse caused large amounts of damage to Fehnir's house, blocking off large portions of it. As a result, the area has been closed off for 24 hours to let everything settle before the teams return to check out how safe it is.

In the meanwhile, I have the collection of journals taken from the study to translate with Steven.

Fourth of July Weekend

Jul 08 10

I dislike chaotic weeks, and the last three have been long.

I returned to the surface last week to have some stitches removed from my head, and whilst up there, I discovered we had a family gathering to go to in Kansas for July 4th. So after much running around like a headless chicken and 6 hours across several states, we finally got there.

As a result of all this, releasing Fehnir's house got delayed slightly, but we should be allowing access tomorrow with any luck.

Not a huge amount of work has taken place since Whil and Blake Heatly dropped in; the place is still a bit of a mess, but we can tidy it up later. Personally, I'm inclined to leave it as is; the location is a snapshot in time, albeit one you can walk around, but it shows the emotion and destruction from Yeoris and 'Gzeris' actions that fateful day.

Fehnir House Released

Jul 09 10

What a busy morning; however Fehnir House has now been released to the greater public.

Linking Books to Fehnir's house can now be obtained. Some may be asking "why a Linking Book for a D'mi location?" Well for two reasons.

- It is a long trek up to the house, which can be tiresome to make constantly.
- Due to structural instabilities, the entrance to the house is now blocked.

Work on Shry'ahn

Jul 17 10

Admittedly, there isn't a whole lot of work to be done in Shry'ahn. The Age is in fairly decent condition.

We had taken a bit of a hiatus from the location after working on Fehnir's house, due to the amount of documentation discovered there. We've managed to make enough progress on the translations that the rest can be handled by Steven and his team. As a result, I have returned to the Age to continue with a more thorough exploration.

My previous trip had been a quick one, collecting samples and seeing what the immediate location was like. I linked through to the enclosed area, which I now noticed is actually a tunnel that appears to lead up through the rock to the forest above. The way was blocked off, however, by a large boulder. I was about to turn away when I noticed a book on the floor; on closer inspection, it appeared to be a journal. I placed it in my bag to take back to my office on Sul to translate and headed out to the well again.

Descending the stone path, I followed it around the rock wall towards the house; heading in, I took the time to look around more. The first room appears to be a kitchen; a small stove and work bench is to the left and to the right, a small table with four seats.

Past this room was a single bedroom where I had discovered the corpse on the previous trip. In this room was a largish bed and a desk which contained a Book back to Fehnir's house and a Book to Lehrs. Oddly, it contained little else; perhaps his usual equipment was back in D'ni?

Back outside, I walked over to the well, an actual well this time that the family likely drew drinking water from, and looked up at the rock face. It would appear that there was once a waterfall that dispersed water into the basin; a section of the rock face is worn away that would indicate such. However no water currently flows; perhaps it has been blocked, either by Fehnir and his family or naturally.

I do not (hopefully) foresee this Age taking a long time to release; there is not a great deal that needs fixing. For now, however, I plan to return to Sul and begin work on this translation.

Ahy'ahn ~ Jilen's Journal

Jul 19 10

I spent the day working on the translation for the book that was discovered in Ahy'ahn; turns out it was a short journal written by Jilen himself.

It gives a short description of events that took place after the family had fled from D'ni, as well as helped wrap up the small mystery of who the figure was laying in the bed on Ahy'ahn and who were the two that were in Lehrs.

Seems Jilen did not stay in the immediate area with them but ventured out into the forest to find his own place.

We were now faced with the possibility that we may spend the rest of our days in this Age. Laiz offered to set up a spot for me to live in with them, but I felt perhaps I should let them have their space, with Fehnir yet to show up I felt they would need it for mourning. I did not doubt that my friend had fallen to the same cloud that had taken many other lives.

Heading back to the Link-in passage, I took the tunnel up to the upper areas of the forest and decided to find myself an area to set up a camp, Laiz kindly lending me construction tools to aid me.

| ~ Journal of Jilen

The passage where the book had been found had been blocked by Jilen himself, to protect himself from the plague. Steven and I plan to head out into the forest and see if we can find where he lived, see what other items of interest can be found.

Ahy'ahn & Meeting Jilen

Jul 22 10

Moving the boulder was impossible; 200 odd years of it being set in place has pretty much fixed it there in mud and fallen leaves. So Steven and I sought an alternate way out of the well by scaling the rock.

A short walk from the well, we found the living area for Fehnir'en and Valen, a small area like the one situated in the well, containing a bedroom and small study. It seems they would head down to the well to eat with the others. Not too surprising really; even members of a closer-knit family still want their moments of privacy and peace.

There were no paths leading off into the forest; if there were, they have long since grown over. So Steven and I headed into the nearest gap in the trees to explore.

We wandered around for about 2 hours before we found Jilen's camp. A large boulder set in the middle of a clearing. Sections of it had been carved out, and a wooden structure attached. Wooden steps led across to a stream of fresh water. The first thought that hit me was that it was all very neat and tidy; for a location that has been around 200 years, I expected it to be overgrown. The problem with this line of reasoning was that I assumed Jilen was no more; this reasoning was quickly changed when a

figured stepped out from the house as we approached it.

Unsurprisingly he was wary; the man has been in solitude for 200 years, and it is very apparent we are not D'ni, a fact that Jilen himself acknowledged and muttered as we approached. So it came as a surprise to him (and an amusing one at that) when both Steven and I waved, said shorrah and introduced ourselves.

He ushered us inside and motioned to sit before pouring us all a drink which he later mentioned was a wine he had made from some of the fruit that can be found in the forest. Interesting idea, I should try doing that with the Norrpods in Fhets some time. We sat for a few hours talking, Steven doing most of it on our side as his D'ni is better than mine. He asked who we were? Why we came to Shry'ahn? What happened to the plague? And many more questions. We explained how D'ni had fallen, many fled to the Ages like he had, then 200 odd years later, humans discovered the Cavern and had started restoring and living in D'ni. How Atrus had gathered survivors and moved to a new home called Releeshahn. He took a lot of interest in the news about Releeshahn, not sure what he made of humans being in D'ni though.

A lot of what Jilen had to say we already knew from his journal. He had sealed the well up after Liria died and kept an eye from a distance over all that time in case people returned. Which is why he was

expecting us, he had been watching our efforts in the well since we stepped through.

Dusk fell on Thry'ahn and we parted company. Jilen wanted to rest and think over what had been talked about, especially the part about Releeshahn and joining the others. I asked him if he would mind us stopping by again sometime and speak to him more. As an Archivist, he would be an excellent source of information regarding D'ni history; he said he will come find us in time.

Before we left however, he noted the Books on our hips. I asked him if wanted to take a look at Kelto, but he said maybe later. He watched in awe and confusion as Steven linked out first, the Book going with him instead of falling to the ground. Looking to me for an explanation, I told him that it was written by a D'ni descendant who was very good with the Art. With that I bid him goodnight and left myself.

At first I was hesitant about continuing the restoration process on Thry'ahn. After discovering Jilen was still living there, I explained to him that more may find their way to his house if we release the Age; but he didn't seem troubled by that, he was keen for others to see it. I guess it's the archivist in him. Thry'ahn is now a page in history that others can witness.

Sul Developments

Jul 30 10

I admit it, I have no idea what is going to happen to Cass. Originally, my plan was for it to become my lab, and whilst we were planning it, I would set up a temporary lab on Sul whilst I experimented with the water there. But as time has gone on, I've been seeing Sul more and more as my little home away from home, and expanding the lab in Sul to a second room has done little to help the desire to stay put instead of moving to Cass.

So I have decided to keep it on Sul. I have a few ideas mulling around for Cass; it isn't a top priority at the moment so there is no rush.

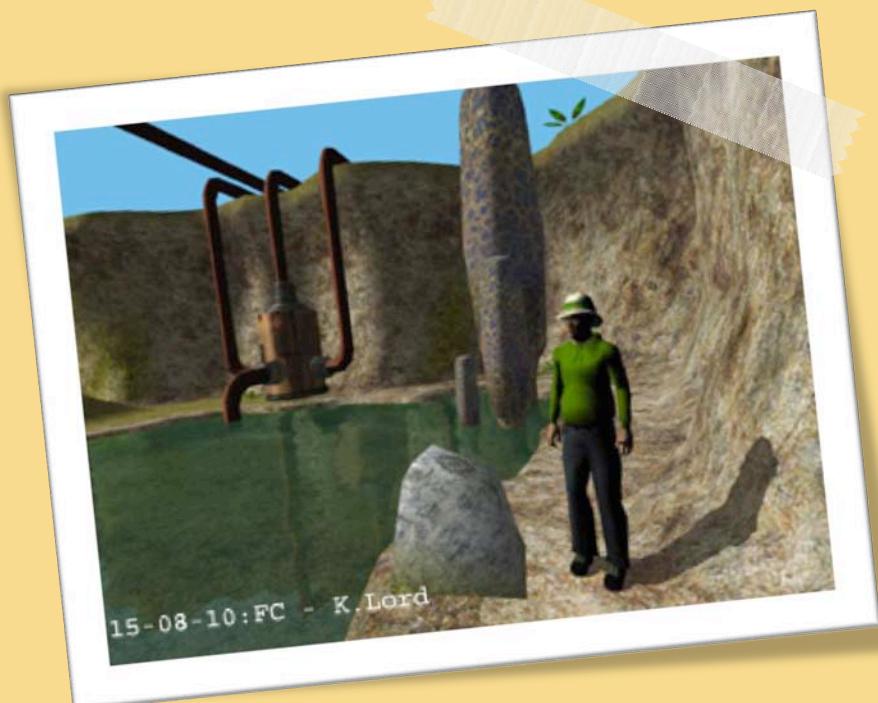
Speaking of experiments, my ongoing studies into Sul's water continues; whilst I have since ruled out the possibility of it being used to help the D'mi lake water, I am looking into the relationship between the two forms of algae and any potential developments they may yield in other areas.

I have also started looking into the KI technology, and how that works in relation to the Ages, borrowing from ideas mentioned in Catherine's journals regarding some experiments Arus did in the past. Sophie has been lending her technical skills with D'mi technology to help me conduct the experiments I desire.

I am finding it difficult to find the time between running my own projects and working on the various Ages we are Developing/Restoring. I am loath to take time out more frequently; nothing will get done. But on the same note, I feel myself burning out and if that happens, then nothing really will get done on my end.

Whilyam in Fahets

Aug 15 10



15-08-10:FC - K.Lord

Tosholek

Aug 16 10

I've been following the restoration of Tosholek closely. Whilyam has been talking about it frequently, along with the troublesome issues that arose during the restoration cycle.

It was only this morning that I had a chance to check it out. I sat at my desk in Sul, drinking my morning cup of English Breakfast looking at the Book he had left me. So I decided I should go take a look finally; I had been anticipating venturing into the area.

I linked into a long walkway which sat above the D'mi lake water, and was enclosed by cliffs. I noticed the water here was a lot brighter than elsewhere in the cavern and wondered if Whil had been experimenting with pellets there. But that wasn't the only thing I noticed.

As I had linked right in behind Diafero and Blake.



Not long after I arrived, a young lady linked in.
Ri'zaa, who was Blake's fiancee'.



We wandered around for a bit, looking over the work Whil had done, checking out the damaged areas. The walkway leads up some stairs to a balcony, which contains a notebook regarding Sholek and the location we were in. The balcony led off in two directions, one of which was blocked off, the other led to an auditorium. In the auditorium was a balcony, which I am guessing is where Sholek spoke from to his followers (that, or played Juliet).



I spoke to Diafero for a while as I read the notebook; Blake and Ri'ana wandered off to explore the lower levels. Eventually Fero left me to go join them. I was halfway through the book when I could hear laughter coming from below. I glanced over the balcony wondering if I could see the others, when I noticed they had all decided to go for a dip in the Lake.



I figured I could leave the book for now; I plan to come back and transcribe it for the Archive anyway. So I decided to go down and join them; it's been a while since I last ended up in the lake (thanks to a damaged Linking Book).

Wonder if I can get this glow out of my clothes...

Norropod Brandy

Aug 20 10

After my meeting with Jilen and sampling some of his homemade wine, I had been entertaining the idea of experimenting with something similar, perhaps using the Norropods from Fabets.

With Rob's help, I was able to acquire some equipment to add to Sul so that I could start my experiments. Sul has the best source of heat needed for the process, so it seemed logical that I should set up the gear there.

Took us a day or so to get the equipment set up and the heat right. But we eventually got the Norropods processing. Given my fondness for harder alcohol like whiskey and brandy, I figured I'd try with a Norropod Brandy; fruit brandies are not unheard of after all. The first attempt was a disaster; I'm still not exactly sure what happened, but the result was a mess and tasted highly unpleasant. It took us a few more tries, experimenting as we went to get a formula that worked right.

Last night, we celebrated the success by testing the first bottle of 40% Norropod brandy that doesn't taste like something served up in the depths of hell. The bitter aftertaste of the Norropod seems to be a little more pronounced in the brandy; I think I may have to look into finding a way to scale that back if possible, but it's not a bad taste, if mixing it would help. I was

fully prepared that the Norpods wouldn't be suitable for the process.; little surprised they worked.

Once some extra finetuning is complete, I think I shall process some bottles for aging and see how those taste in the future. I need to send a bottle off to Blake to try to see if he wants some for the pub he's restoring.

To the Surface

Sep 27 10

Gone to the surface, not sure for how long.

Illusions

Oct 07 10

Some time away was definitely needed I think. Off to the Fall Festival with the wife and kids this evening; will be a nice change of pace.

This last year (well the 10 months of it currently experienced) has taught me a great many lessons, an eyecatcher if you will. I've done a lot of reflection over the last few months, trying to figure things out.

Writing this is proving to be hard; I can't seem to find the words I want to use...

I came to D'mi seven years ago, seven long years. Brighteyed and eager to learn and explore. I met a lot of people, and like most people ended up getting tied up in cavern politics. The lack of transparency with the DRC bugged the hell out of me, there was a lot about the group I feel they could have done better, and when The Third Path formed, I took these ideas with me to apply to the group.

For years, we worked away trying to release as much information as possible about the goings-on and workings of the group.

Whilst in the cavern, I tried to be as active as I could, spending days camped out in Kemo searching for Phil, joining the Guild of Greeters, The Great Tree.

I left the Guild of Greeters under messy terms, which was probably for the best anyway; and the Great Tree and Sharper deciding that forging DRC chat transcripts was the way to help their agenda was when I decided to leave that group. Wanting no part of that. Shortly after the Coven was closed down to visitors, the DRC pulled out, although many of us snuck back in. I knew then that a change was in the winds, but it's only now that I realize what kind of wind. Back then, there was a thrill of sneaking around the city, reading communications from other D'ni Raiders who returned too. At the time, I felt that this could be the start of something great, a chance of us to press forward and make progress in restoring D'ni. Now, of course, I realize that it was in fact the start of something less than sunshine and rainbows.

The next few years saw an influx of new people, and a new mentality started forming, a mentality of ownership, of deserving. Like a poison apple, this mentality grew, and soon those who remembered the old days were outnumbered, those who remember the times before D'ni opened, of hearing whispers back in 2000.

Some of us started Writing, some lashed out against this, others accepted and embraced our work. All the while, I worried to the extremes about following the rules and guidelines set down regarding Age Writing.

Many would just dismiss it, pretending conflict never happened, oppressing opposing views in order

to maintain their pathetic illusion of a Utopian society.

The DRC returned, and the poisonous mentalities continued and worsened, with zealots rising up with loud voices, flawed logic and a hatred that, to be quite frank, was rather scary. For a while progress was made, new Ages released (if not hurriedly at times). But, once again, the DRC left, the cavern "closed".

There were tantrums, there were tears, the people who knew the drill continued with their work as usual. Then members of the DRC returned, not as the DRC though just explorers. Opening access to those who couldn't find their way back.

Oh how people cheered, hooray, they have their empty shell back. For that is what D'ni has become. The many people who can actually aid the restoration have stepped back into the shadows, many not wanting to deal with other people; and who can blame them really? Give me my shadows over a busy neighbourhood any day.

This last year has showed me how far we have fallen. D'ni went from being a place to explore, to learn, to just being a meeting place for people so scared of progress, so afraid to let go of the illusion of some golden age of the past that they lash out at those who seek to learn, who seek to understand to make things better.

And so when we decide to retain this knowledge, we have learned instead of sharing it with those who deserve it, there comes cries of theft, of selfishness and elitism, of power grabbing.

H2! Power grabbing, an age-old hang up of the explorer community. Power, like many things in this community, is an illusion; people perceive power where there isn't any. Like the DRC Liaison fiasco; what power was there to be grabbed? I mean honestly, oh we get to speak to the DRC? Guess what? So do you, if you could shut people up from asking stupid questions over and over and yelling, it's called being civil people. Even the DRC didn't have power. Oh sure they released new areas, and it was a while before we could get the workload done to do the same, but they couldn't keep us out of D'mi, they couldn't block entry they tried to on 2 accounts that I can think of and they failed both times.

This is what I learned this year, that it's all an illusion, an illusion that is only given power if you let it.

And so I stopped. And I can tell you, in doing so, I literally felt a weight being lifted.

Why should The Third Path be transparent all the time? Is it really important? We release Ages, people visit them, that's really all there is to the process, everything else inbetween is neither here nor there.

Why should I follow the rules and guidelines for the Art? Who is really there to enforce them?

No one.

If I want to mess around with concepts, then I will; if it kills me, so be it; the only time there is an issue is if it causes harm to others, and we're pretty good about not letting that happen.

As for the politics and that rapid mentality in the community? To hell with it, let the fools have their illusions, let them bind their shattered dreams in the thought that they are not broken. I want nothing to do with it, with them.

I take my friends with me, they know who they are, to hell with the rest.

D'ni became this empty hollow shell of what it once was, part of that was from the D'ni falling, part of that was from us. There is still much to learn, much to explore, and I think that is why part of me will always seek to return. But D'ni will never be reborn as I used to think, as some still think. I made that realization years ago. But the illusions of other things still held me in place.

But they have been dispelled, and I feel better because of it. Where I go from here remains to be seen; D'ni holds little interest for me. The solace of the Ages, of my Ages, is a comfort, and I have taken some of my Books with me to the surface, so perhaps time spent in them is a better use of said time.

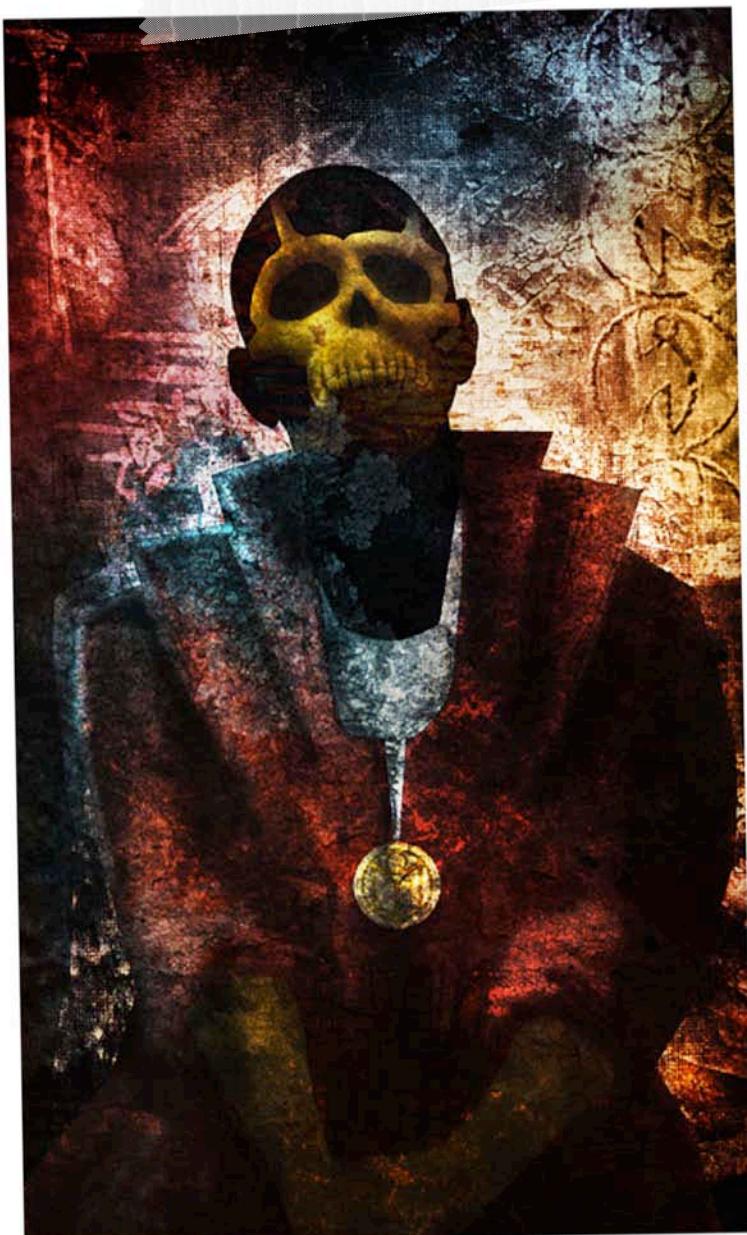
I'm sure many will call me bitter, and for a time I really was, perhaps I still am to a degree; but most of this isn't bitterness, it is disappointment on an epic scale.

Some time away, enjoying the surface, may be just what I need.

Harbingers: The Maintainer

Dec 12 10

Admitedly, I finished this piece last year, and it has been sitting in my studio for that year as I've been focusing on other things. It then got buried under other work until I started working on the updated version of The Fallen Lord when I remembered that I had to reveal the final painting of the series, The Maintainer. So here it is. The Maintainer, Saehrni.



Harbingers: Fallen Lord Update

Dec 13 10

So as promised, here is the updated version of The Fallen Lord painting from the Harbingers series.

Below is a before and after comparison shot, the full new painting image can be found on the previous entry for The Fallen Lord.



Cass Developments

Dec 15 10

Figured I'd post a new KI image of the new area of Cass and how the work is progressing.

Tinkered with the software after some suggestions from Ned and my wife about KI images being bigger on Beneath; realized I have been posting smaller images for a lot longer than I really needed to; force of habit I guess.

Wondering if I should perhaps go through the older KI images and see about re-exporting them under the new file size.



Trail of Destruction

Dec 22 10

Work on Cass has been progressing nicely; the central hallway is now stable and completed and work has moved on to what I call "The Harbingers Wing".

The new expansion for the Age has created 4 museum wings dedicated to various aspects of D'ni. The Harbingers Wing, which deals with D'ni past. The Restorers Wing, which deals with the DRC and their restoration attempt. The Grower Wing, which deals with Yeesha and the journey as well as the Bahro and their freedom. And finally the Explorers Wing, which deals with the new inhabitants of D'ni, us.

The Harbingers series of portraits have already been hung in their new home, as well as replicas of paintings found in the Te'gura museum and the Ri'neret one that we discovered elsewhere.

One of the spare Rehevkor from the Archive has also been submitted as well as a damaged Descriptive Book. We also decided that the Seed from the Tehren prayer rooms should find a home there too, given that its former home is in a bad shape.

Currently, the work is being overseen by Keira and Steve, which allows me to step back for a few days to focus on some other issues that have been slowly coming to fruition over a long period of time. The problems I faced with Sul, the instabilities are

finding their way to my other works. At first I thought it was perhaps because I was trying some new concepts with Sul, and had borrowed from other Books in its development, that perhaps some instabilities had wormed their way in; but my own observations of Fakets have shown that it too is having troubles. It started at the beginning of the year, slight tremors at first that have been gradually getting worse. Reports have been coming in from other explorers and Path members of fissures (not Fissures mind you) opening up here and there. As a result, I have gathered the Descriptive Books for my other Ages and taken them to Sul for further study. Whilst I am loath to squander precious resources that are in short supply, I need to look into Writing some experimental Ages to see if I can predict the decay and counter it..

Harbingers Wing

Jan 21 11

Progress on Cass has been coming along nicely; I've been trying to give the Age my attention when I'm not working on my experiments relating to Fabets.

We have been having some discussions as to whether we should release all the museum wings at once or bit by bit. In the end, we have decided to open it up one wing at a time; we won't feel so inclined to rush it that way.

So the Harbingers Wing will be the first opened; not sure when yet. Whilst the artifacts are easy to install, it's actually the information books that will take the time, as they need to be written and approved.

Yesterday I worked on the new floor plan; originally we were going to have a Guild of Maintainers helmet from one of their suits on the display, but then a team discovered an intact suit that was on display elsewhere. Amazingly it was in pretty good condition given the state of the building it was in, so we have been cleaning it up to move to Cass instead.

Hopefully, people will enjoy what we've found to display there.

Todah Berries

Feb 09 11



I've been so worn out lately. Cass is requiring a lot of input from me; given that I'm the chief historian, most of the books being placed in the Age fall to me either to be written/compiled or to be checked out. Then I have my experiments with Fakets to keep an eye on.

I'm about ready to lie down under a tree and sleep for a few weeks.

Kerz and I have taken to spending more time on Kehrahn; both of us are under considerable stress at the moment and it's nice to get away and just relax.

somewhat. So we've been cataloging some of the wildlife around the lake, a pretty diverse selection. Kez likes the little starburst flowers; personally, my favorites are what we call the Ghostcap mushrooms, tiny little white mushrooms that seem to glow with brightness.

We did, however, discover some odd berries, some very odd berries. They remind me greatly of scorns; they have a hard lower cup which cradles the actual fruit. I picked one of the smaller ones to study and to eventually try. They're pretty tasty, nice and sweet and kind of safe to eat. I say kind of because whilst they didn't poison me or anything of the sort, they did make me trip the heck out. Turns out the Todah Berries, as we called them, are hallucinogenic in nature.

I've taken a few more samples to take back with me to Sul for further study; probably not the best idea to go around eating them though.

A Series of Experiments

Mar 05 11

As promised, a quick summary of some of the experiments and studies that I am currently working on.

FABLES STABILITY

The stability issues are ongoing. I'm continuing to monitor the various Ages (especially Fables) for further signs of trouble. I have decided to use a couple of my precious blank Books to Write a couple of simple test Ages where I can monitor degradation of the underlying structure and implement any possible fixes.

So keen was I to put pen to paper, to Write an Age. I don't think I was ready. I have been spending countless nights poring over Descriptive Books from other Ages, trying to understand the various intricate concepts used in Age Writing, to see if I had overlooked something or if I could find a solution.

WATER STUDIES

My work on the water studies continue twofold. On the one hand, I have been continuing to work with the water on Sul, and on the other the D'ni lake water.

The properties of the water of Sul continues to interest me. I continue to learn more and more about

the algae in the water. I have also been running tests to see how it reacts with the algae in the D'ni lake water. Whilst I figure this will serve little purpose in helping the lake light levels return, it has nonetheless been an interesting study.

D'ni lake water studies continue with sampling of various pellets. Whilst I am now convinced that I have a nice formula for the pellets that will give the algae a healthy dose, the sheer mass of the lake means that fixing it will take many years. Especially after looking at the data provided in the rest of the community.

I'm hoping to take the pellets to a new stage and introduce new elements into the makeup or perhaps work with Sophie on a better means to feed the lake... perhaps something airborne? I'm not sure.

AGE VIEWER

The idea came after Sophie and I had been working on the new merger model. The Third Path archive contains some interesting notes from a third party, relating to the experiments Arus had done. So we had been musing if perhaps we could take a look at the concept, a fact made easier with the KI and Lattice technology, and see if something could come of it.

This was a couple of years back now; we have both been working ahead with it in our spare time. A few of the preliminary tests have yielded positive results. Hopefully, when some of the other issues

have died down, we can focus more on it and hopefully develop a solid working test.

TODAHL BERRIES

The berries have been the subject of some small-scale studies. I've been curious as to the potency of the effects after the fruit has been prepared in numerous fashions.

As a result I roped Steven into giving me a hand testing this and being a lab rat.

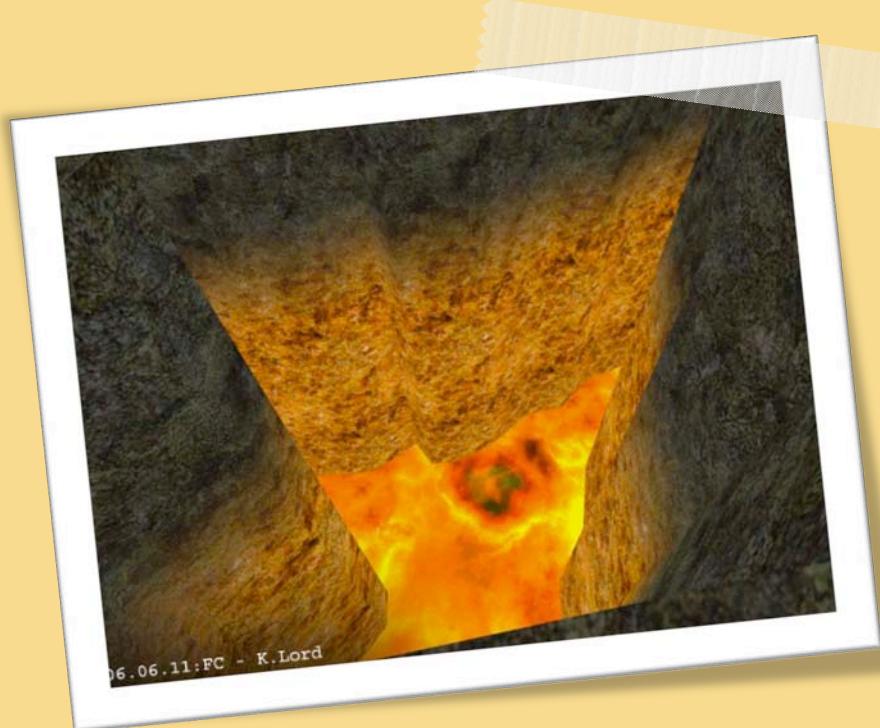
So far I've discovered the following.

- Juiced - Unsurprisingly, the potency of the berries with the juice is almost as strong as eating the fruit itself. I plan to run some tests regarding shelf life of the juice. I have some ideas about using it in brewing in a very small amount just for an extra kick like the Absinthe of old.
- Pulp - Similar result, a little more potent given that the flesh of the fruit is contained; it still seems to lose something in the process however. Perhaps something reacting with the air?
- Dried - Drying it out reduces a lot of the potency of it. Ingesting small samples resulted in a more subtle reaction. Steven suggested the concept of drying it out and leaving some in the bottom of the bottle which would likely give the small trace kick we would be looking for.

I have gone ahead and placed small amounts of the dried batch in a couple of bottles of Norapod Brandy to see what results.

Further Destabilization

Jun 06 11



It's been a while since I had last stepped foot on Fablets. My last visit showed me the upheaval that was wrought by the last series of tremors. The basin walls had been shattered into splinters of rock; as a result, the surrounding mass of water had rushed in and flooded the area.

For a while, things seemed to quiet down; I had even started constructing wooden walkways spanning the new watery areas, linking the new islands with others, even constructing a dock and a boat so I could venture out further.

Of course it didn't last.

We were constructing the hut when the tremors started again; this time, they were significantly more violent than before. Several times we were thrown to the floor.

The others left; I stayed, longer than perhaps I should. But I at least got to see a prelude to what was to come. The sky was darkening, loud thunder rumbled the rock beneath my feet. As I looked out over the swamp, I noticed that patches of water were beginning to steam and boil, the wildlife in the water floating to the surface dead, as they were boiled alive.

At that point I felt it best to leave the Age for now, before I was harmed myself.

Today however, I decided to return, with a suit of course.

Such changes...

The Link-in point survived, but the surrounding area did not fare so well. In the middle of Fribets that was, a giant fissure has pushed up out of the rock below; from it comes a vibrant orange glow from the magma at its bottom. The walkways have been rendered useless, and in some cases have been destroyed. The formation of the surrounding rock has shifted drastically. The once walls of the basin are jutting spires of rock; it's hard to tell there once was a basin. The surrounding rock has pushed

up or sunk; I can't tell, but the area of Fakets that was, is now in a large sunken recess. The fissure has dried up the surrounding water, it is now no longer a swampy area but a barren plane of cracked mud. A lot of the plant life has died (like the Xeropods) but some grass and the Glowcaps have managed to hold on.







Outside of the recess, it's worse. Everywhere I can see, the water has vanished; cracked earth spreads out meeting blackened rock where more fissures riddle the surface. The area out there is too dangerous for people to venture out in; I think we're going to have to block access off to those portions.

The sky still rumbles with thunder, the tremors are faint but still happen frequently, but I'm not fooled this time; it's just a calm before another storm.

And yet I am helpless; I cannot seem to locate what the problem is with the Age, why it continues this decay. And honestly, at this point, I'm sorely tempted to throw my hands up and say to hell with it, let it succumb to its fate and be done with it.

Cass Updates

Jun 17 11

The plan was to release the new portions of Cass in stages. Starting with the Link-in area then the 4 wings.

But like most plans, these changed. In the end, it was decided that we'd work on the other wings then release it all in one. In the past, we made a large effort to be transparent, to share information about how the work was going, like we had to answer to the explorer community.

We once modeled ourselves on the DRC, watching them with their communication silence and thinking "we can do better than that". But as the years have moved on, I find myself really not giving a damn anymore. We're not the DRC, never have been. We don't answer to the community, never will do. So to hell with doing things the way of others instead of the way we want to do things. So Cass will be released when we damn well please, we're not going to waste time approving development and restoration logs for publication when that can be better spent working on other stuff.

That said, I took some images of progress of Cass today. The Harbingers wing is pretty much finished at this point, just awaiting some documentation to be added.



17.06.11:FC - K.Lord

So focus has moved to the Restorers Wing, which is also coming along nicely, although moving one of the Thyoheek tables from Tehren to the wing was a pain in the neck. Those things are really damn heavy.



17.06.11;FC - K.Lord

A Mysterious Note

Jun 28 11

Stopped by Sul this morning to check on the plant life I had saved from Fahets to find a note on my desk.

The handwriting looks somewhat familiar; whoever wrote it apparently knows me, which could be why the handwriting is familiar.

Hi Keith, it's been a while...

Sorry to hear what has been
happening with Fahets and Sul.

The likelihood of it affecting the
other Ages you have written is high.
However, the enclosed may be of some
help in that regard.

I've made some great strides with
The Art lately. When the time is
right, I will show you..



Enclosed in the note was a Garrohertee I had not seen before. The question is, would it actually solve the issue as the mysterious author attests too? The notation under the phrase comments on which elements within Fahets that it relates to. I can see

how it technically could introduce a stable element. I won't further risk Fehets with adding it untested though. I wrote two other test Ages when the Fehets issue started in order to try and figure out a solution. I think testing it on "Pyre" (the more damaged of the two test Ages) would be a good idea. I can monitor any changes and if it proves safe, apply it to Fehets.

Pyre Stabilization

Jul 26 11

Whilst it has only been but a month, there have been notable signs of stabilization on Pyre. As a result, I have gone ahead and copied the passage into the Fables Book.

We shall see how it goes...

Been a While

Sep 05 11

I find more and more of my time is spent away from the cavern and the Ages. Life has slowly been pulling me in another direction and I find myself pondering if it is actually possible to leave the cavern behind. All the things I've seen, all the things I've done, all the things I have accomplished with Ages like Fahets and Cass.

Is it possible to leave it all behind and move on?

My focus returned to the cavern today with Leo from the Guild of Messengers contacting me regarding the cover I had said I would do for the Go magazine. Given that I promised to do it before I closed myself off from the rest of the explorer community, I figured I should make it.

I also realized that I needed to make the wallpaper for September and get that posted.

Whilst my mind was set to cavern-related activities, I figured I should check in with Fahets and see how things are progressing. It was raining as I linked in; as annoying as the rain used to be, I found myself missing it. I am guessing it has been raining for some time as the dry cracked earth that was in the basin was now a shallow pool of water. It was also refreshing to see that some of the old wildlife was returning with the water to feed it.

It will take some time, but the Age will flourish again. The Age seems to have stabilized nicely.

Moving On

Oct 21 11

I always found the concept of leaving D'ni ridiculous. How can one leave a place that offers access to countless worlds and knowledge? It's like a companion leaving the Tardis. But life has that way of moving you on, of guiding you to a new path to take. I would say that the time has come for me to pack up and leave the cavern, but truth be told, I've not stepped foot in the cavern for a few years now. It has almost been 10 years since I came to the cavern; I have learned so much and yet there is more that could be learned. But focus started moving away from D'ni and to the Ages Written by us, by me. And as such, I discovered that I no longer missed it, I no longer missed the people I didn't want to speak to, the drama, the religious fervor of keeping a pure community, a pure D'ni. Those who I could once call friends have long since moved on, and in their place resides resentment, a bitterness towards an aspect that was prevalent in my life for the thirteen years I spent since first finding out about Atrus and the D'ni. I came to the realization that when the DRC fell apart in the beginning of 2004, it sounded a death toll. The things that guided us died, the community died and the corpse was ridden along for several more years. Yet the corpse riding is far from over I'm sure.

It is unfortunate that I had taken so long to come to this realization. I think that given that D'ni was a part of my life for so long made it harder for me to let go. But events of the last few years have allowed me to finally move past it, see it for what it is.

And I feel good about it.

The stress it was causing dealing with the interaction of others was not worth it. The stress of watching everything fall apart and few noticing it and others ignoring it was not worth it. The stress of dealing with the insidious ideology of the community was not worth it.

So I have been packing things up; my Books have been put in a safe place, aside from Kehzahn which belongs to my wife. My studies and experiments have been halted. The Ages have been secured and if any fall into destruction, well that's just too bad.

The last two wallpapers are ready and will be posted up to the end of the year. The work on the archived forum posts (DRC, TTP, DRC/L) will probably go up at some point too, not sure when, but after that the likelihood of further updates are slim to nil.

But life has that way of moving you on, of guiding you to a new path to take. My path takes me back to the surface, back to my home and back to my family to start a new chapter.

It was fun, for those first few years anyway... And who knows what can happen a few years from now.

Fissure

Jan 23 12

I've been working on some "retro" style posters lately and decided to make one inspired by Atlas falling through the fissure.



KEITH LORD | GREYSKIES.NET

A Mysterious Book

Feb 24 12

Late in the morning, I was disturbed from my work by the postwoman knocking on the door. I was curious as she only knocks when she had a package to deliver and the only thing I had ordered recently were some DVD's that were not due to arrive until next week. Now normally a package arriving is nothing worth noting within this journal; the contents of said package related absolutely with my studies of D'ni and thus earned an entry within my journal.

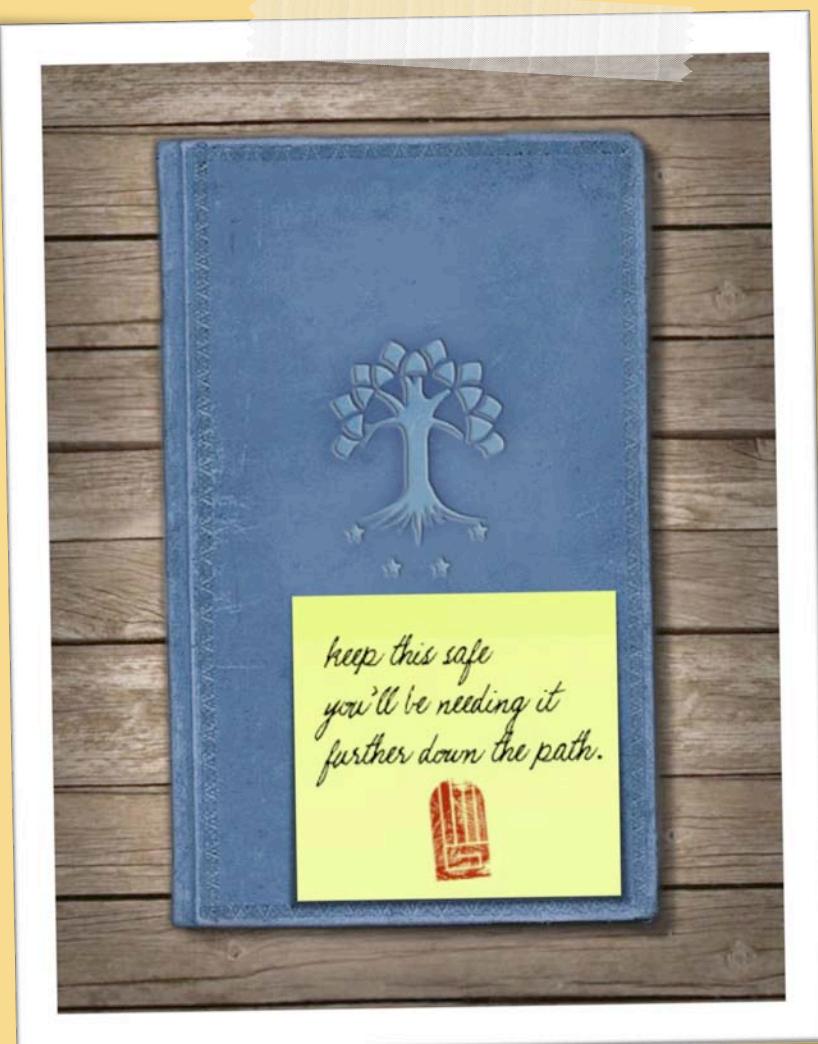
Inside the small cardboard box, which I must point out had no return address, I gazed upon a blue book which was adorned with a strange tree motif.

Attached to the book was a Post-it Note with that familiar handwriting which had been inscribed on a note which accompanied the Garohetee that fixed the issues with Fehets. And of course, as if to cement the knowledge of who the sender was, the spiral hand stamp that was also on the note previously sent.

I picked up the book, unsure whether it was just a book or if it was a Linking Book. A quick inspection determined that it was just a book, a journal and a blank one at that.

The morning's events have raised several questions. First off, and more importantly, how did the note sender know where I live? When it comes to the Cavern, the only people who know my address are my

family and the Third Path council. But according to the council they have not sent anything to me, and my family need not send me items through the mail. Secondly, I have many journals both empty and full. So why did I need another one? Is the book a message? Is the symbol upon the front important? Why do I recognize that handwriting? Where have I seen it before?



keep this safe
you'll be needing it
further down the path.



Returning to Fahets

Mar 08 12



08.03.12:FC - K.Lord

The last few days have found me back upon Fahets, overseeing the installation of a new area. It continues to amaze me, the changes wrought within the Age, when I compare what sits before me with the photos from when I first linked to Fahets... Everywhere wildlife is growing without restraint, helped along by the continued stability that the Grohertee provided. I have even discovered new plants and animals that I had not seen before, all waiting to be studied.

I continue to have little desire to return to D'ni and even less desire to mingle with those in the "explorer community". But try as I might, Ages like Fehets and Kehahn still hold sway over me; perhaps it is the prospect of unfinished work. And there was plenty of work to be done in Fehets. Most of the walkways we had set down had been damaged or destroyed during the upheaval, so new (and better constructed) walkways had to be put down. The boat had to be lifted out of the mud and repaired. But work has progressed nicely, the walkways have been finished and I have been working on setting up a familiar memorial to David, with help from Sophie and Ned. But for now, the hour is late and I need to retire. Tomorrow we install the support cables and bridge mechanics, so it is destined to be a long and arduous day.

Hostilities in Tahiti

Mar 09 12

So we had a fright of our lives today whilst working on the support cables. The divers had reported seeing something large swimming through the water. Unfortunately the water is so murky that they could only see a vague dark outline. It seems their activities in the water had attracted whatever it is, because not long after they had finished their task the creature came at one of the walkways with surprising speed, knocking into it and causing us to stumble. Whilst we once again failed to get a good look at the creature given the water, we did see that it seems to have a kind of shell with what looks like long-grass growing out of it. It swam away shortly after knocking into the walkway but it wasn't the last of the incursions. Several times throughout the day, it (or others of its species) continued to harass us. As a result, work on the bridge did not make as much headway as I had wanted.

Tomorrow I plan on taking the boat out in the direction the creature swam off to; perhaps I can find a means to study it. I do not even know why it attacks. Are we infringing upon its domain? Is it carnivorous?

Grass Sharks

Mar 10 12

It was not as early as I had wished when I set off, but I had spent the evening back at home playing games with a friend before he left for the Navy, so it was well worth it.

I wandered past the work area to see if the creature was there, which it was not. So I took the small boat out in the direction it had swam off. Navigating the boat through the maze of trees proved to be most taxing. Eventually, I spotted movement within the long-grass. Cautiously, I followed as best I could. A difficult endeavor for me, as I was in a boat and did not know the lay of the land. The creature, however, knew the environment and could swim a lot faster than my boat could travel. I lost sight of the creature several times; perhaps I ended up following a different one completely, who knows. But eventually I reached an area that was teeming with them; it would seem that this is where they reside. Tethering the boat to a tree, I set up a perch within the same tree, safe from the water's surface so that I could observe. I had been sitting watching for several hours, learning what I could about their interactions with each other, any hierarchy there may be, as well as witnessing their eating habits. They are indeed carnivorous, eating other creatures that swim within the water as well as eating birds that stray to close. My studies were interrupted by a message from Steven, notifying me that one of the creatures was

back at the work site causing a problem, only this time they had managed to capture the creature and sedate it. Wasting no time, I decided to link back, leaving the boat behind. Sure enough they had managed to subdue one and had constructed a makeshift harness around it to keep it from escaping when it woke up. We had no idea how long the sedative would work on the creature, so we had to work quickly. I had the team hoist the creature up out of the water for short periods of time so that we could study it without causing it damage. The creature is huge; it looks like some sort of hybrid between a shark and a lizard the one we had was about 27 feet long. Along its body there were stripes of darker and lighter skin, which seems to be camouflage of sorts, especially when combined with the fins on its back.



The creature had a kind of armor shell on the top of its head and running down its back. Out of the back were a number of long fins that looked a lot like long-grass. As it turns out, the fins seem to secrete a paralytic, which we unfortunately found out after one of the guys touched it and keeled over. We rushed him off to the first aid area and he started to get feeling back after an hour or so. We are guessing that the long fins act as a disguise; the creature lies in the long-grass hidden. Animals either land upon or brush against the fins and are paralyzed which makes for an easy meal. Which is why we nicknamed it a Grass Shark.

In the end, we had about 20 minutes of time with the creature before the sedative wore off and he started to get aggressive again, so we released him back into the waters. I have been forced to reconsider the idea that they were relatively harmless after seeing the sizes of them and combining it with how they "hunt". We now need to figure out a way to at least keep them from the populated area of Tahiti in order to retain explorer safety. The question is how...

Mangark Solution

Mar 12 12

The hand symbol from the note and the book I've seen it elsewhere! Why did I not piece this together sooner?

"Ah! I'm thick! Look at me, I'm old and thick! Head's too full of stuff! I need a bigger head!"

- The Doctor

Kehra and I discovered it during our exploration of Kehzahn during our last visit back in November. Our journey took us out through the forest where we discovered that the lake actually sat upon the top of a vast column of rock. As we stood at the edge we found other columns and walkways linking some of them. It turns out there was once a village near the lake column. We had figured there must be some signs of civilization due to the carved head that lies next to the lake.

The village was abandoned but there were carvings left inscribed with the language of the people who resided there. And upon one of the tablets was the spiral hand symbol. The hand symbol was attributed to someone called "Lore" who had saved them from an oncoming evil by moving them to a new world. This turn of events were correlated by a journal we found in the village written in English; the journal of

"Lore". The problem is more questions now surface. It stands to reason that Lore knows me, so do I know this Lore under a different name? How did Lore access Kehrahn when access is only between myself and my wife?

Perhaps another read through Lore's journal is needed; perhaps I overlooked something.

Now as to how this relates to the current ongoings in Fahets... Kehrahn has some interesting creatures that the locals referred to as Skyfish; these fish use the water in the foggy air to "swim" through the sky. They had developed a means to capture these fish with nets that resonated the air and the resulting frequencies attracted the fish. Different frequencies attracted different fish. After I had completed my studies of the Grass Shark which I have officially named Mangark (Mangrove Shark), the similarities between it and the Shark of Earth was not missed. So I started to ponder the idea of using sound to repel the Mangarks, to keep them at distance and away from the populated areas of Fahets. So Sophie and I took a trip to Kehrahn to study the "nets" in order to perhaps build a similar device on Fahets. Of course, it was during our wanderings of the village that I walked past the carvings again and saw the hand symbol, making the connection finally.

But the theory should be sound; we figure it was probably the sounds of us working that attracted the Mangarks in the first place. So it is just the case of finding the right frequency to repel them. Sophie

says she should have something that will work
within the next few days but she may have to
harvest some parts from Kehrahn to do so.

Lore Stones

Mar 15 12

A curious sight met my eyes upon my return to Kehrahn a couple of days ago. A sight which has seemingly triggered a larger chain of events.

I returned to the location of Lore's Journal; my hope was to see if there was anything I had missed during my first reading. The book however was nowhere to be seen. In its stead was a stone tablet mounted upon a wall, a tablet modeled curiously after one of Yeesha's Journey Cloths. At first thought, I had pondered whether Lore had access to similar Linking technology as Yeesha, a thought that stayed with me as I placed my hand upon the spiral hand symbol that Lore has been using. This thought was quickly banished when the mechanism of the tablet was shown to be nothing so complicated. The symbol was highlighted in a pale blue glow akin to that of the Journey Cloths, but what happened next was significantly different. The tablet, or Lore Stone as we took to calling them, lowered to reveal a compartment which contained the original journal within.

This in itself was not an indication of greater things. I had simply assumed he or she had wanted to protect the journal.

But over the next couple of days, reports from other TTP members started to trickle in; these "Lore

"Stones" were showing up in other Ages. One has even shown up in Fables.



However unlike their Kehrahn counterpart, they would not open upon activating them. I have spent the morning correlating reported sightings and investigating other Ages. I would like to find out which Ages these are all located in and perhaps find a way to opening the others. I have to wonder, if the Kehrahn one was the only stone that opened, then perhaps the key to opening the others lies in Lore's journal there?

