A rocky ledge (38234)

Climbing up the crystal mountain, you find yourself on a rocky ledge. With jagged sharp edges on all sides, the only path forward is upwards. The wind and sea have caked on layers of dust and grime to hide the incandescent crystal, but wiping it away reveals the translucent crystal that the entire mountain is composed of. New marks on the ground reflect recent activity heading upwards through a small narrow tunnel.

A large plateau (38235)

Completing the treacherous climb from below, you find yourself on a large plateau. The ground is relatively flat in all directions, though the plateau ends abruptly in the distance. Several varieties of huge creatures seem to have gathered here for some reason, though that reason is not immediately apparent.

A steep cliff (38236)

The creatures that have taken up residence on the plateau stay far clear of the edges, such as this cliff. That much is fairly unsurprising, as the sheer drop would leave any of faint heart quaking. For those made of stronger stuff though, the cliffs have an excellent view of the ocean, which reach far to the horizon. Beyond that, the pale peaks of Gelidus can be seen on a perfect day.

At the edge (38237)

The plateau ends abruptly in a sheer cliff to the south. The translucent glassy crystal makes it hard to tell where the mountain ends and emptiness begins. Perhaps some unlucky souls have even slipped off by accident! Fortunately, the ocean lies below. Provided they don't hit any crystal outcroppings, the fall should not be too lethal.

The western ledge (38238)

It seems relatively calmer out here on the western ledge. The air is still and tranquil, and you can hear the soothing splashing of waveswho against rocks from far below. A cool breeze carries the smell of the sea, and for a moment one might forget that they are surrounded by huge, rather unfriendly creatures.

A fractured ledge (38239)

The ledge here has a huge crack running through it. It looks at least a meter deep, with the occasional secondary fracture spidering out perpendicularly. While the ledge still seems solid at the moment, and doesn't move at all due to the high rigidity, you never know when it might suddenly break.

A treacherous corner (38240)

You find yourself at a sharp corner of the plateau, where the ground ends suddenly to the south and west. Deep scratches mar the ground, as possible evidence of an intense fight recently. A series of marks trail right up to the edge, conjuring the image of something scrabbling desperately for purchase on the smooth, hard crystal as they were forced inexorably off the edge.

In the shadow of the Keep (38241)

The shadow of the Keep casts the ground with a deceptive shimmering, as light is fractured through irregularities of the crystal fortress. As clouds pass overhead and the sun moves slowly through the sky, the shimmering shadows shift ever so slightly, masking contours of the ground.

On a plateau (38242)

The plateau spreads in all directions, though to the north you see an ominous Keep reaching to the skies. At this altitude the air is thinner, making everything more fatiguing. It has also grown colder, which seeps to your bones.

A crystal outcropping (38243)

A large crystal outcropping juts out of the plateau here, its surface covered with jagged cuboid crystal outgrowths. The crystal is clear so one may see right through it, but it is lined with dark blue veins that lead back into the mountain.

Rocky terrain (38244)

The ground is littered with large blocks of crystal, almost as if it were the dumping ground of a major mining operation. The sizes of the crystal pieces vary from tiny bits of gravel to huge blocks that tower above any average man. Given how tough the material is, it seems inconceivable to have been the result of weathering or other natural causes. Meeting the ones with the strength to execute such a feat may be rather dangerous though...

Approaching the Keep (38245)

To the north, a gargantuan Keep hewn from the Mountain towers above you. The silhouette of figures can be made out moving along the battlements, indicating that not only is the Keep inhabited, it seems to be in top condition. It looks like the rumours were true insofar that an army was massing on the peak of the Mountain.

Before the Keep (38246)

It had seemed like the Keep was near at first, but now it is clear that it had been an illusion - Everything about the Keep is scaled up, making it seem closer than it really was... including the inhabitants. A small trail leads up to the gate of the Keep, which is guarded by gigantic humanoid beings. The rumour is that these are the Titans, a once powerful race that was forgotten to the mists of time. If they truly are the Titans, then they have returned in force.

Along the base (38247)

The walls of the Keep tower to the north, while the plateau ends to the east. Moving along the base of the walls one can see that they are composed out of the same crystalline material like the rest of the mountain. It appears that it must have been built by carving out the crystal, as there are no signs of any bricks, only a seamless, continuous wall. The builders must have had excellent planning and technical skill.

Walking with giants (38248)

Huge creatures roam the plateau. While many of them look familiar, and possibly related to common creatures found in Andolor today, they all are much larger than the normal variants. Some look like they came right out of a book... A history book. How purportedly extinct creatures found their way to the top of this mountain is a mystery though.

A shallow basin (38249)

Many feet have gradually worn the ground into a shallow depression here. The non-porous crystal causes rainwater to quickly accumulate after any short shower of rain. While clouds rarely form so high up, such rain makes walking a rather unpleasant process; the wet smooth crystal is extremely slippery, while the accumulated water is just high enough to soak into any footwear.

A watering hole (38250)

Rainwater has gathered here in a shallow pool, which looks deceptively deep thanks to the clear crystal bottom. Huge creatures of all sorts gather here to drink water, and some sort of lichen and resilient creepers have begun to grow at the edges. The sight reflects how truly resilient life is.

A windy corner (38251)

This corner of the plateau is constantly buffeted by the strong south easterly monsoon. Strong winds coupled with a slight drizzle and dampness lead to dangerous situations on the slippery crystal edges. The winds shriek as they are sliced across jagged crystal outgrowths, drowning out most other sounds.

The eastern edge (38252)

The eastern edge of the plateau is much like the others; the very edge is avoided by most creatures, and there is a sharp drop to the ocean. The consistency and flatness of the plateau, considered from a larger macro viewpoint, suggest that it is not entirely natural, and someone must have carved out the entire platform from the side of the mountain.

A great view (38253)

The edge of the plateau presents a great view at sunrise. To the north one can see Oasis island. In the mornings, the Uncharted oceans are bathed in the bloody red glow of sunrise, perhaps an omen of what is yet to come. Small shrubs and creepers cover the eastern cliff, with leaves turned to face the sun.

A windy ledge (38254)

A narrow ledge protrudes off the mountain here, made more terrifying by the fact that one can see right through the ledge to the ocean far below. The fact that resounding cracks echo up from deep below, and the constant strong winds billowing around you make it seem ever more precarious, and that the ledge might break at any time. Logically though, the crystal is immensely tough and capable of supporting great weight, which might be some small comfort.

Gates to the Titans' Keep (38255)

You stand at the gates of the Titans' Keep. The twin gates are built of huge crystal slabs, at least a meter thick. At present, the gates are open, but the guards will not permit you to enter without a fight. What lies before you may be one of the most challenging encounters you will ever face. Dare you enter the realm of the Titans? Warning: Proceeding further unpupped is likely suicidal.

Into the Keep (38256)

Just past the entryway, you find yourself within the huge Keep. The halls are vast and spacious, with the vaulted ceilings rising far above. The air is cool and comfortable, without a hint of dankness. All around you mill huge humanoid soldiers, which must be the rumored Titan army. They are known to be fearsome fighters, and are unlikely to treat intruders to their Keep kindly.

The southern hall (38257)

Just west of the entrance, the hallway looks like it leads to an outfitting section. Throngs of Titans seem to be lining up in an orderly fashion, and collecting weapons and armor. An intense heat billows from the west, perhaps from smelters or a forge. The Titans move efficiently, and the line proceeds west at a decent pace.

The southwestern tower (38258)

At this corner of the Keep, one can see the Titan's line forming up to the north, where they look to be collecting their weapons and armor. A strong heat billows from the north, and there is also an intense light coming from the north. It reflects in the crystal walls, casting pretty rainbows across the ground in a mesmerising display.

The western hall (38259)

Along the western hallway, veteran Titans are distributing sets of armor and weapons to younger looking Titans. The constant stream of Titans seems endless, and it seems like their army is growing every hour. They seem to be readying for a full-scale war. From what you can see thus far, you can only hope that you would not be one of the intended victims. To the north seems to lie the source of the intense heat and light you have been feeling.

The Star Forge (38260)

This must be the source of the Titan's weapons and armory, which may be one of the most advanced forges Andolor has ever seen. A set of six gigantic pylons encircles a searing ball of brilliant flame, so bright that it hurts even to look at. Tremendous heat flows from the ball constantly, hotter than any forge you have ever encountered. It is almost as if they have trapped a miniature sun here... No, perhaps that is exactly what they did. The Titan smiths toil around here relentlessly, seemingly oblivious to the intense heat, as they melt strangely colored ores into sets of armor and weapons for the Titans. The metals they use seem to from beyond this world, with strange hues and colors you have never seen before. Alongside the smiths are Titan enchanters, which tirelessly imbue them with powerful magical auras. It might be a smart decision to appropriate some of their weapons and armor for one's personal use, but alas, the armor would not fit, and the weapons look too large and cumbersome for someone of your size. They might still be usable, but are unlikely to match how effective they would be with their intended owners.

The western hall (38261)

Along the western halls are a variety of Titans busy trying on different sets of armor, and swinging around their weapons experimentally. To the south is some source of intense heat and light, while it gets much cooler northwards.

The northwestern tower (38262)

The air here is a welcome respite from the heat coming from the south, and between fighting the few Titans who bother with you, one can admire the castle's architecture. It must have been built by excellent designers and engineers, as the walls, pillars, and everything seem to have been carved out from the mountain itself, in a seamless piece. The amount of skill to carve with such precision, and the foresight to know exactly what is required is remarkable. Furthermore, this Keep must have been built in an extremely short span of time, since there had been no news of the Titans' presence prior. Perhaps there was some great magic at work, or the entire Keep was transplanted somehow from another dimension.

The northern hall (38263)

The vast halls tower around you, with a sense that you have stepped into a world you do not belong to. Gargantuan statues line the walls, depicting great warriors of old. The ground is polished smooth, but with enough traction to not be slippery. It is a remarkable sight, if not for the Titan army on all sides. They are not pleased with your presence.

The northern hall (38264)

The vast halls tower around you, with a sense that you have stepped into a world you do not belong to. Gargantuan statues line the walls, depicting great warriors of old. The ground is polished smooth, but with enough traction to not be slippery. It is a remarkable sight, if not for the Titan army on all sides. They are not pleased with your presence.

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Northeastern tower (38266)

Giant steps lead upwards to the guard tower here, but the path is closed. Looking up the spiralling stairwell, you can see sentries patrolling the upper levels, keeping watch for any assaults against the castle. The Titans look to be expecting an attack at any moment, judging from the frantic bustling and rush to get everyone equipped. However, there is also a constant flow of new Titans coming in, and requiring directions and outfitting.

The eastern hall (38267)

Along the eastern hall, a row of practicing posts has been set up. Unlike the human version, these posts are built from solid steel, or at least the outside is. You can detect a faint aura of magic surrounding the posts as well, which must serve to protect them from the Titan trainees' onslaught. They are fierce fighters, with immense physical powers and yet gifted with magic too - as their weapons impact the practicing post the steel barely holds, while their weapons explode with a variety of deadly magical powers.

Eastern practice hall (38268)

Along the eastern hall, a row of practicing posts has been set up. The posts are at least three feet thick, and several human storeys tall, and comprise of a metallic substance that is probably similar to steel. Nevertheless, huge dents are formed whenever a Titan strikes them with their weapon of choice, while it is seared by the enchantments their weapons are imbued with. Some sort of enchantment on the posts quickly reverts them to their undamaged form though, ready for another beating.

The eastern hall (38269)

Along the eastern hall, a row of practicing posts has been set up. The older Titans seem to be teaching the younger ones various fighting techniques. Despite their size, they are surprisingly nimble, and capable of complex techniques that would rival the best you have seen.

The southeastern tower (38270)

The Titan army fills the Keep, and even as you mercilessly cut down some of their combatants, the others seem to disregard your presence. Climbing up the gentle slope that leads to the defensive tower, you can see the reason. In the distance, where the bodies of slain Titans lie, you can see that the fallen giants begin to stir, and parts of their bodies begin to form up again. The Titans, as the legends have it, are indeed an immortal race, and cannot be truly killed with your weapons. That is likely why they seem to regard your presence in their Keep as nothing more than an annoyance, a pest that is incapable of dealing any true harm. The Titans will rise again.

The southern hall (38271)

East of the entrance, you travel along the southern hall of the Keep. The passage is well crafted, with the crystal floor polished but not slippery. The place is huge, with great crystal pillars reaching far to the distant vaulted ceilings. It is far from being empty though, as a huge throng of Titans moves around with some sort of purpose. They look to be preparing for war, as they quickly stride towards their destination. Many disregard your presence, and leave the security details to handle you.

The inner courtyard (38272)

The path south leads back to the entrance, out of this Keep. It looks like further up north there is a huge crystal monument of importance, though the number of Titans around seems to be growing ever more. Is it really a wise decision to venture any further?

The inner courtyard (38273)

This corner of the courtard enjoys a brilliant lightshow, as some source of intense light to the north east can be indirectly viewed through the clear crystal courtyard walls. The crystal bends and refracts the light into shimmering, mesmerising pools of light, which have an oddly hypnotic effect.

The inner courtyard (38274)

Brilliant light from the west illuminates a striking crystal tower to the east. It is an astounding item, circular in shape with spiralling grooves running up its sides. There also seems to be a (relatively) small stairway winding up along its side towards the dome of the courtyard.

The inner courtyard (38275)

The intense light from the southwest has diffused through the crystal walls at this corner, and it looks as though the walls are glowing blue. With the added light, you can see veins in the crystal walls and floor reaching towards the pillar to the southeast. It may be a trick of the light, but for a moment it seemed like the veins were pulsing, as if they were alive.

The inner courtyard (38276)

The courtyard walls open up to a path leading north. In the distance, tall crystal sculptures are visible, which bear the resemblance of the Titans. They must be some of their well known Kings or Generals, or whatever the Titan leaders are titled.

The inner courtyard (38277)

The thick crystal walls provide a respite from the loud fighting noises from the east. Unfortunately, there are just as many Titans here, and they look similarly displeased with your presence. Nevertheless, one must be grateful that their interest in security seems rather low, as the other Titans do not bother to assist those attacking you. Perhaps they simply do not expect you to get out alive?

The inner courtyard (38278)

You find yourself in the inner courtyard of the Keep. You can hear sounds of fierce fighting to the west, as the the harsh clang of metal on metal reverbs through the air. To the west, some structure rises far into the air. The Titans around the area seem to be mainly loitering around, as if waiting for some signal.

The inner courtyard (38279)

In the corner of the courtyard, it is relatively calmer with less traffic moving through the area. Some Titans are simply resting against the great crystal walls, a stark contrast to those bored enough to fight you. It seems that they treat you no more seriously than some pesky insect. Oddly, even if you manage to slay some of their kind it is insufficient to attract their attention.

The Crystal Obelisk (38280)

The Crystal Obelisk is the centerpiece of the courtyard, and perhaps even the whole Keep. It is comprised of the same crystalline material found throughout the Keep and the mountain, but has been carved into a huge structure with four rounded corners. Through it, one can see some sort of blue veins running through the crystal and into the ground, where the veins branch out. They also run upwards to the distant ceiling. It may be an illusion, as the dense crystal refracts light in a strange way, but it seems almost as if the veins are slowly pulsing, as if it were alive. There are small spiralling stairs leading upwards to the ceiling of the Keep, but who knows what dangers lurk there? WARNING: Proceeding further alone is likely suicidal.

Before a Portal (38281)

At the peak of the Crystal Obelisk, you find yourself before a great portal. It is bounded by twin crystal pylons, and the fabric of space has been rent. Through the portal lies an inky darkness, though light from this side suggests that the Keep continues through and beyond this Portal. The Titans are not pleased to see you here. What lies beyond? Perhaps more answers as to where the Titans came from, and why. WARNING: Proceeding further alone is likely suicidal.

Into the Eternal Void (38282)

Just through the portal in the Titan's Keep, you find yourself in a continuation of the stronghold. With one key difference. You seem to have entered a different dimension or universe altogether. The portal back to the Keep lies in what you think is down, while the rest of the stronghold lies beyond. The Titans are not at all pleased to see you here.

Into the Eternal Void (38283)

Directions are meaningless in this place, with no sense of gravity there is no up nor down, while your compass fails to function at all. Worse yet, the space in this realm seems to be distorted. What seems to be a straight path may suddenly bend, what looks curved may well be straight. Placing one foot before the other in an attempt to walk in a straight line may result in you walking along what seemed to be the left hallway, or the right... or even heading back to where you came from. Space itself is no longer flat, or maybe you are simply going insane here.

Into the Eternal Void (38284)

Looking through the clear crystal walls, one might think the entire Keep is floating in nothingness. It is either that, or it has been encased in the darkest of all materials. No light comes in from through the walls, and what little light you carry seems to bleed out through the walls into the Void. The light is reflected off nothing, it shows nothing. You are nowhere.

Into the Eternal Void (38285)

Beyond the crystal walls lies the Void. It is that which came before worlds, before Time. To mortal eyes it is pure emptiness, and darkness. Yet, a deep, primordial sense tells you that it is not empty. Things lurk in the Void, waiting. Their desires unknown. The Titans who reside here carry no light, and move in the darkness. However, now you have come. Your light bleeds through the transparent crystal walls into the Void. Things you cannot see, now see you. It is some small comfort that the walls are thick and tough, and perhaps if you try, you can convince yourself that those from the Void will not be able to enter this Keep. But perhaps they are already here. Something is calling for you from just ahead, a feeling both familiar and alien at the same time. Do you realise what you are getting into?

Into the Eternal Void (38286)

The Titans seem to be at ease with their surroundings in this place where all reality seems confused. Perhaps they have been here for a very long time, enough to have adapted to the surroundings. However, this also means that in combat they are far more capable here than you are, as they fight confidently and skillfully. Conversely, much of your experience seems inadequate, as you can no longer judge distances accurately, aim your weapons accurately, or even move properly without the occasional tripping. And any mistake is potentially lethal against these opponents.

Into the Eternal Void (38287)

The crystal walls of the castle are unblemished, a seemingly perfect mathematical existence in the Eternal Void. The walls look to be absolutely straight, and the crystal is completely pure and clearer than glass. Oddly though, the floor here seems to have a slight seam running through it, an anomaly compared to the rest of the castle.

Into the Eternal Void (38288)

The Keep is a cold and desolate place in the infinite Void, surrounded by darkness and emptiness. Little is publicly known about the Titans' disappearance, though by now it seems obvious that they must have left for this realm. What they sought to achieve here is a mystery, though building a stronghold like this out of nothingness must have been quite the feat.

Into the Eternal Void (38289)

You are nothing but a speck in the Eternal Void, an insignificant flea as are all the Titans who dwarf you. True emptiness stretches into an Eternity beyond these walls. It is emptier than a vacuum, for at least even a vacuum possesses time and space. The Void is nothing. Will you cease to exist if you leave these walls? Something calls to you, and a strange sense of curiousity envelops your being. Would it not be quite the adventure, to leave these walls? Unfortunately, the walls are thick and tough, and your weapon does not even mar its surface. You are trapped in this Keep.

Into the Eternal Void (38290)

Trapped between the Titan horde and the things of the Void, neither staying within the walls or outside offers any sense of safety. The Titans are enraged by your presence here as an intruder, and they no longer take it lightly like some of the others outside the Void.

Into the Eternal Void (38291)

Time seems meaningless here, as you face the endless onslaught. Around and around in circles you move, in the depths of this Keep hidden in the Void. The Titans are unending, their numbers never seem to diminish. Even as you defeat one, it will eventually rise again, intent on destroying you. Your party moves on and you follow, or is that simply your reflection in the crystal walls? The moments blend into an eternity, if time exists here at all. Why do you persist? What meaning is there in this fight?

Into the Eternal Void (38292)

The fight here is in stark contrast to other hellish places you have fought in. While demons reside in foul, rough and barren wastelands, surrounded by incinerating brimstone, the Titan fortress is immaculate with clean clear walls. They fight with precision and finesse, with elegantly honed blades or precise spells. Their armor is polished and beautifully designed. Even when wounded, they do not bleed. On the converse, you use worn armor, with blades that have seen thousands of battles. When wounded, your blood mars the pristine walls. In the distorted realm here, your attacks have become bumbling, inexperienced. A blemish amongst their perfection.

Into the Eternal Void (38293)

Oddly enough, there is air within the Keep. Normal air too, pure, and scentless. Its presence is forgettable, whereas its absence would have been immediately obvious... perhaps why it took so long to notice. It is still and unmoving, but what purpose did the Titans have in filling their fortress with something they do not require? Maybe, just maybe, they needed something, or anything, to fill their stronghold rather than to let the nothingness creep in. To your right the darkness lurks just outside the thick crystal walls, absorbing any light that shines through like a hungry devourer. The Titans carry no light sources. You are the only shining beacon in the Eternal Void. Is attracting attention to yourself so wise?

Into the Eternal Void (38294)

Your light seems to flicker, yet burn the same as ever, as if it existed in two states at the same time. Incomprehensible in the normal world perhaps, but in the Void you have lost sense of what is impossible or not. It seems almost as if the Void from beyond the crystal walls is reaching out to the light, hungry for something. Something glows faintly on the outer crystal wall, on the other side. A rune perhaps, a sign of protection. It is hard to make out the details, nor is its meaning immediately obvious. The Void recedes.

Into the Eternal Void (38295)

A small area in the Keep seems to be growing a garden. Thin tendrils of crystal rise out in a small hexagonal area, and branch out at the top into fractals. Their heights are varied, and it looks clear that there is a distinct pattern in their formation, to maximise the distance. The fractal flowers too are exquisitely beautiful, the crystals branching and fracturing into infinitely smaller spikes. Their design is masterful and would easily be an instant success if sold to royalty in Andolor. Here, they must be serving some practical purpose, perhaps as a source of energy for the Titans? They do not seem to require any food or drink otherwise. It is a thing of beauty, though cold in this desolate place. With a single mis-step though due to the confusing reality, a flower is crushed into broken slivers, destroying the perfection the Titans have created.

Into the Eternal Void (38296)

The Titans seem to be perfectionists, and pride themselves on having perfectly smooth walls. There is however an anomaly here and a seam mars the otherwise perfect walls. Or could it be something more sinister? Your eyes slide away when trying to look at the seam, and perhaps it is a sign of the fortress weakening. Many have already left for Andolor... Will the Keep stand in their absence or be reclaimed by the Void?

Into the Eternal Void (38297)

Cold seeps in through the icy floors, as there are no heat sources in the Keep. The Titans are unaffected, but it seeps through your armor and into your bones. A slow chill, that impedes movements and reactions, and your extremities slowly go numb. One cannot last here indefinitely without supplies, and each moment and each fight slowly adds to your weariness.

Into the Eternal Void (38298)

A primordial fear envelops your being, as it feels like something probes your mind. None of your mental resistances or magics seem to be of any use, and it feels like your soul is laid bare. The Titans too seem momentarily distracted from the fight, conversing amongst themselves in rapid staccato sounds. A rune glows darkly along the crystal walls, and the sense begins to diminish.

Into the Eternal Void (38299)

The Titan army is unending, the halls filled with gargantuan fighters. They are almost ready to begin a full fledged war, and there are rows and rows of armor, weapons, and other magical equipment lining the halls. Each Titan is individually a match for the average hero, and with this number it seems they would be able to overwhelm any army with ease. A dark whispering in the back of your mind tells you they must be stopped, even if it costs your life.

Into the Eternal Void (38300)

A rune glows brightly on the outer crystal walls, quite likely a magical enchantment to ward the Titans' stronghold. So far away from any noticeable civilization, the lingering question remains: What did the Titans feel a need to protect themselves from?

Into the Eternal Void (38301)

The fortress is deathly quiet, the Titans perfectly noiseless without any battlecries or grunting. Their steps are surprisingly light for their size, as they deftly attack. On the converse, your tired, rasping breaths fill the air which is just a bit too thin. Your clumsy footsteps echo down the vast hallway, like a loud bumbling brute.

Into the Eternal Void (38302)

Out in the void, fighting the endless Titan army, you begin to feel a sense of serenity enveloping you. Your attacks become methodological, repetitive, an endless back and forth. A feeling of protectiveness surrounds you, like a baby in their mother's arms. A strange vibe for a location so far away from home, and surrounded by hostiles. A rune pulses gently on the wall.

Into the Eternal Void (38303)

The crystal corridors are immaculate, a feat of architectural precision in the Void. The design defies conventional understanding, somehow being both straight and yet perpedicular at the same time, a reflection of the warped reality you now find yourself in. The laws of physics as you know them do not apply here, and it appears the Titans have grasped the rules of this realm already.

Into the Eternal Void (38304)

The air swirls here slowly, gentle streams that feel almost as if they are carressing you. Not like a lover's touch though, for the air is cold and devoid of warmth. It creeps in through the cracks of your armor, icy tendrils that feel almost as if they are grasping for you. A rune on the crystal walls looks as if it is fading, and rapidly losing its efficacy.

Into the Eternal Void (38305)

The walls seem to creak, as if battered by unseen assailants. But there is no sound, none. Nor do they tremble or shake. It is as if their very existence is being assaulted, and they hang in the balance of being and not-being. The entire fortress' existence in the Void is an anomaly, a challenge to the laws of entropy in the Void. At any moment it may all be gone.

Into the Eternal Void (38306)

The fabric of reality is thin here, so close to the Void. You feel disconnected, almost disembodied, as if watching your body fight the Titans instinctively, mechanically through the eyes of a third person. The darkness is calling; have you not fought enough? Rest awaits, if you would only let go. Your eyes cling onto a glowing rune, which seems to anchor your consciousness to this plane.

Into the Eternal Void (38307)

The Titans are an immortal race, and even if laid low by your weapons, they will inevitably rise again. A relentless force, your fight only seems to prolong the inevitable. Their blades gleam a cold blue, their armor polished a matte silver, they hunt you down, the intruder in their fortress.

Into the Eternal Void (38308)

It is hard to distinguish the crystal walls from empty air, because the crystals are so clear, and what lies beyond is a pure darkness with nothing to reflect the light. The walls here however seem more solid than the others. It is hard to tell, but it seems as if they were colored black, perhaps to hide something behind them.

Into the Eternal Void (38309)

Possibly one of the most dangerous places to be in, you are trapped between the Void and the Titans. No mortal body could survive the nothingness, and the unseen and unknown things that lurk with it. There is no notion of good nor evil, for those are mortal concepts ascribed by the Gods. No God dwells here, nor do they have dominion over the Void. Have you inadvertently stepped into a cosmic plan far greater than you could ever hope to comprehend?

A hidden corner in the Keep (38310)

This odd little corner of the Keep is rather quiet. Titans walk by without noticing you as if you're shrouded from view. Strange; you're not alone! Someone stands nearby. Clearly, he let you in here and is concealing you from the Titans' senses. Perhaps he is the source of unease from within the fortress.

The Fountain of Youth (38311)

Having managed to open the secret door, you find yourself in a small chamber. In the centre of it stands a small crystal bowl. Above it, like a stalactite, the ceiling curves inwards to a single point. A drop of liquid gathers slowly at the point, before dripping into the bowl below.

The Fountain of Power (38312)

Having managed to open the secret door, you find yourself in a small chamber. In the centre of it stands a small crystal bowl. Above it, like a stalactite, the ceiling curves inwards to a single point. A drop of liquid gathers slowly at the point, before dripping into the bowl below. The liquid is a pale blue, and looks like the occasional veins you have seen in the crystal walls around the Keep.

The Vault (38313)

Having opened the secret door, you find yourself in a large vault. Countless artifacts are lined neatly along the walls, enclosed in crystal viewing cases. The cases are tough, and resist all attempts to open them. In the center of the room stands a crystal pedestal, which seems to be an archive of some sort. It glows when touched, pulling up countless documents with information. Unfortunately, the vast majority seem to be written in glyphs that you cannot understand, presumably the Titans' native language. However, a few seem to have been translated to elvish. An old language, but one you can still understand. Nearby, lies some sort of metallic band, which unlike the artifacts in this room has not been placed in a viewing case yet. A little note is scribbled in modern language, but seems meaningless.