

Felina's scrawls 5

There is something I do not understand... why kill the orcs again when they are already dead? At the end Cuura is getting sick of it....

Now she has to stay outside while the rest of us are going to explore the complex. There might be undiscovered hidden rooms, you know.

Kendalan is behaving strange.... Apparently he can not stand small dark rooms. I wonder what happened to him. Maybe he was locked up in a tree too much during his youth...

We try to talk him through the caves though.... The dwarf is not helping much in this. I would also have run outside listening to him. Good thing I stopped him halfway his story.

There are more strange things going on. There seems to be some kind of power struggle about who will lead the party. I mean... what party? What will happen when we get back? Although Reed has to learn to loosen up a bit she is nice to have around. I think we could help each other with our development of magical arts. And it is nice to have a tee in the morning ?. Jay would there be for free. He is not thinking with his head when Reed is involved. The dance practice in the morning with Jay is also nice.

I wonder what motivates the others to stay together as a group. It is nice to have healing powers or fighting capabilities at hand... but there should be more.... Don't you think so kitty-cat?

But if Should I constitute myself to this leadership? Can I be a leader? Do I want to be? I prefer the freedom of choice mostly. But what if this freedom gets oneself killed..... or others....

Grimwald has found the answer to the ripple in time in one of the corridors. It appears to be an entrance to the main burial place. We have to walk some kind of ceremonial walk to get in. I did not think dwarfs were into silly walks..... Still, we ended at the door of the resting-place of the last leader. And we found some historical knowledge.

There was another door further down the corridor.... Model Maserati.... We should have known better. For some reason the dwarves made a trapped room here, filled with thousands of undead centipedes.

Grimwald and I almost got stuck in there.... Kendalan and Jay kept the door open while Reed unleashed her new-gained magical powers. One of the interesting magics was a place-swapping-spell in which she and the dwarf changed places.

Enough of this dwarven-burial-complex.... For now....

What to do next? We could go back to Berdusk and spend the money we gained here... I do not think we had to report this back..... did we get paid for this guiding mission? Probably not....

We could follow the adventurers... there might be more to gain when they have defeated the orcish leaders..... or more to report if they fail in their attempt.....

And more time to ponder this leadership thing.