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We come to an agreement. We will see if things work out with me as leader and Cuura as combat-leader. Furthermore we agree to follow the adventures. The prospect of more riches from other Orcs or their leaders moves us in that direction. (although some are more interested in killing the Orcs; it is still the same direction)

We encounter a strange fellow who is following the trail of a caravan. Apparently he lost track. Kendalan helps him to find the trail again. We are moving in the same direction, so we travel together for a while. When we catch up with the caravan our travel-mate is going to take care of his business.... He draws a sword and challenges the caravan-leader. We decide it is not our battle. Besides: we deduced our travel-mate is an Inevitable. Coming from the plane of Mechanus. He must be here with good reason (or at least lawful).

From a distance we see the battle is soon over. The caravan leader is slain and his blade is broken. This seems a good time to move in and see if there are any spoils.

Unfortunately the cargo is escaping. It seems a good idea not to stay around... We are being followed by three creatures. And they are faster than we are. There is a brown insect-like creature the size of a pony. It is kind of harmless. Except it corrodes metal with it's touch. Among the useless rust is Jay's chain mail. And there are two chicken-like creatures. They look scary though. And for a reason! One of them bites Reed and she turns to stone immediately. One of the caravan guards suffers the same fate. Luckily those creatures are not so tough as the statues they create.

I wanted to search the caravan leader anyway, but now with a more specific interest. Maybe he has some antidote for the effects of his cargo. Nethander, another guard, has the same idea and reaches his former employee before I do. While he hands me some scrolls he pockets a purse which he calls back payment.

The scroll contains a spell to reverse the effects of the petrifying creature. It is way beyond my comprehension of magic though. We load the statues on the now vacant wagons of the caravan and head for Berdusk.

Besides some minor inconvenience of strangling vines we reach town.

Weldin, our contact in town, comes up with a magic user who is capable to use the scroll to undo the petrification. It works, but Reed does not seem to restart again on her own..... Hastily a priest is summoned who revives the poor girl.

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This day feel like it is a good day for shopping, relaxing, a massage, a manicure, pay a visit to the temple, read some magic.....

Hey, where have the others been.... Some mission?!
Thanks for the necklace though!