

Felina's scrawls 16

Somehow I had attracted too much attention from the guards for I was searched more thoroughly than the others. And ended up with nothing left but some torn clothes. Fortunately the others managed to keep some daggers. Unfortunately Grimwald managed to screw up two attempts to escape. With the result we were searched again and somewhat separated. I managed to charm one of the guards and set him up to his fellows. The sergeant who made inquiries what the commotion was about was even easier to charm. It seemed I had my ticket to a better treatment. Now see what I can do for the group. Nethander had charmed his way into the ranks of the Zhentarim so he is more or less safe. Then the Zhentarim leader orders to break camp immediately. Apparently the undead threat is coming too close.

Nethander rides with the Zhentarim, I ride with the sergeant and the rest, still bound, is transported in our own wagon. We race away from Greenest and away from the undead. Meanwhile I use the sergeant to get some answers from the captain and do some beneficial suggestions.

It is soon clear we cannot outrun the undead. The captain decides to get rid of the undead by sacrificing us. I cannot convince him he has a better chance in the end by making a stand together. The best I could get was a dozen plus slaves and the sergeant. The Zhentarim believed that there might be something tainted in the stuff they took from us, so we got all our gear back. They left us with the wagon and moved on to a safe distance. We equipped the slaves with the spoils from the gnoll encounter. Cuura and the sergeant instructed them with the basics of a shield wall. Jay and Bruno kept the flanks while Reed, Kendalan, Grimwald and I stayed behind the wall. Kendalan with the book of the Sun, Grimwald with the book of the dead and I kept the book of the Brotherhood.

Then the skeleton army arrived, backed up by the zombiefied scouts from the Zhentarim. Beyond expectation the shield wall held. The few fallen slaves are retrieved by the merchants and Rebecca. This all in a globe of silence so the Banshee could not do massive damage. A lot of skeletons were blasted by the book of the Sun and others were taken over by the book of the dead.

In our backs some wights sneaked in. Louis was the first to fall and was almost raised again as wight. The fire flasks from Paul I threw and the fire from Reed ended most the wights. Unfortunately one of them managed to drain some of the life from Reed. Poor girl. The last of the wights ran off with the chest containing the Book. Grimwald heated the chest up, consuming the wight in the process. The Banshee countered this by calling a giant skeleton, which also took the chest and ran.

Then the Zhentarim army teleports in. This must be done by the handsome wizard in their midst I have heard of him. He must be Sememmon, leader of Darkhold Keep, a Zhentarim stronghold. Then the elven girl must be Ashemmi, his girlfriend.

Kendalan did a wolf thing again. Luckily this is just a summoning and the wolf will be back where it came from in short time. The wolf was sent after the giant skeleton and most of us followed, like some of the Zhentarim. The remaining force finished the last of the normal skeletons and the zombies. We ended up with the book again. The Banshee fled from the battlefield...

The Zhentarim mage came, saw and asked questions... Weldin?...Candle Keep? Reed took the liberty to answer. He offered to let us continue our mission. In return he asked one favor. Reed stated the favor does not include murder. I managed to get compensated for their misbehavior in the form of new transport and cures for Reed and Jay. Jay was kissed by the Banshee and looked awful.

We all arrived in Greenest where the local priest was ordered to perform his restorative prayers and the Zhentarim plundered the village. Not exactly what I wanted or expected, but I could not do much against it. Same holds for the three fellows who were executed by their captain for reasons unknown to me. I hope I do not see this group again...