

Felina's scrawls 29

Although my comrades told me what happened in the temple tent of Shar, I still have no recollection of the encounter.

And I feel sick.

After lunch I decide to visit Grimwald to if he has a cure for this illness..... and to get my memory back. Damn poison!

Nethander tries to get his new armor enchanted by Grimwald. After a lot of ceremonies, prayers and inquiries this is going to happen.

Nethander also mentions that the group of adventurers, the Cardinals ((those with the bad religion) is after him. We try to spy on them in their inn to find out what they are up to, but to no avail. My opinion is he is provoking them so our groups will fight each other. And to get some loot at the end of course. Nice plan. And they are evil anyway. I could have thought about this myself. Maybe I did yesterday. I do not remember...

That night the Cardinals (strange name for that group) attacked us. A fireball exploded in our room, followed by a lightning bolt. Jay and Grimwald were keeping watch in the room and Kendalan was downstairs. Nice watchmen... Where is Cuura when you need her? Where is she anyway? Guess she told yesterday...

The combat went chaotic. People jumping out of windows and running around the rooms and the corridor. The sergeant, already badly hurt by the fireball, was killed by the Cardinals fighter with the two hander. Kendalan and I fought with a roguish dwarf. When he got the feeling he was the last of their group he tried to get away. I jumped after him through the window and heard Nethander coming in pursuit. Then he surrendered. While I was binding the dwarf Nethander collected the items (a necklace and a bag) the dwarf tried to get away with. Just in time because the city guard was getting near.

We were hold custody and were interrogated that night. I played the emotional girl, mourning about her killed boyfriend. It worked. Luckily for the sergeant the city guard resurrected him. The Helmites sold the two hander what killed him for it. Seems a proper thing.

There is a little side effect with this resurrection, though. The sergeant wants to stay here and learn more about Helm. I now you cannot be too choosy when you are resurrected, but I prefer one without this side effect... or from another deity.

To keep the bag and the necklace we made some kind of gentleman's agreement with the Cardinals dwarf. We tried to lessen his sentence and managed to reduce the twenty years to ten years in the mines.

We were also allowed the pick one item each from the spoils. I got an enchanted elfin chain out of it. I do not know why actually. The weapons have a greater monetary value I guess. I am not sure if I am going to wear it myself. Maybe Grimwald is able to enchant it some more so I can even cast spells in it.

Grimwald's healing seems to have some effect. Parts of the Shar encounter are retuning. Now I see them I am not sure I am happier with them...