

## Felina's scrawls 38

I am wondering..... what would have been the source of the suggestion magic Nethander and I were influenced by to get something somewhere. We were in the middle of nowhere when the effect ended. Luckily we were able to find the way back to the camp. To my amazement the others were on their way already. Although under the magical effect I did write a note we would be back. At least they could have followed our trail. Now we had to follow their path for hours. They should have waited!

Anyway, when we caught up with the others they just finished a fight with a couple of displacer beasts.

Nice!

Those skins must be worth a lot! Too bad most of them were damaged by fireballs. Still I manage to salvage one of the skins.

Nethander and I had the same thought. The displacer beasts would have a lair to where they take their catches. That should mean money. And it does.

We continue our journey and I notice Grimwald looks depressed a lot. More than usual. It seems he has a serious problem with the fact he is going to break an oath. But since he has no idea when this will happen and what kind of oath it will be. I think he is wasting his time being sad. Deal with it when it shows up.

Further on we see a large blue snakelike creature. Too bad it sees us as well. It turns out to be a remorhaz. The magical beast is not a big problem for most of us. Alas Reed was not so lucky. She was swallowed whole by the creature. Poor girl. She managed to cast her spell to swap places with Jay, but we finished the beast quickly.

The blue white scales of this beast are suitable to prepare a barding from. Amazingly the colours of this scales fit with the colour of Cuura's armour very well.

Again Nethander and I had the same thought. This beast also should have a lair. It does and it also seems to be a nice place for the night.

Before the night begins a chimera thought it was a good time to show up. Again not much of a problem. I would say not more than a nuisance.

And again this thing should have a lair. This time we found a hammer meaning a lot to Grimwald. Some kind of dwarven clan relic.

We continued our journey and found the complex of a seemingly extinct dwarven clan. Apparently the hammer is connected to them. Inside there is a rock in which an axe is stuck. When Grimwald hits the rock it shatters and the axe comes free.

Not that Grimwald is happy now. He is muttering he is clanless now...