

Felina's scrawls 41

While the others were on a mission to rescue the kidnapped farmers, Rebecca and I investigated the issue of the missing butler. We soon found out he was missing without a trace... And that he did this once and a while. We also found out he had taken his communication ring.

What have we learned from this... well nothing much. When there was something to report, he already did this with his ring. We had no plans to do something to him. So we keep it this way. No need to track him down. For what! I think it is better to know where a spy is and who it is. If we scare him of they may sent a new one and we have to sort him out again.

The others returned from the dungeon with the farmers. The rumor spread through the village and most residents went to see. The others were hailed as heroes and a party started spontaneously.

The party went on and on. Reed played the magical zither and some of us danced. Some a lot :-).

And then Reed and Jay tried to stop me from partying. Why? And Kendalan and his wolves are threatening my new friends. Why? By the way wolves... Am I drinking too much?

I avoid the feeble attempts to grab me from my boring companions and keep on dancing. For a while, because Jay somehow has a firm hold on me.

When I am outside the circle of my new friends I have the distant feeling there might be something wrong....when I take a better look I realize my new friends are not that friendly. They seem to party but somehow they do not have fun. And they are not from this village. They are making new friends from the villagers though.

What also happened was that my bond with Robin broke while I was in the circle. Now it has returned I feel the distress she was in. I hope this will not happen again. Poor kitty...

We try a peaceful solution for this party problem. Reed takes the music out of town and the mob follows. Easy. We also try to save the villagers who are influenced by the mob. They are taken out one by one by knocking them unconscious. The partying mob forgets about them as soon as they are down. I could even fool them by playing dead.

When the mob is on a safe distance away from the village we leave them alone. Party is over for us.

I do not know if we had to find a more permanent solution for this problem... But, most of the mob were to far gone to be cured. It also was kind of a religious thing. A party of Bacchus.

Reed and I discussed the poison matter again. She seemed a little bit shaken by Nethanders' point of view. I still think we did a good thing. The drow stuff did not feel like sleeping poison. It felt evil. I do not want to keep it on the streets.

I also have the urge to go to Candle keep. Somehow the midsummer festival has to do something with it. Why we have to go there... well the was something!

Reed mentions she can make a path for horses through the woods. That means no chariot. And that means no luxury. No comfort ride. No storage capacity. No... lots!

But... The ride will take us along the tower no one returns from. The tower with the countless riches and wealth. I think I am willing to have a short term discomfort and a long term prosperity.