

Felina's scrawls 60

Nethander and I sneaked ahead... well you know how things go. I did my best not to be spotted by him. And apparently he did his best not to be spotted by me as well. I do not know for sure if I managed but I did not see Nethander. After a while I got bored with this game and wanted to go back. Best to pair up again. Alas no way to get in touch with Nethander. Then I find my way back again myself.

Shadow left shadow right... Under that large fern... three quarters around that big tree... Through that shallow gully... shadow left and I will be... where? Hey... here is that big tree again... I hate the bush!

There is a noise to the left... sounds like battle... can it be my friend in trouble? Better find out. Still cautious though...

When I arrive the battle is over already. Demons again. A lot this time. But not that powerful.

Cuura and Grimwald look pretty beaten up. Reed and Kendalan also arrive and have some cures left.

We quickly continue our journey.

After we just made camp a trio approaching us is spotted. A strange lot... a military guy on a horse, a filthy guy from the gutters and a viking. As a good negotiator I step forward to meet this fellows. At least their approach indicates they do not come to fight. Indeed. The military guy, called sergeant, says his master wants to parlay.

The filthy guy, apparently a scout from an organisation called Punishers, has something against me. He thinks I am guilty of something and wants to punish me. Sure...

He probably takes of in no time to tell his punisher friends we are here. Tss accused of a crime we did not commit.

After some negotiations we break down camp and follow them to their camp. We enter a tent which at least seems to have extradimensional space. The leader is a Tiefling... He works for multiple organisations. Mediating...

He offers us a deal with the Zentarim... If we do not accept their new leader Peregost will start a war and for that he gathers the troops now protecting the caravan routes.

Big deal... It is more probable he will start a war when he has the book.

Then the Red Wizards. They will study the book themselves... Whatever. There will be no deal with Red Wizards! It would make them even more evil than they already are.

And a third party who wants to stay unknown. Yeah right. Like we would trust someone who does not trust us with his name.

Time to leave. Negotiations are over.

Then the Tiefling offers us a day delay. A day in which he does not inform this three parties. A day which costs us 1200 gold. I hope we are going to enjoy this day.

When we check our gear, not trusting this mediating guy at all, we find a mithral page.

The good thing is... we have a mithral page... Worth a lot on itself and more because of the enchantments. It seems to be part of the missing elven script protecting the book.

The bad thing is... someone slipped it into my clothing. I mean... How!? damn... Am I losing it? And the other question is... who did... do we have unknown friends?

We continue our expensive journey... with the Viking. He seems not at ease with the mercenary unit. Cuura seems to like him.

In the evening our path is obstructed by two hills. One occupied by goblinoids and one occupied by two humans. Hmm. The goblinoid problem is clear. At least a troupe and maybe some leaders. The humans are unpredictable. A pair of lonely scouts... an adventuring party... a mercenary band... an army patrol...

We take our chances with the goblinoids. And there is less question whether they are evil or not.

The Viking has a horn with which he can make fog. Good! Grimwald can make a silenced area so the goblins will not be alarmed.

I will sneak invisible into the camp and pinpoint the leaders. There are three hobgoblins; two with good armor and one with serious armor. And there is a human priest like figure and a half orc bodyguard. I communicate this info to the others.

When the others are close I start the action by eliminating the major threat; the priest. The bodyguard and hobgoblins are not amused. The four of them try to finish me quickly. The new enchantment on my armor is worth its money already. Several blows from the half orc would have taken me down... if I really were at that spot. In the meantime I stabilize the priest with an enchanted bandage. Unnoticed of course. Not that I feel sorry for this probably evil priest... but mere the fact I took him down chanceless. Necessary I think. But not a good thing. Someone has to do the dirty job. Better be me then. Take this responsibility.

After some rounds the hobgoblins are bored with this game and take off to engage the barbarians. The half orc is persistent. I do some minor damage... then Grimwald charges in and finishes to half orc with a single blow.

The battle is over quickly.....the leaders are packed on horses and we move on.

The humans on the other hill can only guess.