

## Felina's scrawls 61

In the distance we hear thunder... drums... well... something noisy.

Probably not the best way to Candle Keep...

Grimwald has an idea. Travel underground. Something he calls the underdark. I wonder what magic he will wield to get the horses in a dungeon.

We alter our course...

We kept the priest alive. A servant of bane. Evil. We show him the GOOD side of life.

In the distance we see some ruins. In our party nobody knows what village was here... We decide to scout... So Kendalan and I go ahead. Most of the village is gone but there is one house looking still pretty ok and the remains of an fort like building which seems safe to enter.

Kendalan stays in the bushes and I sneak ahead to the window. It looks like there are a male adult and a female child. The child comes out on an errand... and almost spots Kendalan. She calls her father for a second opinion but he sends her away. They seem harmless. We call the others.

They have an inn here! Lucky for us. A decent bed for the night again. Do I trust this. Of course not. Why are they here. There is nothing here. The innkeeper is not that informative. Maybe the girl is and when she leaves on an errand I follow here and try to get some info.

The girl is trying to catch some rabbits for dinners by setting snares. It does not look as if she is experienced with snares. Well, neither am I, but I offer to help her. The results are some serious beautiful knots, ties and other rope constructs. I do hope the rabbits are impressed as well.

Some of the others decided to visit the fort. And find a lot of bones.

Again we ask the innkeeper and he tells his story.... and that of Ozias. A retired adventuring priest and his brother Kolakas. Kolakas ventured too deep in the caves and came back as a murderous monster. Ozias stayed to guard his brother. When Ozias was killed by some bandits he turned into a ghost. And is ghosting now for ten years.

I feel the need...the need this has to be solved. To put things right over here. ...why?...it just feels like a good thing to do...some others seems to have this feeling as well.

So we visit the ruins. At first it looks like Cuura is having suicidal tendencies by jumping over the chasm where once was a bridge. Then I remember her ring just before she feather falls to the ground. I just wait for the rope.

Reed calls the ghost. And it ghosting indeed. I try to resist the urge to flee from here. The urge is stronger and I loose my nerves. And run. Damn. Some leader. Some example. Luckily I am not he only one running.

After some awkward moments we regain our senses and walk back. Now somewhat more used to the presence of the ghost we can stay in its neighbourhood.

It takes little convincing but then he walks with us to the caves to find his brother...