

Felina's scrawls 65

We collected the spoils from the battle with the thay mage and moved away from the tower a few miles. We needed a rest. Badly. The fight with the mage was taxing. Luckily we had a restful night...well.... day actually. Too bad Grimwald could not do his prayers for spells. I hope he is prepared for the underdark.

Why the sudden rush? I do not think a few hours would matter that much. And it would help to restore my damaged health. Selfish? In my condition I do not think so.

And there is the fuss about protection. Some vote the fighters should have all the protection they could get. But they are also the ones who can handle several blows. And lets be real. We all are frontline when it comes to a fight. So at least Reed has some protection now. And I really thought about keeping that protection ring myself. I still feel vulnerable.

We enter the tunnels through the entrance in the tower. Strange. It started like a natural cave but turns into a magically crafted stair. Also quiet large.

At the end we encounter a lone sentinel warning us for dangers ahead. He tells us which tunnels lead west. Strange. Why would the guy wait here for thousands of years, just to tell us what lays ahead? Our options... the deep tunnel, the long tunnel and the maze. I'd say do it simple. Take the long road. Some others and Reed especially insist on taking the maze. So the maze it is. Damn. I have a bad feeling about this. It is time the sentinel is relieved of duty. We tell him and he crumbles to dust.

The maze of rage and bane. Well. We'll see. Doors open on the slightest touch. Tribal runes shed their neon light on us. Blue green and red. And the left hand rule does not seem to work. There is that bad feeling again.

When we turn at a dead end we hear something approaching. Something big. Would it be a bullhead? Yes it was. And of course Jay was the first to test its horns.

With Jay in the air and some others surrounding the mino I think I can tumble around and do my share of damage. Too bad I failed my tumbling. I screwed up. Big time. Meeting the big axe as the result. More dead than alive I stumble back.

This makes me wonder. Am I relying on magic too much? Or do I cast to few spells? Still with my magic I would not have failed. A little extra protection would not help here either. So I am in need of more magic and much more protection.

... and the others finished the mino in less than a few seconds. Do I feel stupid? Pretty much.

And the runes turned to white light. And the door leads to the blue corridor again. Along a garden and a lake. Water. Ale according to the barbarians and wine according to Nethander. Strange. Eventually we end up in a room with another mino.

I try to stay out of combat this time. Still feeling weak and injured. It does not feel right though. I feel the need to do something. Help the others, give the right example. Maybe I do need an audience. Am I really becoming a show off? I certainly do like the attention. But what about the prophecy? Am I not supposed to stay in the shadows? But then again...what shadow? The shadow weave? The less illuminated area's? Shady friends? What?! Am I missing something? At the moment it does not make sense...

Then Odvar's rage turns against us. Kendalan in special. I do an enchanting dance to calm the barbarian. At least I am not feeling totally useless. Did I mention I had a bad feeling about this maze already? Again the mino was slain in a few moments. And lights are white...