

## Felina's scrawls 67

The living quarter of the minotaur was empty. Nothing to be found... and I mean really nothing. How does those creatures live? What happened to defeated visitors? Strange place. Luckily all corridors turned to be dead end and only one door remained as exit. And it was ☺

We encounter another skeleton. Speaking the same old language as the one in front of the maze. This one has the robes of a mage... A noble one.

He is sitting on the stairs leading to another door. Apparently he cannot go in because he forgot the password. The passwords was a really simple draconic 'open' ...

The mage radiates evil and cannot be dismissed as easy as the guy in front of the maze. We decide it is better to give him his rest actively. The result was not good... I failed to hit him and Nethander got struck by negative energy. He also was fireproof to Reeds combustion.

Grimwald's hammer does a lot of damage and he tries to get away. Because my sword is down the stairs I try to get an object from him. The first thing that comes to mind is the belt around his robe.

Moments later he disappears... some kind of teleportation.

At least I got a 5000 year old belt.... ☺

The room behind the doors is almost empty. There is a desk in which Nethander discovers some levers. One of them leads to a secret door. Behind this door is a surprised drow female. We are surprised she is wearing an armor of the Neverwinter Nine. She seems to be very interested to know our direction is Candle Keep

We have some unfinished business in the desk room and leave the drow.

There was another skeleton preparing the luggage for his teleported master. We help him finish quickly and mark one of the empty boxes. He is also dismissed. When we return the drow is long gone off course.

Further in the dungeon we find a couple of humans. From Neverwinter. They are in pursuit of the drow. Seems logical. There is a red haired woman who is in control of a dozen of regulars. There is also a wizard. We convince them we are hired reinforcements.

We follow the drow for some hours. The fact is, the drow is leading us somewhere by her hairs...

When the wizard is spotted with both a rabbit and a raven it becomes clear the rabbit is not a familiar, but a polymorphed team member. The tracker. We manage to dispolymorph him. And we are not sure to be really happy with it. Some pain in the ass. Grimwald knows him. In fact he received his first training from the tracker. It is obvious he looks down on us.

The drow hair trail stops but the tracker knows his way... we follow the trail of the drow full speed. He does not reveal how...

Then we spot a corridor guarded by bugbears. We are off course curious what they are guarding. Nethander and I climb unseen over the ceiling...