

Felina's scrawls 71

Somehow we ended up on a ridge. The spider more or less landed. Spiders should not be able to fly I guess.

We encounter a strange lady. She is too occupied in handing items to us to answer questions. The hourglass indicates time is running out. She complains we are late. I am given a compass. Later we find out it indicates the opposite of our current direction. We will have to do some more readings to find out where it is leading. The drow is given something as well and we keep a package for the red haired mercenary from Neverwinter. She tells us not to interfere with something we will encounter shortly and be ware of the paladin. Then she shimmers and disappears... time magic.

Not everything disappears with her... the hourglass remains... Which is hidden carefully. You never know! And there are bookshelves. Volo's guides... Hmm...

Where to go and where not... Spellwells... interesting! Magefairs... Does anybody know when and where the next one is? Candlekeep... not much... can we only stay 10 days? Baldur's Gate... later... the Helm & Cloak inn... later!

Our time is running out as well. We have to get going. Oh... there is an Oddvar in the webbing of the spider. Stonyified or something. Looks like some stasis field. How? Why? I wonder what this guy is doing to get himself in this kind of trouble. We soon discover that things in the webbing become light and floating when being moved. Nice. We pack a lot of gear into it and drag it with us.

We come across corridors with holes in it. There are also scattered weapons. We even find one divided over two separated locations. What happened? Should we leave this alone? We are somewhat surprised by a purple worm. Should we leave this one alone? Too late to leave it as it attacks. We fight back. It tries to swallow Cuura but before it gets that far it drops dead. Nice work team!

We salvage a part of its skin and explore it's stomach as there might be gems inside. The find is almost 10 k on precious stones; including a black diamond.

We continue our journey and enter a hall.... A great hall. A great great hall! It looks like the dwarven complex under the waterfall near Berdusk. Only bigger.

We come across a procession of statues. It looks some kind of old and forgotten race. They are carrying coaches in which are children. The children are malformed. Guess this will be the thing we are not supposed to interfere with. Someone else does. A netheril looking lady attacks... and the procession wavers. Time magic again?

Reed has a little conversation with this strange lady. Grimwald thinks she is evil. But then again he thinks this a lot...

Apparently Reed has come to some understanding which involves her teleporting to the mercenaries. So I hand over the package for the mercenary leader. Unenthusiastically. I preferred to give it myself. This will be faster though.

We move on through the hall for a while. Did I mention it is big... Time to make camp.

Then there is a scream. Paladin. He is close to our camp already. What have the guards been doing? No time to get properly dressed. Combat is already going on. There must be some enchantment to don armor magically. Now I am satisfied with a mage armor from the cither. Grabbing my sword I get up to join the fight.

The paladin turns out to be a priest of the cult of the dragon. Mentioning this. A dragon appears to attack Nethander. The priest protects himself with a blade barrier. Leaving the dragon the only target. Deadly mistake. Het tries to get away with the remains of the dragon but fails. Wel... het gets away but without his pet.

So... time to skin again