

Felina's scrawls 73

Nethander is getting back his consciousness. Almost losing it again by falling of the luggage.

We continue our journey again high speed. Only stopping for a light in the distance. Nethander and I scout ahead and find a purple clothed summoner at work. Hastily he is preparing to summon something evilish... Devilish... No time to consider this elongated or wait for the others. We have to strike fast before something appears here and probably will fight us. Deadly precision at work and the summoner is no more.

After that something is approaching from the rear. Something running. It is one of the dragons k-maggots. He warns us there are a few more of those purple clad guys and they tricked his mistress.

The dragon points out the dangers ahead. Being purple, red and black. She prefers we take the purple route.

Later on we find two dinosaur-dragonlike creatures. They are shedding fire...And there are two humanoids behind them.

We have a brilliant plan. Nethander, Reed and I will take the humanoids while the others do the fire creatures.

Where did this go wrong? At the point the others did not distract the fire creatures enough? At the point where one of the creatures smelled me? Should I have been moving in stead of trying to stay in hiding? At least it did go wrong at the point where the creature almost killed me with a single bite. And almost swallowed me after that. Luckily I was wearing something metal so Reed could magnetize me out of there. And luckily Grimwald had cast a fire protection. Otherwise I certainly would have been a bbq snack.

Do I need to tell how it is to look in the teeth of dead? And the smell? Have I ever been closer to dead than this? I mean.. going down in a battle is one thing, but being helpless in the oral cavity of such a creature...

Then Nethander was bitten and almost swallowed. He managed to get hold of his immovable rod and tormented the creature from the inside. After drinking a healing potion I am able to do some damage from the outside. To speed this up a bit I enhance my strikes with magic to do more damage.

In the meantime the fighter had lost his sword and the sorcerer had suffered damage from at least several arrows. The sorcerer teleported away and the fighter surrendered.

Why do they always teleport away? Another new best friend out there.

Only the thought of researching a spell to prevent this teleportation makes me tired.. this will take a while I think. Besides there are much more interesting spells to look after. Like escaping grappling jaws and preventing massive damage from critical wounds for instance.

Now lets be nice to the softy fighter and find out more about the purple guys.