

## Felina's scrawls 83

When we returned from the troll hunt it somehow came to Grimwald and me to read the books. As Grimwald is more the physical guy and I am more the mental girl we choose the books as such...

Interesting books. Very interesting... Hard to stop reading actually... As we both stopped after noticing the red words disappearing from the page we looked at each other... Continue? After making a non-magical version of the books we did...

While we were reading the others went with Nethander to see the strange dwarf...

Then things become clear... unsolved mysteries solved... incomplete arcane formulas finished... wow... This book contains knowledge... lots of it... I hope this knowledge will last. Too much to find out in too little time...

Then the others return. We have to go with them and visit the dwarf... why... because he wants to see all the items we got from the time-witch... am I too mistrustful? Does this sound as a trap? What does he want to do with those items anyway? My new insight does not figure it out. So lets go.

As we were walking the streets a portal opens before us. According to Grimwald a Hezrou... a kind of daemon... is coming through. Nethander talks to it in his convincing manner... and the daemon disappears again.

The daemon had a similar sign on his hand as Nethander. Too many symbols and too much interest in it lately. Good we did not had to fight the daemon. He looked pretty tough.

Time to do some crowd control while Reed is distracting the guards... Move along.. nothing to see...

When we finally walk through the street the dwarf is hiding, we notice some suspicious guys acting suspicious... before we even can try to capture one for interrogation, they attack us. One female in particular. Nasty lady too. She used command-word magics on Nethander. One petrifying command... poor Nethander... not him again.

Meanwhile the elf is making happy sounds as he is shooting humans on the run. Is his true nature showing?

Also the nasty lady is slaughtered while trying to escape. I move in fast for some stabilizing magics... but she is beyond repair.

And she is a walking magical wardrobe... only her underwear seems to be nonmagical... strange though... what does a skilled pro like her doing with a bunch of local no-no's?

Cuura and I stay behind to inform the dwarf while the others take Nethander to the temple of Tymora...

When the dwarf sees us he attacks! I knew he could not be trusted! Treacherous trap mongers they are... Cuura is kept hold by a nasty spell.. and I am being attacked by something in full plate...

My new insight is calculating my chances against those two... and I decide to unhold Cuura first.

After that the dwarf is calculating his chances against the two of us... and listens to Cuura...

The magic from the nasty lady... a calishite rogue.. is pretty nasty too. It bears the same mark as the mark on Nethanders' hand... Reed tries a pair of bracers and suffers severely from the

traps on them... Nethander tries a belt, but the mark on his hand gives no protection to the traps. In a flash he meets the maker of the items... A medusa...

Some are very eager to destroy the items right away... I think it is useful to learn as much as possible from them.

And I think it must be possible to bypass the traps on the items...

Felina: wizard 3/rogue 4/cloacked dancer 4/favored soul 1