

# The story of Grimwald

## *chapter 6*

At last they have found the wisdom to recognize the necessity of leadership. Cuura even wants to lead an army no less! But for some unthinkable reason the obvious choices for leadership being Cuura and Jay are ignored in favor of temporarily allowing Felina to lead our group. I have to admit that I misjudged Felina at first and although she is weak she has skills of benefit to our group. It is strange though to be led by a leader who is neither feared as is Cuura or respected for his skill in arms like Jay. Fortunately Cuura will assume leadership in battle. I guess it cannot do much harm to allow Felina to lead when there is no imminent danger. With the leadership dispute settled I notice neither Jay nor Cuura still has lust to battle the other. Since this choice prevents battles and struggles within the group it might indeed be a wise choice. We shall see how she fares.

It is decided we will seek out the orcish breeding caves the priest of Tempus is heading towards. We shall make sure no greenskin will survive! Ah to be part of a great purge of these lands! My grandfather would be proud of me! Felina seems to regard the gathering of battle spoils more important, but this does not matter as long as the foul greenskins are eliminated every last warrior, woman and child! What a relief will be felt by the people of these lands when they will not longer be under threat of the orcish hordes.

The elf guides us quickly to catch up with the other group so we will not miss the whole battle. I hope we will be in time. Then we encounter another traveler. Rather odd to find one traveling these lands alone. He seems well organized and prepared though so he must know what he is doing. It is a pleasure to walk alongside one who is so well organized in his knowledge and experiences. He has told us he has a dispute he needs to settle. It sounds as if he has taken an oath so it is pointless to try to talk him out of it. Caravans have guards though so he will have to devise a way to deal with them.

The traveler finds his target, but decided to walk right up to them in the open. What foolishness is this? He will be cut down by the guards arrows! To my amazement the arrows bounce off harmlessly, such an organized person must have prepared well in advance. Slowly but surely the traveler transforms. Golden light, clockwork gears... I have heard of these before in the stories of my grandfather... How did it go: "As the corruption tainted the pure, the earth called out and from it's essence rose the worker of the Gods. Mighty is the craft which called forth the golden one to set right the wrong in Inevitable form." Ah yes an Inevitable. The divine guardians of law and order. What a blessing to have walked in it's presence and see it's triumph. How skillful he moves, what efficiency. Ah victory is his I wonder what he will do now. He... he... How the... That is... He broke the sword. He just took it in his hands and broke it... One cannot just take a magical weapon and just break it. Not like that...

Why are the guards all running away all of a sudden? What is... AAARGHHHH! NO! THE NEMESIS IS UNLEASHED! We are doomed. Oh hidden keeper protect me from the Nemesis, grant us victory over this horror, guard the crafts in your honor! Cuura snaps me out of it and orders me to kill the great dog. I aim for it but the it suddenly disappears! Where is it? Ah it won't escape me this time there take that! How odd it didn't even try to leap for my throat. AH NO! THERE IS THE NEMESIS! DIE! DIE! DIE! Ah finally Jay managed to crush it!

What happened to Reed? Oh she has returned to the earth. Alabaster, makes sense given her fragility. To think I agreed with Cuura that Reed can take care of herself.

What is that thin fellow doing here? He must have come from the camp and be in league with that disruptor of the order. I don't like the looks of him. There is something fundamentally wrong about him. The skin, the teeth, the eyes. He just doesn't feel like one of Moradin's crafts. It is like he just doesn't belong somehow. Felina orders us to go back to town to aid Reed and the skinny guy follows us. Well leaving him here might mean his death. I guess we'll just ditch him when we get to Berdusk.

The Orcs will live for now, probably get a chance to slip away from the sloppy humans and crawl into deep caves and return in a few decades and level Berdusk with a great horde. We'll never find them all now. Perhaps they will have united again in ten or twenty years and we can eradicate them then.

On our way to town we are attacked by sneaky Ugra which the Elf failed to spot. Luckily Reed's glaive lies nearby so I can cut our leader free, she looked done for! Clearly we need more polearms because by the time one can climb up the victim will be dead! Before I can get to Cuura she has already struggled free from the plant. Whoa! Cuura almost brained me with her hammer! Lets back away slowly until she calms down ah curses! Well this snake fellow certainly had a good teacher. His aim is quite sharp. Still being in league with Zhents who deal in slaves I feel we should get rid of him before he sell us out and we end up as slaves. True the Zhents keep monsters in check, but I heard they actually use Orcs in their armies instead of eradicating them. Foolishness at best, treachery at worst.

In Berdusk Reed's body is recast in her even more fragile form and her spirit which has not be reforged yet returned to her. Now after I have bought some new tools I can set to work on proper equipment for our group. Why is everybody so set on leaving again? We just got here! I am sure I can have everything ready next spring. Impatient, rash humans!