

Grimwald's chronicles part 105

Well you have to hand it to the Zhents, they are well organized. At the gates we are met with soldiers guiding each squad to their assigned quarters and taking the officers to their rooms in the keep. Smart separating the officers from their men and dispersing the units to far corners of town. They must be suspecting treason. The auxiliaries are requested to camp north of the town. Major Locke goes into some negotiations which we are not invited to and major Ogg decides to give us a week's leave while the army reorganizes. I really dislike arguing about orders and especially across ranks, but my suggestions that I could be more use taking care of the sick and wounded and seeing to the defenses win him over. I am getting better at this persuasion business!

We lost about a fifth of the army to enemy fire and about half of the men are wounded or sick. Still we are fortunate to still have an army. Especially the Waterthavians aren't hardened to blue cough, swamp foot, and filth fever yet and the wounds and exhaustion aren't helping. Neither are the people of Llorck for that matter. A tough but surly lot.

While most of the weapons & armor were saved much camping equipment was left and pretty much all the food. We are on strict rationing until more can be brought in. Since it is still before harvest season supplying the army will prove difficult and soon the mosquito season will begin and disease would ravage our army. I wonder if this campaign can still be successful this year. Meanwhile the Fiend can consolidate his position and bring the last resisting tribes under it's control. Once it has done that it will probably get its reward, which could make everything a lot worse.

To keep the men busy and repay the hospitality our troops are helping out in building Llorck's defenses. It is a good thing Moradin is answering my prayers for extra vigor otherwise I would not be able to oversee the work crews in the day and tend the sick at night. To bad Kendalan decided to go tramping around the forest with Reed, now I have to sleep. What a waste of time! Strange though how little the elves manage to accomplish with all that extra hours in the day and the longest lives of all. <Deep sigh> Shoddy workmanship, well fortunately we dwarves don't suffer from the frivolous flaw thanks to the great wisdom and skill of the Soul Forger.

The negotiations between the Zhents, Waterdeep and Neverwinter don't seem to be going well. I saw major Oresund storm out of the meeting room with a colonel Ribaldy trying to calm him down. He was yelling "*Justice and principles are not matters of convenience*". I guess the war profiteering by the Zhents is not working out as planned. I am glad to be following such a principled commander! I am sure the Zhents will realize how precarious their position here in Llorck is and come around to unite against the common threat. They are not that foolish.

Now that major Oresund has been raised by the Waterthavians and is back in control Nethander wastes little time in getting dead drunk and dragging captain Ogg down the gutter with him. Shameful behavior, they should be setting an example for the men! Fortunately Felina is setting a good example, I saw her going to the river with a fishing rod over her shoulder. Good initiative although I wonder if she is skilled enough to catch a significant amount for the needs of the city. At least she is setting an example and addressing our problems.

Captain Ogg takes me aside one evening to discuss our future. He tells us that the Lord's alliance is always in need of good men both irregular or soldier. While the corporals and sergeants ensure a unit's cohesion and the lieutenant guides the men according to the battle plan it is the captain who has the freedom to act as is necessary. He sees our group as good candidates for captaincy in the Lord's alliance, but not all captains are field commanders, many are specialists: quartermasters, priests, and mages. He is asking each of us to consider if we wish to go for a command exam or if we would prefer a position as an irregular unit or a specific captaincy. I know that Cuura has much to learn, but it has to be done and I have to be there to guide her so we will apply for a command. The rest I am not so sure about, but ultimately we will have to abide by Cuura's decision anyway since she is our leader. I hope the rest appreciates the great honor and trust being bestowed on us by the Lord's Alliance.