

## **Grimwald's chronicles part 76**

Finally we tunneled our way through to this rich vein of knowledge which I can now mine. With the blessing of Dumathoin I voraciously mined knowledge of the outer planes and any knowledge of metalwork I could find. But to every good thing comes an end and the ore recovered needs to be worked into something useful.

We leave this mine of lore and head for the city of Baldur's Gate with what remains of the Neverwinter mercenaries. On our way there we spot an orcish ambush. While I see it as my duty to make the way safe for travelers by beating back the orcs, Reed's duty is to prevent bloodshed and violence and it is decided she will be allowed to perform her duty, with the proper caution of the rest of the party ready to support her. Cuura yields the honor or leading the charge with me.

At first it seems Reed's power of persuasion prevails as the orcs break their ambush and start their retreat. I watch this with mixed feelings, afraid they may return to their evil ways after we have left. I find that I honestly have no faith in a race such as orcs keeping their word or leaving their evil ways. Still who am I to place my virtues above that of the voice of the gods?

Nethander manages to throw oil on the smoldering embers of aggression in the orcs and they come to blows. Now I can do my duty without slighting Reed! I start the charge and get the mercenaries into a echelon formation so we can sweep through their lines and then swiftly turn for a second pass at a diagonal angle. When this manouver is done the battle is all but over. We lay the bodies to rest and move on to Baldur's Gate with the knowledge we saved the lives of many innocent travlrs.

Reed however is depressed either by the orcs not holding to their word or by Nethander's provocation of violence. Probably both. I assure her she did her duty and succeeded in it which is all one could ask of her, but her mood won't be lifted.

We find that the strange hunt for Neverwinter Relics was conducted to keep the red haired captain safe. Apparently the Cult of the Dragon was hunting her in the form of Marcus, the fake paladin. We are however uncertain of why she would be valuable to them. Perhaps she is the offspring of one of these dwarf robbing monsters? Regardless we cannot at this moment find out more, since her protectors chose to depart with her to a destination unknown to us.

Cleric 4/Crusader 1/Prestige Paladin 3/Stalwart Champion 3