

# Kendalan's questions

## ***Chapter 6: Broken promises, broken chains***

They want a leader. The dwarf wants a leader, and the others do not truly oppose that idea. Is it important? The half human is chosen to lead us for talking, while the horse woman will do so in combat. No idea if it will work out We'll see.

The dwarf also wants to follow the other group to exterminate the orcs. Logical, if futile. I find the trail left by the four and leave this place. After several hours of travel we meet another... person. He looks human, but he feels disconnected from Nature. Not *hostile*. Just disconnected. He is looking for a caravan master, and I point out the trail, hidden because the human priest of Tempus stamped all over it. Nobody objects when he asks for permission to come along. We talk about trailing finding people hiding, and other things. When we catch up with the caravan, I find I had forgotten to pay attention to the trail of the four. I am ashamed to admit I forgot to look for it and horse woman and I propose to double back and pick it up again.

The wanderer just walks towards the caravan, golden sword in hand. How will he defend against the arrows? Ah. by being immune. The caravan master does not try to flee, but is no match for this creature from Beyond. Was this all? No. The death of the master releases the cargo: cockatrices, a rust monster (I didn't know dwarves could *squeal!*) and a blink dog. The dog shouldn't be a problem, but the others are. The male warrior fights with his bare hands against the rust monster – smart! The half human and I take one 'trice before it stones the fey woman. What a waste! A caravan guard helps us to take out the second one, as I target the rust monster. Note to self: get more arrow heads.

The caravan guard looks awfully unhealthy, and has an unpleasant aspect, but he helped us, so I will observe him some. Learn. Ask questions. Answers... they'll come eventually. Half human woman decides to return to Berdusk so restore fey woman. I agree with that, and it is interesting to see how the one most adamant about leaders is bound to a decision he would not have made. One learns something very day.

On the way back we get attacked by vines. I should have seen them! That sword on a stick the fey woman carried was useful, and the horsewoman ripped the vines, and almost the dwarf (!), to bits in anger. Second note of the day: keep some distance from that woman when she gets angry.

In the city a priestess of Red-Hair returns the fey woman to her normal state. No payment was asked. So these humans at least understand that part of society. Harpers are indeed good people – for humans.