

## Kendalan's questions #40

Rescuing those farmers. I suppose it has to be done. Why by us? Why not by the guards, the miners? Nobody asks, they just decide we will go... underground... Ugh. Felina will not go, she is to discover the whereabouts of the butler. Is he that important?

We got the key, because we were going via the mines, not that hole. Now mine corridors are wider and higher, but I still don't like it one bit. Traps show that somebody doesn't want visitors, but then we turn into a real tight rough crack. Nobody forces me to do anything but keep up, which is good because the only thing I feel is walls closing in. Some disturbance in the front? Is the ceiling collapsing? Cuura wrestles forward and there is fire and thumping. Some ooze. I hate it here.

Another corridor, wider, but acidic water and we extinguish almost all light because Nethander thought he spotted something. We arrive in a large cave, but it smells like a dung heap. Reed, Grimwald, Nethander go up using Reed's magic and the rest climbs up using a rope.

These places are wider. I don't like it, why should I? Still the walls are far enough to allow the use of my bow – why bring me if I can't use it? Wolf is unhappy. Another trap. This one got even Grimwald worried. Is that a first? Nethander drinks a potion and floats past, some moment later a soft whistle. Did he *really* disarm the thing?

Should not have doubted, but mines aren't my thing. A big cave. 'Lit' with some glowing moss. Nethander is doing heroic (stupid) things on one flank, while Grimwald convinces (it isn't hard) Zhae to do something 'brave' as well. They attract attention, but I need to support Nethander with arrows and wolf before he is surrounded by three kobolds – one a sorcerer, another a priest and the last likely the boss fighter. Grimwald has to hurry to heal Zhae.

Is it me or could I see this coming from? Cuura helps wolf and Reed starts to tell the scores of remaining kobolds to leave without their slaves. Surprise! No objection from Grimwald! A stand of, Reed shows her magic and they leave.

Which means we have to go in those corridors again.

Why?