

Lyria 1

It is my youth all over again. Magical disasters wrecking the forest. I'll cut the bastard's heart out for wrecking the poor trees! Then the bloody Planes Walker shows up again. He is using his elven form so there is no excuse I could kill him for being on Evermeet without upsetting Iliana. That bastard allowed Neverwinter to survive even though they clearly failed Auril's test. He can't even play fair by his own rules. I don't have time to keep on playing hide and seek unfortunately so I agree to go with him again. I wonder what god-awful mess we need to clean up now.

To make matters worse he brings that fire mage along with us. I see regret and innocence in her eyes, there is still time to finish this one of before she turns. Good! We are brought to a wrecked spelljammer. Only one star in the heavens. Damn is the sphere turning into a layer of the Abyss or being absorbed by an elemental plane? At least it is clear what the problem is this time. The jammer dives into an atmosphere and we jump of. I hand my flying broom and the remains of my potion of flying to my comrades, unfortunately the mage has her own flight. Too bad it would have been nice and clean.

Felina guides us over the near-dark surface of a planetoid to a hole, apparently evil. I climb down, at one point the magic disappears and I tell the others without thinking that I could have let the mage plummet to her death. Stupid, stupid, stupid! The bottom of the pit is strewn with corpses and crashed jammers. A squad of elven marines among them. I should notify the navy asap, too bad my bag of holding is not working here, I'll come back for their gear later. There is a tower at the base of the pit, obviously it must be trapped so I proceed clearing the way. The traps on this one are quite tricky, I trip one and lightning arcs throughout the cave. The damn mage evades the bolts of electricity. Damn I thought I would have her this time. I let her deal with one of the traps but nothing happens to her.

On the way down we are attacked by steam mephits. They turn out to be more vulnerable to blows than to stabs and the cold our mage conjures out of a bag is lethal to them. Still they manage to mangle me pretty badly, while Nethander is untouched. He is about as good as I am in dodging blows, maybe even better, but I think that dwarven armor of his made the difference. I should have a talk with that dwarf that travels with them. I can't have guards stopping me from assassinating their master!

We make our way to a small island of rock wreathed in mist. I go ahead to scout and find a toad like creature dancing around magical apparati and a weird glow. We prepare to ambush it, but my blade doesn't penetrate his magical defenses. The mage toad stuns me and can finish me of at any time, then I feel I could be elsewhere. I allow it and the mage takes my place. Damn that power hungry bitch must want to grab all power for herself, still it helped me out for the moment. Due to all the fighting the glowing thing they were fighting over exploded and we find ourselves in the astral. Planes Walker tell us it's all ok and that he will take us back. I hate to leave a mage at my back, too bad I bungled my assassination and my poison had no effect. He assures me the creature will be punished and not to worry. Yeah right and he'll come apologize to my spirit when I'm dead I'm sure.

The mage is really relieved it is all over and relaxes, still she is wily one. I haven't seen her cast any spells. She gave me no excuse to finish her of. I could do it here, not even in the material plane, I'm sure I can come to some arrangement with Nethander. She would be dead before anyone could lift a finger. No one needs to know. Still she wouldn't be here if she did not have a purpose for Evermeet. Damn I hesitated too long and now the chance is gone. I'm sure we'll all come to regret it later.

Planes Walker leaves us back where we started and takes away my wounds before the curtain closes. The damn insensitive bastard almost forgot. Fortunately Nethander also survived our little excursion so I won't have to do this one alone. I think he will be good to have along.