

10: Not so lonely

Then Finally the big girl Cuura was getting very restless, although she could adapt to life in the city she was more of a traveling wilderness girl. They told me that they had received a final mission from Weldin and that they would be traveling to a distant city called candlekeep. In the meantime I found out the the lands surrounding darkhold keep were dangerous and they the people in darkhold keep were dark and dangerous. Knowing that finding out more about Blade's history was better done on a late date and that darkhold keep was not going anywhere I decided to come along. For the first few days I traveled behind to spot for anybody following us. The party was acting as caravan guards, protecting the cart and it's valuable cargo. I do not know what it is actually is, but it's something magical I think and it has to be delivered to candlekeep or whatever that is.

While returning from a long patrol I found that the camp had been attacked by a giant skeleton and some thieves trying to steal the thing we are protecting. Luckily enough the party fought off the assailants without too much troubles.