

24: Ogre Management

After we ran fled from the disastrous Troll encounter we ran in a straight line, hoping to outrun the troll. Kendalan and Cuura decided to take our bed linen, which reeked like humans, in the hope of luring the Troll away from the wagon. That worked for a while but then we faced the wood elves Kendalan spoke about. I saw them hiding in the trees aiming arrows at us and I took the bold decision to speak for the party. I was the only one speaking Elvish and had to gamble on my abilities to bluff my way out. This time I was lucky and they didn't kill us. I persuaded them not to kill us for entering their forest and struck a deal with them. They would forget about our mistake if we would help them with a task, better to die trying in the future then die chanceless at the spot I always say.

Anyway they scooped up Reed , Cuura and Kendalan from the forest and escorted us to their village. There we found out that the troll was one of their perimeter guards and that they also had a nomadic pack of ogres patrolling the plains adjacent to their forest. Clearly the troll and the ogres did not do this knowingly but I was genuinely impressed by such a clever trick. Unfortunately for the elves the ogres had decided to start a village nearby. This led to two problems, one of them being the fact that the ogres did not patrol the perimeter, the second was that they would surely breed and become a future menace to the elves. Well, we were supposed to help the elves with that problem. We had to find out what was keeping them at their village, kill enough to scare them back into their nomadic ways. That's something interesting and Grimwald was happy to bash some ogre skulls.

The elves escorted us to the small rocky hill the ogres kept camp and from a distance we saw a few ogres and goblins camping around what seemed to be a small cave. Felina and I went on a scouting mission to find out that they were guarding a small entrance down into the ground. The goblins were chased inside and came out with some kind of food. I sneaked into the camp and entered the caves, finding it was build by elves. Elaborate carvings decorated the walls, but the goblins had desecrated this place. It reeked like rotting food and lavatories, I almost lost my last meal from the stench alone. A stairway spiraled down the the first level were the goblins kept their offspring and females. It was clearly to dangerous to venture any further but I could see an opening to the second level and returned.

Back into the camp we decided to poison the water supply with the sleeping poison retrieved from the mercenaries who tried to kill us just after Berdusk. Tomorrow night Felina and I will sneak in again, put everybody to sleep and clear the area. Since the elves didn't mention anything about goblins we decided to rout them out. I saw problems with Reeds ethics and pointed out that we also had to kill the females and little ones as well, but somehow that didn't seem to bother here. I'll never figure here out I guess.