

## 38: The Right Path

We managed to find the other when just after they ended a fight against some displacer beasts. Perhaps the commotion left them distracted because they accepted our absence without too much fuss. Reed said that we were probably caught under the influence of a suggestion spell.

Felina immediately went to work on the displacer beast corpses in order to salvage the furs. Cuura tried to help but managed to find and break a poison bolt that was stuck in one of the beasts. She fell down unconscious and Grimwald decided that it was an hobgoblin made poison. Although it was potent poison, it was also a pretty benign one. Cuura would be unconscious for a long time, but wouldn't suffer any ill consequences from it. It would be best to let the poison run its course and we lifted Cuura on her horse and left off on our quest.

Quickly we followed the displacer beasts back to their lair to search for whatever treasures they collected of the unfortunate adventurers that crossed their paths in the past. The detour was profitable because we found some nice trinkets.

Our path into the mountains led us from forest lands into the rocky outskirts of the mountain range. We were attacked by a giant blue worm. Reed was swallowed whole and exchanged places with Zhae. The worm was then quickly killed and Grimwald and I rushed to get Zhae out of the creatures stomach.

While the others rested after the ordeal and Felina and Grimwald tried to remove some of the worms hide I decided to search the worms lair. There in the filth I found a small fortune worth of gold and gems. I slipped a few hundred gold pieces in my backpack and returned to the party with the remaining treasures. Grimwald was very pleased by one of the gems. He called it a star sapphire and was almost as happy with it as he was with the adamantine we found. I suggested we use the worms cave as a resting place for the night and we went on our tasks to move most of the filth outside. Then Kendalan cried out a warning and rushed in to the cave for cover. He was immediately followed by an ugly, three headed, flying monster spewing acid on to us. Zhae charged the beast and his blade cut deep. The monster attacked back and ripped Zhae to pieces in mere seconds. This was a fierce monster not to be taken lightly! Together we moved to get Zhae out of the heat and gang up on monster. Our combined efforts proved victorious and the monster fell to our blades.

The next morning we moved out in search of this monsters lair only to find out without anything useful. In the meantime we were already far into the mountains and started our final ascent of the mountain peak were we would finish this little quest we were on.

The small rocky path curved upwards. All of us felt something was about to happen. We were watched by an unknown presence and we felt the pressure an anxiety building up whenever Grimwald chose a path on each crossing. I'm sure he chose the correct path because every time we moved on from a crossing the pressure dropped considerably. I believe I even felt some sort of disappointment from whatever was watching us.

The path ascended endlessly and on the path we found the remains of a long dead dwarf. A few miles on we found the bones of a complete group of dead dwarfs. From the looks of it they tried to fight their way down, but were overwhelmed by their enemies. Next to the skeleton of one of the dwarfs we found an ancient hammer Grimwald called an clan hammer. Apparently this was something important because he handled it with the utmost respect.

We were finally reaching the top of the mountain when we encountered the source of the anxiety surrounding us. Large shapes were surrounding us, the ghosts of long dead giants were looking to us, waiting for us to make the wrong move. Grimwald led us further up the

mountain until we found another mystery on top of the mountain. An axe buried into a rock; a dwarven temple and the sound of someone playing beautiful but sorrow music somewhere further on the mountain top. This was clearly Grimwald's personal quest and the decision was his to make. Some of us mentioned going for the temple first. While Grimwald was deciding what path to choose, the giant ghost were watching us, waiting to take the wrong step, waiting for something before they would unleash their anger onto us.

Grimwald led us toward the beautiful music first. We discovered the ghost of a huge giant playing the lyre over a giant dead baby on his feet. The music touched my heart, but I couldn't forget the scores of giant ghost surrounding us. Their hatred of us was plain to see. They must blame us for their demise and hate us for living. Reed starts to cry and suddenly the babe and the musician disappear. I look what has caused this and see Grimwald sitting on the ground with tears flowing from his eyes.

The depth of his sorrow goes beyond me and I follow him to the temple. He proclaims it to be an oath temple were the dwarves who lived here vowed to end the lives of the giants on this mountain peak. In the meantime the plain hatred of the ghosts surrounding us seems to have lessened. They eagerly await what we're going to do. Grimwald walks toward the axe buried in the rock and hear him denounce his clan and makes a vow to a clan gold hammer. Then he touches the axe with the clan hammer and they both disintegrate into dust.