

50: Opposing Elements

After blowing up the gatehouse in the control room we had one passageway left on Durlag's towers second floor. In the vicinity of the stairway Grimwald was attacked by an invisible force drawing him down into the staircase. We were attacked by an air elemental. Kendalan ran down the stairs to aid Grimwald and Reed used some magics to make the elemental visible. Without his invisibility screening it, the elemental was brought down pretty quickly. Kendalan informed us that the dwarf was nowhere to be found. We figured he disappeared through the magic trapdoor at the bottom of the stairway.

Without the magical keys we couldn't follow him down so the hunt for the keys continued frantically. The second floor came out empty besides another party member of the dead rogue and the mind burned fighter. This one turned out to be the parties sorcerer, locked up in a big room and harassed time and time again. He was taunted over the edge of reason he kept his most devastating spell for whenever he got a clear shot at his assailants. Since we opened his front door, we ended up on the receiving end of a fireball. When trying to engage the mad sorcerer I taunted him even more, while tumbling through the room to evade more spells. The man was clearly numbed by my cursing and didn't notice Felina sneaking up from behind and dropped him with one swift dagger strike.

Somehow the party stopped his bleeding and we decided to take him with us. After all the guy was just a victim of the tower and not really our enemy.

Only one floor remained to find two magic keys. The main hall had four doors, all of them locked and two seemed trapped. The keys were recovered after fighting two more elementals. One water elemental and a fire elemental. Four opposing elements and all were defeated. Besides from these monsters we found two more members from the other party. One of them a bard deeply traumatized by the loss of her beloved fighter. I was able to get her attention long enough to encourage her to follow us down to the mind burned fighter. The fighter didn't recognize her of course, but seeing her loved one still alive brought some peace into the woman.

The last living member was a priest of some kind. All of them locked down and tormented by the evil elementals for several weeks. They should be hugely lucky that we came along to rescue them, otherwise the rogue who was killed immediately would have met the best death of all. These guys have all been tormented on their own weaknesses. The Bard was tricked into believing she had lost the love of her life and basically paralysed by grief. The priest was locked into his own doubts. Not being able to make his own choices would have probably keep him sealed up in the room even without a locked door. The only one actually doing something was the sorcerer. That one enraged beyond believe was basically robbed from his mind. I can only hope I won't loose my freedom like that.

We all put them together and ordered the priest to take care of his wounded friends, giving him a clear order gave purpose to his actions. I'm sure he will try to keep his friends safe until we can escort them outside.