

## Felix – dream at the second mooring

You're scouting in the forest – it's wet and dark. There are noises all around you – dripping water, birds, insects. Nothing unusual. You can see there's a clearing ahead, which is lighter – you approach cautiously. There's a great upright stone in the middle, carved with shapes and designs that you don't recognize. You don't dare to enter the clearing. You should go back and report this to your commander, but you don't want to leave. The stone holds your gaze.

Your friend and comrade Sennus is with you – he who died during the first war against the Bructeri. His leg is missing, where that huge barbarian chopped it off. You offer him your shoulder to lean on. "This is all a *helinos*, isn't it, Felix?" he says. You agree, slightly nervously because you have never heard that word before and don't know what it means. But it seems rude to question a dead man. "It's yours if you want it, and so am I," Sennus adds, as he starts to crumble away into dust.