Eldar

Fourth week of eldar. I'll just get straight to the point with this one. In the inn, we heard the sound of a dragon. I hope this ends well. Not a wyvern - mind you, a full-on dragon. It was the first time I had ever seen one. I hope the dragon does not wreak havoc, as I have heard tales of the destruction one can cause.

We decided to track down cultists of the rainforest and volcano spirits. On the first encounter, we found a few green zombies and pits of vines which we burnt down, which wasn't too hard. In the second encounter, there were a few rainforest beasts. This chronicle isn't going to be very long, by the way, as my memory is not serving me well. After a few encounters, we found a some cultists and dropped all of them. I really don't remember much. We were trying to do this because All Hallows was near, and we suspected that the cultists were going to act up.

I also learned that the most chivalrous member of our party received a magic item from the innkeeper. This item allowed them to jumpstart some healing magic, but they would drop if they left the encounter before all their other party members went. Our party chivalry is staying the same as before, but hopefully we can increase it.

- Bartholomew