Club

We started by trying to extinguish the now smoking mountain. On the first encounter on the way, there was a bunch of fire taluses (i belive they were just R1 pyromancer small taluses). Most of our party got dropped in the start, but by faking unconsciousness, we were able to heal up and win the encounter. Multiple earthquakes happened in the encounter, which were represented by spinning around 3 times and then taking knockback. There was 2 earthquakes, one doing knockback 5 and one doing knockback 3.

Once we were there, there was a bunch of red fairies, a big fire talus, and multiple other fire beasts. The party kind of forgot that the point of the encounter was to go up the mountain, so only like 3 people went up, one at a time, and were dropped. Multiple earthquakes happened. Most of the party faked being down, until the volcano spirit came in and morganti-dropped 3 people. Then everybody ran.

For our second mission, we decided to rescue the builders, because they were turned into vampires by the forest spirit and the greenwall enchanting was about to complete, which would lock them out (150 of 1200 were missing). On our first encounter on the way, there was some wood elves harvesting fruits, who i assume were haunts. when we told them that their city fell, they just said "who says". We eventuallly we unable to solve them, and they walked out. The trees there had fruit and were normal, but outside the trees were leaking black sap and were withered. I completely forgot what happened after.

Electives

We just continued going into the swamp to make a camp. There was some fire & forest creatures. Nothing much happened.