Let me tell you about something that happened in the past. The inn for this day was pretty interesting. First, we had two new innkeepers from the halimin capital; one witch-healer, and one healer that was wearing full plate. The missions today were also interesting. Most notably a bunch of people wandering off, the mound the volcano spirit was building smoking, and the swamp spirit (see some of my other chronicles) with the forest spirit. First, we went to the mound, which by now we were pretty sure was a volcano. The mound had a bunch of magma taluses, and 1 huge magma talus. After a while, the volcano spirit appeared just as one of the many earthquakes the mound was making started. Unfortunately, he did manage to morganti someone. Then, we went to the disappearing builders. We found out that the people weren't being taken, but more rather allured and mindlessly walking deeper into the forest. I also have reason to believe that the zopocan vampires may have something to do with this. They pursued the wandering builders deeper into the forest, finding a haunt of some wood elves. Then, they found captured orizon soldiers being captured by zopocan blacksmiths. Their stats seem to be as follows: 15 hp, innate AV2, martial arts w/weapon mastery, full corporeal undead, UB mana drain, rank 2, bite AV0 infect. They did manage to rescue most people, despite these creatures in the way. I hope this is informative to whoever reads it, and goodbye.