Notes ———

- Is the crystalline island in the White Lake a known island that crystallized, or a formation, like a glacier?

Meeting with Colorwoods Contingent

2.
1. What information do you have for us?
    a) What do you know about the Shimmerglass Sea (issues, volatility)?
    b) Have you been experiencing any oddness with mana/crystalline?
        1. arcs, shards, alterations to the landscape, volatile crystalline

1. Zet'Ubar's passing
    a) don't go into too much detail, don't want any ill will
    b) Zet died in an attempt to find a way to mitigate our most recent arc. He was brave and kind, and will be sorely missed.
    c) do NOT give away that there is still dissention amongst the adventurers about his death (talk to Beau, don't let him say something stupid)

3. How can we best utilize your elemental speakers?
    a) what can they do, how does it work

4. How can we best accomodate the group while they are with us? Cultural practices, etc
switch
5. Do you have any information about the leylines that run through the Colorwoods?
    a) Ask to mark them on one of the maps I've found

Year 278.1.3 - 28th of Secondmoon

- Most of us still have mild to moderate mana rash of at least 3 colors
- The outpost has moved to the coast of the Shimmerglass sea, settling between Gemglass and Crystal town
- The coast is blanketed in a dense blue fog. Blue mana rash cannot be cured.
- Received a letter and 2 fist-sized pieces of purple crystalline from the Weyrwoods
    - no responses yet to our letters

1st mission - search old battlefields for Iron slimes for Valen
- encountered the giant wasps again (is this significant??)
- met two herbalists from Crystal Town, Bellmorn is being Bellmorn
- Undead soldiers were seemingly self-animated - more notes on this on page 15
- Collected 7 sizes of iron (mercenary) slimes for Valen

2nd mission - clear area surrounding the Shimmerglass leytap
- I was not on this mission; a small group peeled off to perform an oracle and seance
- leytap area was mostly cleared out, adventurers were not able to clear several blue elementals
    - encountered more creatures from the manascape, same as usual
- ~~what the hell happened???~~
- The seance group has returned. 4 of the group are now made entirely of water
    - Sybil, Calix, Elrad, and Joy attempted to tether themselves to the lake during the seance. They all gained a permanent death but were given a divine intervention from the Shimmerglass sea. All 4 were transmutated into beings made entirely out of water

Lunch ——————
- we've received some context from Belmouth:
    - There's a red mana well in a large volcano in the Halhars
    - The volcano is beginning to empty, causing ripples through the leylines anchored to it
    - When the well fully empties, these leylines will snap
    - The group in Belmouth is planning to travel to the Halhars and destroy a cluster of 3 volcanos to form one large volcano that can replace the old one as a mana well and anchor
- There's a blue mana well in the Shimmerglass sea that appears to be expanding past its threshold
    - we theorize that this is due to the shrinking of the red mana well

3rd mission - Search the southern Greyfen for answers for Zarai

To-Do:

- talk to Calix ✓
- Reply to Bob/Lakestone enclave ✓
  - news from lakeshore
  - our thanks for the crystalline
  - sympathy and support
- Letter to Harmini ✓
  - ask if they've felt anything strange along the Fell River
    - Arcs, moving leylines, mutations, shards
  - ask if they've noticed anything peculiar about the river
- Letter to Belmouth ✓
  - Our deep thanks for the chronicle and all they've pieced together
  - The glacier may be made (at least partially) of crystalline - take care and caution
  - The other mana well is in the Shimmerglass Sea and expanding beyond its threshold
  - Do they require assistance?
    - We cannot travel that distance in time but perhaps I can organize aid
  - ~~Where did these new soldiers come from?~~
    - unimportant, perhaps Obb can ask Lynx
- Talk to the blue elementals by the leytap
  - see if they confirm what the cyclops are saying
  - any new insights
  - ask if they'd mind moving so we can fix the leytap
- Check in with Valen
  - scry and identify for Calix
  - progress curing blue mana rash in the fog (iron slimes?)
- Talk to Xitli and Zarai about all our new information
  - get them to mark leylines on my map (mediate, they don't seem to work well together)
- Meditate on my new reverence for Hermes ✓
  - figure out how I really feel about giving part of myself to a deity
- Spar with Harlow - I need to train and get used to my abilities ✓

Experiment: Calix (and Aeliana) 2.0

Background: Subject 1 (Calix) has been transmutated into a being entirely made of water due to a divine intervention by the shimmerglass sea during a seance. Subject still has his memories, mind intact (as much as it was), and all abilities still functional. Subject has permanent severe blue mana rash. Organs appear to be gone, but general features are intact. Body is semipermeable, holding shape and resisting gentle force like a semi-solid material, but can also be penetrated with slow application of force over a small area. Subject sheds water.

Trials and Observations:

1. Touch (Experiments performed by Subject 2 - Aeliana, Illion elf)
   a) small force, small area (holding hands):
      - substance felt solid with some give, hand did not go through, came away damp

   b) small force, large area (hug):
      - similar to (a), solid with give, came away damp

   c) large force, small area (slap):
      - hand did not penetrate, substance felt more solid, small spray of water

   d) large force, large area (fall from low height?):

   e) fast, large force, small area (penetration with knife):

   f) slow, small force, small area (penetration with finger):
      - finger penetrated, felt like cool water but slightly gelatinous

2. Substance identification (collected from subject 1)
   a) Distillation (brine levels, sediment, crystalline):

   b) Mana sense (on subject 1 & separate sample, performed by Leilani):

   c) Identification ritual of subject 1 & separate sample:

3. Sensation

a) Does Subject 1 feel physical sensation at all? Phantom sensation?

b) Pain levels:

c) Temperature change:

d) Can he be burned?

e) Itching/tickling:

4) Vulnerability to disease/infection:

5) Strength, stamina, weight:

Bob Dalibor,

Our sincere thanks for the crystalline you've sent. It arrived safe and sound, and will be of much use here. We are aware of crystalline's tendency to explode, and we'll handle it with care.

Hopefully things haven't worsened much since we received your letter. The new recruits sound promising - are they from the Lakestone enclave as well, or did they travel from elsewhere? Regardless, we hope your enclave regains some of its spirit in the coming weeks. The fight is far from over, and it sounds as though you're all doing extraordinarily well. Keep up the good work!

In other news, we are working hard to solve our manascape problem here in the outpost. We heard some murmurs from Belmouth that helped us put the pieces together. All leylines are anchored by mana wells. One such mana well is in the Shimmerglass sea. According to what we heard from Belmouth, there is another mana well in a large volcano in the Halhar mountains, and it is starting to empty. If the anchor fails, the leylines running between them will 'snap' and cause destruction. The party in Belmouth sounds like they're planning to travel to the Halhars and create a new anchor.

Meanwhile, the mana well in the Shimmerglass Sea appears to be expanding. We're still figuring out what to do about it, but we're collecting more information with every step we take.

Interestingly, this issue with the manascape seems to be affecting the other 'scapes as well. We've encountered areas where the other 'scapes seem to be bleeding through. In one such area, we met strange fish people from the dreamscape. We keyed to them through daydreaming, and unwove the area much like we have the mana shards.

Let us know if you discover where these mutated animals are originating - they sound very strange indeed.

All the best,

Aeliana Messik

Zari-kiri outpost, Lakeshore
2nd of Secondmoon, 278.1.3

P.S. You are absolutely our penpal now. Obb agrees.

To whom it may concern,

My name is Messik Aeliana. I am an adventurer and messenger from the Zari-kiri outpost in Lakeshore. I write with some questions that I'm hoping will help clarify the origin of a phenomenon originating in the manascape that is causing destruction across Lakeshore.

We've been experiencing phenomena that we call 'Arcs,' great waves of mana that sweep over the land and send a shock through the leyline. They create shards, areas with excess amounts of mana of one color that start to shape and mutate the surrounding landscape. When people come into contact with these shards, or are in close proximity to an Arc, they develop mana rash - itching, colored swathes across one's skin that cause vulnerability to their source color of mana.

I'm writing to ask how many - if any - of Harmini's settlements along the Fell river have experienced similar occurrences to Lakeshore.

Our arcs seem to travel between two mana wells, one in the Halhar mountains and the other in the Shimmerglass sea. We believe that the problems in the manascape are originating in the mana well in the Halhars. It follows that these arcs would follow the rivers coming down from the mountains, in our case, the Eld river as it flows to the Shimmerglass sea. Belmouth, bordering the Fell river in Belast, has also reported experiencing these arcs. However, of our visitors from Harmini, none have felt any effects of the arcs or any related phenomena.

If your settlements along the river have experienced the same occurrences as Belmouth and Lakeshore, then it is evidence for our theory that the waterways are important. If not, there are other hypotheses to consider. Either way, your response and reports are invaluable.

I eagerly await your reply.

All the best,

Messik A

Zari-Kiri outpost, Lakeshore
14th of secondmoon, 278.1.3

Adventuring party of Belmouth,

Our outpost has received some interesting news coming from your party. If our information is correct, then you have found a solution to the impending destruction of the leylines connecting the Halhar mountains and the Shimmerglass sea.

Pooling our information, this is what we believe is happening: there is a red mana well in a volcano in the Halhars that is slowly emptying. There are several leylines stemming from this well, some of which connect to a blue mana well in the Shimmerglass sea. This well was originally smaller than the Halhars well, but it appears to be expanding beyond its threshold, creating blue mist along the shore. The mana well in the Halhars is failing, causing arcs of mana along its leylines. If it fails completely, the leylines will snap like a whip and destroy the land.

Your party's plan, so we've heard, is to travel to the Halhars and break the large glacier there, clogging the three small volcanoes next to it and joining them into one. This new volcano will replace the old mana well and re-anchor the leylines.

If so, then we must first thank you for this information and your efforts to find a solution. Your work is invaluable. Next, a couple of questions:
1. Will the mana well move on its own, or will we need to do something to re-anchor it?
2. Is there anything we can do to assist you?
Unfortunately, it would take us far too long to travel to the Halhars, but perhaps there is something we can do regarding the well in the Shimmerglass sea or our end of the leylines.

Now, we have some information that might be of interest to you. First, our problems in the manascape have begun to affect the other 'scapes as well. We've encountered areas where the other 'scapes appear to be bleeding through, much like the mana shards we've been seeing.

In addition, the Lakestone Enclave in the Weyrwoods is encountering very strange mutated animals and creatures. We're interested to see if you run into anything similar on your way to the Halhars. Let us know if you find any new information.

One last note - would you be able to check the glacier for traces of crystalline? It may not be important, but some of us are curious.

We eagerly await news of your journey. Good luck.

Aeliana Messik

Zari-Kiri outpost, Lakeshore
14th of secondmoon, 278.1.3

Religion & Worship - A Reflection

Background: during the ritual to close the Kari-kiri leytap, those of us in the ritual began to gain mana. In the previous ritual, I unfortunately exploded from an excess of mana, and I was determined to avoid a repeat of this experience in Kari-kiri. I found myself paying - or perhaps, sacrificing - the excess mana to Hermes. Hermes, one of the 12 olympians, the god who, upon being born, immediately stole cattle from Apollo, the honest god, the trickster god, the herald of Zeus.

First, I did my research. Hermes isn't a bad deity for me, if I were to choose one. He's most known as the messenger of the gods with his winged sandals, and as the god of boundaries, commerce, and travel. However, his domain expands far beyond this brand. Hermes rules over all communications and language. He's known to have a silver tongue. He's the god of tricksters and thieves. Hermes is even associated with divination magic and magical philosophy.

The more I read about Hermes, the more I see him in the path I currently travel. I am a messenger, a traveler, I connect groups of people and take a leading role in communication of all forms. I am known for my eloquence and my writings. Even my fighting style as a duelist seems to reflect Hermes - light on my feet, flitting around the edges of battle and entering where I am needed to draw away some of the heat. I do not consider myself a trickster, nor a thief, nor a trader, but the fact remains: I am well within Hermes's domain.

I have never worshipped or followed a deity. As such, I find myself struggling with my careless sacrifice and what it may mean for my path. I am aware that Hermes is unlikely to care either way, but I find myself at a crossroads created by my own choices, and I feel that I must make a choice to move forward.

1. Find no meaning in my sacrifice and move forward as I was before. This doesn't have to change anything if I don't wish it to.
2. Accept Hermes as my patron and follow his path. Acknowledge his domain, seek his protections, and open a door in my life to a higher power.

I have meditated on this choice, talked to others about their own worship, researched and categorized, and I have made my decision.

Hello, Hermes. I believe we'll get along splendidly.