Month 6

We Started the day in the swamps

- We came across 2 old elspeld golems that were part of the warlocks division. We managed to get past them but took heavy deaths. I have plans for them (see bottom of notes)
- After that we managed to cross the river a make it into the swamps
- Once in the swamps we found a abundance of crystalline
- undead

Inn 1 - We met with Chalc'ic Xitli
Notes: they kept on complaining about humming sounds and that there was going to be a second arch
Mission 1: Protect the Color woods speakers

- We met the color wood speaker and both they and another party member died
- After we spoke to elementals on the beach and we determined that it was a safe place to go during the ach
- Also there where many size 10 elementals there but we did not manage to capture any

Inn 2 - Met with Silluvium Zaria
Notes: The talked for a bit but I didn't hear much
Mission 2: Fix the ley tap

- We went in a big circle and unweaved the tap. We contracted no mana rash and I wonder what it will look like in the mana scape

Mission 3: Escort people away from the arch

- There we a series of creatures we had to make it past

Mission 4: The arch
The arch happened and Now I can't see, the iron slime sunscreen worked. Though everywhere I look I see elementals but when I try to kill them my weapons go through them

How to steal the golem

1. Oscar can kill them
2. Then Theo slows how long it takes to reanimate
3. Then me and Andy spell break and unweave the golem reanimating effects
4. Then we can take as much time as we want to edit them

Further Notes: I only see the manascape, this sucks, but it's cool to watch the leyline.