The Eldar Times
A weekly news report on the
Eldar adventuring party (for
those who care)
By Alaric Vane on the fourth of tenthmoon
Hello, it is Alaric Vane, reporting on the fourth of tenthmoon. Today we went to Harmini and tried to track down cultists. We learned some critical information, but otherwise were only able to track down a single cultist.
We set out to find some cultists and the first thing we found was, drumroll please, forest beasts! The most common thing possible to find. We fought them, won, and moved on with little to no trouble. Next, we encountered more beasts and some green zombies, and we fought them too. Next, we encountered living vines and two builders. We protected the builders but the living vines got away with one, and we killed the rest of the living vines. Then we encountered builders that had been charmed by the charm effect before and we talked to them and learned that when they get charmed, they hear a song. We suspect it is the forest elidhu. This was important information. After that, we fought more beasts, then we protected a water fairy from fire and forest beasts. We succeeded and killed all the beasts. We then fought even more beasts and killed them too. Then we encountered yet another water fairy and failed to protected. We set off in search of cultists and encountered a group of builders that kept having problems, and found a cultist in their midst. We fought some skullcaps and fire-mutated skeletons after, and then we found an empty encounter with drag marks towards an out. We followed it and found a bunch of dead builder bodies, with all their organs spewed out and sacrificed to an elidhu. We found the cultists after that and attempted to fight them, and failed and got sacrificed to the fire elidhu. It was a pretty useless day overall... but we did learn some important information: the charm effect is from the forest elidhu.
Alas, I have nothing else to write about, and will be heading out. Thank you for reading,
Alaric Vane