Eldar, birthday party (me! yay! except its not even my birthday until 15 days after this!)
[8:35 PM]
Still the fifth week of eldar, as this was in between the two sessions. We first decided to track down some cultists, but we didn't have many tracker levels among us, so it was quite hard.
The first encounter there was (I think) a trench, being the one dug between the shimmerglass lake and the forest. We noticed a few of them dozing off and walking away, so we had to knock them out and then heal them to cleanse the charm, which I think was cast by the forest spirit. One of them heard a song, but was unable to remember it, all they remember was that there were some highs and some lows, shiting semi-rapidly. We checked all of them for disguises, and none of them were disguised. Also, I noticed each one dozed off exactly once, no more and no less. Maybe being stopped grants temporary immunity? Also, it did not come to mind at the moment, but I should have checked if it was the song sung by the forest spirit on the 24th of fourthmoon, 18 years ago. (Source at https://falnoriangames.com/wpcontent/uploads/2026/05/260417chronicletobin.pdf)
The next encounter there were some rainforest beasts and fairies attacking a water fairy, so we defended the water fairy and succeeded. One of the fairies was a necromancer, which concerned me, as necromancy had been replaced by witchcraft decades, if not hundreds of years ago. One of my party members got cursed by the necromancer, which I hope ends well for them. It was cast with necromancer sorcery, not fey sorcery, which I think was the reason it was a curse and not a hex. On the other hand, I have no idea what the difference between a curse and a hex is. Im a bard, not an archmage.
The next encounter it was another trench, being dug by other people. None dozed off this time. We checked all of them for disguises, one refused to be checked. Once they realized we werent backing down on checking them, they tried to run but we caught them right before they escaped. We them checked them once they were unconsious, and they were a cultist of the volcano elidhu.
The next encounter there was a bunch of rainforest skullcaps and vine skeletons. We lost this encounter, as vine skeletons were full undead and did not take normal damage, making me and a few other people the only ones able to damage them due to classes and silver. After we lost this, we decided to hire a cleric to help us.
We then retried that encounter, this time winning due to having healing, another person able to damage the undead, and a strategy. The next encounter there was a charred scourge and a few other beasts, which we won, although having some trouble with the charred scourge.
The next encounter we found the volcano cultists. We tried to beat them, but we eventually lost. I still believe this is due to lack of strategy, but the past is the past. Each of us were sacrificed to the volcano and killed.
After I died, I saw a memory. By the way, I thought I should mention this, as it may be important. Just a quirk about me - people tend to forget the bad deeds I do. This has been happening for a long time. But anyways, heres the memory.

I was sitting at a harbor, waiting for a ship. It eventually came. They asked, "Where does the lost bird wander?" I answered: "Wherever it the lost bird wills". The passphrase had been given. I was allowed entry. Keys jangled on my belt. And then the memory ended.
Anyways, that's all.
- Bartholomew