The Eldar Times

A weekly news report on the Eldar adventuring party (for those who care)

By Alaric Vane on the 2nd of tenthmoon

Hello, it is Alaric Vane, reporting on the second of tenthmoon. There is not much to write about today, but I will write anyway.

The dragon is back. Sources say that it has been circling around Eldar, and, as one of our innkeepers said, “a dragon means that something strange is going on in the Halhars. Well, I mean, when is there *not* something strange going on in the Halhars? It marks something somewhat extra strange going on.”

At the inn, we decided to go to Harmini today. Our mission choices included protecting builders, and fighting great beasts. We chose to fight the great beasts, no surprise there. Since the rains have arrived, we determined that if we were to fight a great beast, we should fight a fire-mutated one, because it would be weakened. We had a couple of encounters on the way, one of which was an encounter with soldiers who had nightmares. Many described being trapped and running from something much bigger than them, but no one was very clear, and my party members don’t remember

much. However, I have a feeling that they are important, and I have come to believe that the people reading these reports are much more knowledgeable than I, and they will be able to figure stuff out. Anyways, onto the next thing. We encountered an annoying encounter with lava/mud that we had to help put back. It took annoyingly long. However, we succeeded in the end and went off to fight the great beast. As expected, it was fire mutated, and it was a hydra. To add to the annoyingness, there were lava vents spewing out lava at them. Also as expected, they got demolished. Seven people died. That was it, all we did that day.

And, alas, I have nothing else to write about, and will be heading out. Thank you for reading,

Alaric Vane