The Eldar Times

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

By Alaric Vane on the fourth of tenthmoon

This week, we went to Illionor and fought the magocracy again. Before that, in the inn, I used my quirk and identified that one of the currently redacted things on our board is *extremely* important. This is all our innkeeper knew, but I hope to get more information soon as our chivalry rises. Anyway, we set off in our teleport circle and arrived in a frantic chaos where spells were flying in from everywhere and people were trying to dispel them but more and more came. We ran through and went to the next encounter, which was a bunch of mages attacking a healer doing a mass resurrection. They killed those mages. Then we came to the interesting part: we entered an encounter with a bunch of soldiers downed and on fire, and a powerful mage running out. When we healed the builders, they told us that they just remembered seeing the mage then blacking out and burning. We suspect that this mage is a very high up mage, maybe even an archmage. We followed it into the next encounter and deviated from the original mission, and went after the powerful mages. To no surprise there, we got *demolished.* Next, we defended the gates and some

sacrificed their lives to fight, including me, and we lost anyway. However, our help was appreciated and gave a tiny bit of leverage in the fight. The day was over at this point and we headed back to Eldar.

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

Alaric Vane