Our party chivalry is declining due to a small faction of our adventuring party that consistently flees when danger is upon us. We have all been having a rough week getting some snail larva parasite things out of our heads and curing us of the disease that these larva have inflicted upon us. Other than that, there is not a lot of news to be told, but there is some. The situation going on in Illionor is perilous, and the whole of the Illion Alliance is under attack. The Mage School of the Illion Alliance is being swarmed by Magocracy, and to the best of my knowledge some of the mage towers have already been taken. Luckily, the situations involving the rainforest are slightly less dire, with not much traction for either side in Halimin. Harmini has, as I have already noted in previous chronicles, managed to complete the river coming from the Shimerglass Sea. If we traveled there we would probably still be helping the Shimmerglass Elidhu settle in and claim the river as its own.

There is much cause for interest amongst the party because Goldy's class aethermancer has changed to aurimancer. Normally one cannot just switch classes, they must keep their current classes and gain experience in order to gain new ones. Because aethermancer and aurimancer are special classes, the party has guessed that the class change has something to do with the change in seasons or weather or something of the sort. Additionally, one of our party members has unlocked the secret for him to train aethermancer, or maybe aurimancer now, as well as gaining the option to train kenshi.

Goldy had just shared what I have shared with you with our adventuring party, and I assume we were going to proceed to vote if what happened next had not occurred. A scaly figure wearing full plate rushed into the inn and informed Goldy that they needed to leave immediately to deal with something that our party was probably not chivalrous enough to know anything about. Goldy seemed to know who this person was, which was probably a quest knight, or maybe a dragon, and agreed with their sense of urgency. The scaly figure told us that we needed to choose where to go immediately, and one of us ran to the circle where the champion of the Illionor mission stood, so the figure told us that was where we were going. Goldy and the scaly figure then promptly left the inn, and left our party to figure out whatever had just occurred.

Our confused and surprised adventuring party did end up going to the teleport circle that was headed towards Illionor, and we managed to decide that we were going to defend the Illion Alliance Mage School. When we arrived, we found an Illion alliance mage along with a soldier trying to defend the door against the Magocracy. We saw some annoying looking charm sorceries followed by both of the Ilion Alliance people defending the door to become charmed and then subsequently stabbed by the party. After that we rushed the invading mages and managed to take them out. After that entrance we proceeded to go defend what I think was the entrance to the Mage School.

When we arrived, we were met with some Magocracy mages who seemed to be lower ranking than most of the Magocracy that we have fought so far. Most of them were rank ones, and there were two rank twos and a rank three for each wave of mages. It was

a close fight, but in the end all of our fleeing party members dropped our total party count to low enough that we barely lost the fight.

We had a bit more time to defend against the Magocracy, so we decided to go and defend the healing tower. We met and then proceeded to drop the few invading Magocracy that we met along our way, and we wasted no time on reaching the healing tower. We fought long and hard, and only let four magocracy mages into the tower, all of whom were healers who performed that nasty little mage trick with the stun ray and the medicine ball that randomly heals them when they are wounded. I believe that our success was partially because all of the party had jumpstart heal because of my drill sergeant. Unfortunately that was all that we managed to do for the day, and we had to head back to Eldar after that. To conclude, I hope that this chronicle has granted you access to information that you do or will later find is useful.

- Zeek