I had heard that the adventures in Lakeshore went to the manascape. We went the other way.

We started off in the inn, as per usual, and had Sir Eggnog. As would be expected, that is not his name, and to teach my party members a lesson he chose one mission, to oust Belmorn spies. The second mission we chose was to find a primal anchor in the Gorge for the leyline.

I went on the primal mission, and the historian from Adra gave us the lowdown on the scapes and the prime. We fought some walking crops and lost three party members, a mushroom and some beans turned them into zombies. We went into the Gorge, and because we had a party member with flying and medicine ball we just jumped in. We fought through a variety of different things, taluses, the gremlins from the fort who ran away from us (“the destroyers!”), and some things with burning touch. We then saw a demon and some imps. The demon had a jackal-like head and ashy skin. It asked us “why should I give you what you want?” We said because many people would die, but it did not seem to care. It then offered us a choice, keep the tools we have or try to earn our keep. If we failed we would lose the tools we have. We chose to earn our keep and many of us took on a duty to earn it. The demon then slayed one of the imps and opened up a black doorway. We went in. It was completely dark and magetorch did not give any light, just warmth. I am writing this from what I believe to be one of the primal scapes, and have no information from the other mission.