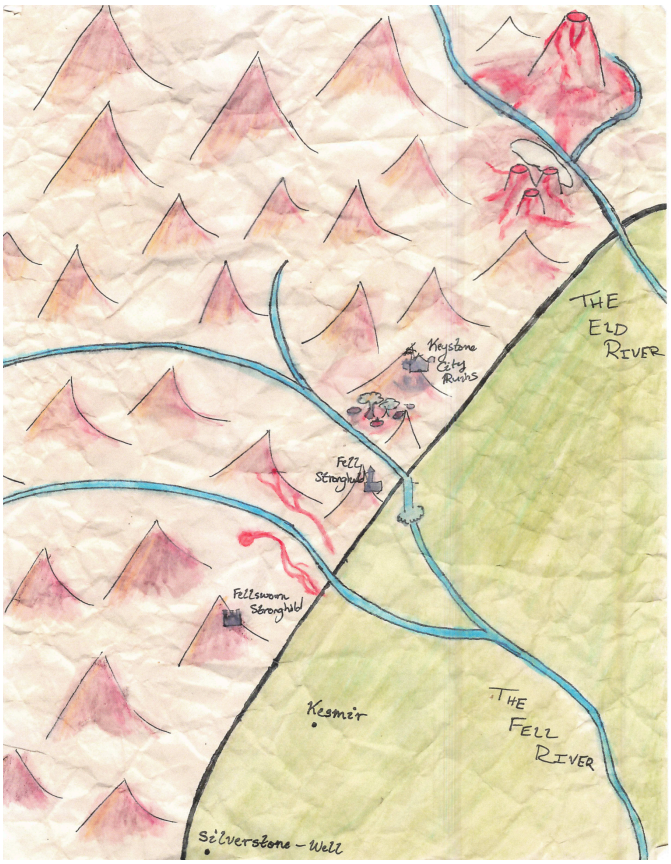
Mapping the Halhars

I and 5 others from Belast accompanied by a cyclops and a Belast military member with a caravan following behind explored the Halhars. We have scouted out the Halhars to set up a base there to start making the Halhars not implode (I don't think I have to write this but that is bad). The basic plan is to dump ice into another volcano to make it explode so there is enough lava in the other volcanoes. This is the cyclopses' plan which they will help with. I forgot part of it but it should be in a chronicle soon.

We first found a stronghold from the people that fled Belast during the fall called the Fellsworn. It didn't have much, it had some barracks, different things pretty far away from where we wanted to be, basically just big rooms filled with monsters.

It took a while to find another stronghold. We had to cross a river by using the power of a size 10 cyclops and an enchanted flying broom I got last year. Then we found the Fell Stronghold which we did not explore because we were running low on time.



We crossed the fell river by carrying everyone across on the broom which can carry up to size 4 and killing the cyclops and summoning him on the other side because he said that he would die anyway if he was left alone. On the other side were hot springs with a kid pyro wyvern which I confirmed with level 44 animal trainer and combat craft (level 17 + bardic lore + human + 2). I am planning to have some fun with this wyvern and 44 levels in animal trainer.

We found Keystone city ruins but we were out of time. The plan is to set up a base / stronghold in the hot springs and then moving it into keystone. I think I will calm with wyvern and maybe have some fun with it