**** went down.

Belast and Eldar are fighting because of Belmorn spies, but not just that, also us accusing each other of being a Belmorn spy. A Belast captain killed a Eldar captain, but the party and Eggnog defused the situation. Also, the historian in the inn mentioned something about spies and his shape being stolen. I don't know what this means, but I may ask him later.

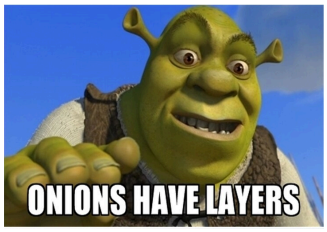
Then we went to the Eld river, which was acting goofy. Before we got there, we saw some taluses, one of which was size eight and covered in crystalline. They had arcane rays and balls. I dueled it, and did some damage, but then it used shattering armor and I did not want to lose my weapon, so I left.

Then we got to the river. It was glowing white. There was aerated crystalline in the air and dust in the sand, and we got magic fatigue from it. The river also had some purple crystalline. There was a size ten statue of the first king of Belmin. I jumped in the river and hit the statue with five mana. I also tried to key into the river with my connection to crystalline, and it felt like an arc. I dissolved, all the coming descriptions are from party members and innkeeper. The statue then started to glow green, like wild magic, but more golden. It said "Children of the Growing God. Gather. You have been collecting and one remains. Who is the last?" We left.

Some bardic senses from later:

What are we collecting? Alliances. I think this means Belmorn is the last, from alliances we can get near Belast.

Is the Bear connected to the monarchs? Feels like an onion, and as we all know



Are all the primal memories we have encountered (the first king of Belmin, Queen Gwenevire) the monarchs of Belmin/Oldmin/maybe Belast Eldar Pendar and Weyrwoods? Yes, and this is a big piece to the puzzle.