The last two weeks we have been doing glorified on-the-ways in the Halhars. If you've read my other chronicles you know why.

The fragments I know about last week in no particular order:

Some sort of light and shadows from spirit scape, disappeared quickly

They fought a demon, a friend got traced by it

They found an old Tree of Life glade, after most shrines were people, but this one was not.

Some sort of flag stone puzzle thing, got to choose sword or shield (magic damage or partne awaken for some time I think)

What happened this week in no particular order:

Throughout the day we have seen many different elementals/elementalings/slimes. I have not recorded their colors because they were very random and probably represented multiple leylines. Some were goats.

In one encounter we saw a leyline and had to go under it. Two people touched it and died but not PD'ed like in Lakeshore on the Rainbow Road. There were many I think elementalings nearby.

We saw some purple crystalline jutting from the ground. We put a mana into it and it exploded with 5 magic damage. Then I tried chopping some off and the same thing happened. Some of us collected the shards.

At the end we saw a rock giant known for making deals with adventures. It had fiery shattered skin and rubies floating around its head. Another party member with the crystalline staff I was talking about one of the previous weeks got it filled with red mana from the rock giant. Another party member handed it one of the purple crystalline shards. It again filled it with red mana and the shard joined the rubies. We told it our mission and it seemed interested. It started walking toward the volcanoes and soon left us behind. We tried to ask it questions but it was not very talkative.

We also fought (read: ran away from) a multicolored hydra with spells.

The other group also fought some demonic looking hobgoblins with one respawn. They came up singing Halhar har har har Halhar har har har har and then went berserk and killed a few party members.

They also saw ruins of a road with three dead bodies. One was human, one was an ogre, and one was a troll. As a quick reminder, the Walking Goddess made Elves, Lizardfolk, and Orks,

the Growing God made Humans, Ogres, and Trolls, the Dreaming Goddess made Hobbits and Kabbits, and the Cunning God made Dwarves, Goblins, and Gremlins. They also found three coins from Afinilimin.

When entering the Halhars the other group got a riddle from a talking door. They did not solve it and just convinced it to let them in. The riddle was:
Buckets barrels baskets cans
What must you fill with empty hands?
I have seen this riddle before but on principle I will not tell you the answer. Please add guesses to your own chronicles. I read them all.

They also saw a size 8 necro slime turning gnomes into skullcaps.

They also saw some wraiths guarding a shrine to the Court of Darkness (they did not know this at the time) They sacrificed mana to it and a shadow came over them and they got a blessing of unglue loot.