

Sentient Rocks

By Otrocis

Today we investigated a smoking mound, for fear that it might explode. This fear is for a reason, that reason being a vision that one of our party members saw. On the way we encountered a group of little, boulder-like creatures with stripes of magma going through them. These boulder creatures had the ability to use the pyromancer spellstones, fire ball and flame ray. These were obviously a new type of creature conjured by the Volcano Spirit. We were hard pressed to defeat these taluses, however, purely because of their limited intelligence, we were able to develop a strategy to defeat them. We used treeform ball, to essentially become trees for all they knew, and we played dead, so they thought that they had beaten us.

When we arrived, we found a large smoking mound, with a bunch more flame taluses, and one large flame talus. We started fighting them, and we probably could have beaten them, if not for what came next. First, the ground started rumbling, and an earthquake happened, knocking us each five feet in a random direction. Then, less than a minute later, another earthquake happened, this time knocking us ten feet in a random direction. Less than a minute after that, a huge earthquake happened, this time knocking everyone thirty feet away from a point, a point now occupied by the Volcano Spirit. Chaos ensued, and in the following minute, everybody was either dead from being burned, dropped by morganti, or safely out the way they came.

The next mission our party decided to do was attempt to rescue some missing builders and enchanters. The first thing we did was try to stop builders who were working on the Greenwall from wandering off, like they were before. We partially succeeded at this, stopping roughly half of the builders who started to wander away from their task. We then went after the builders who succeeded in wandering away. When we found the builders, they were unconscious, and being dragged into the forest by some deformed builders, or vampires as we suspected. We managed to beat these things, although they only took damage from silver and magic.