

04.05. Sat

Rolls: >

- +2 Cane's
- 1 Brenton Death Save
- 1 Warman Wis Save

Recap:

Armor Bay and then a long rest before getting to the Hurrock.

looking for an ancient city at the end of a very long elevator ride.

find out why the adamant can't go there, find and bring back evidence

There are tons of corpses

Lorath leaves a trail of claw marks following our path

Myrtle explains ice cream and all of it's underlying knowledge

Squad The Ranger, Sedor's father sneak after us and we saw them.

Squad leads us the way we want to go.

warns us to avoid magma Hurrocks.

Barack or Osgor messed with the Rift.

Rift to Stone Reach, realm at Primordial Stone and earth

Throw a Rock at Squad
Myrtle finds out about the sun. Then explains it to me.

We beat the Hurrocks, it hurt.

Took a rest.

Continue, passing statues that are 60 ft tall.

Myrtle casts speak with dead

They were their own murders compelled by the stone. Not through voice of the mountain. Stone spoke in their minds told us death. Doesn't know of Hurrocks, first colony from Stone Reach. Rift is in the center of town, 5 mile radius town, Dwarves, Dwarves, goblins, Kobolds original inhabitants. Some suspicious of stone corruption, doesn't belong and evil, no Osgor influence to their knowledge no evidence of Barack. Rift is dangerous to enter but is in center of town. Stone not from Rift, came from a mining chamber near dwarves. Stone reach filled with magma, doesn't know gem stone curse, dwarves found in chamber near the stone. The dwarves gave the dwarves a home. Dart is the weirdest thing here.

There's a crane holding the stone, the magma is flowing to it and it's surrounded by GEMS.

Two figures on the crane about the stone. dozens of dead Hurrocks nearby.

found some mining equipment and massive chunks moved away.

* Kobold Backup is here here.

Myrtle, Tom, and Viridias wake up in itube to others nearby.