

Day 1

We head North. We travel through the area we freed of the Gnashers. We get some hugs from the workers we saved.

Day 2

We are given some venison from the workers / hunters.

Keddamide Hill, there is a waystation inn building.

Heading Northeast we spot a flash of red through the brush. There's a red ape corpse being eaten by a Krillworm. It's nocturnal, so odd that it's up after dawn.

Heartscry checks the Astral, and it's Open. Heartscry and Ibon get their Image Displaced, and walk closer. When they get close enough, the Krillworm hisses at their true location, and screams. Drawing the others out of the cave. They swarm around us.

Varis and Alari go back to back. Ibon moves back towards the two of them, killing one en route. After Alari is made into a snack (again), Ibon makes a triangle and we fight until several are dead, and then the rest of the flock take off in fear.

The cave is shallow and unpleasant. The ape has been dead for some time, bloated and distended. We set up lunch, and recover twice (Varis treats Alari's wounds **1 Phys Kit use**). Alari is still wounded and we set up camp for the night.

Waking up in the morning, everyone is fully healed except for Alari.

Day 3

We head into some foothills. 2 miles uphill North. Grey patch of stone, rocks piled to block a cave, to keep bats and other things to keep from spilling onto the trail. Heartscry flies up and sees something in the cracks. It's filled with meat, and a creature is lying in wait.

The wall unfolds into a Cave Burrower (made of elemental earth, eats obsidimen, especially as they emerge from their Liferock). It cuts Heartscry, who flies up and away. Heartscry readies Trust, everyone else waits for her to cast. The creature folks up and blocks the cave again. The Trust spell works, and we run past it.

Less than an hour up the road, we find 2 dwarf, 3 humans, and 2 orks arguing. There are packs with hides in them, still fresh kills. Toben (male human). Heartscry makes a grand First Impression on Toben, offering to help. He describes a grey ape, leading red apes, chasing them away, laughing. Took Toben's woman, Kadalla. Cannibalistic, bloated.

We head off to the box canyon where the apes are reported to be. Only 4 are left alive, bloated and still stuffing their face. The grey one has always had only one eye. It's holding a woman being dangled by her foot 35 feet above the ground.

Heartscry and Varis cast spells on the party, 2 apes run up to us. One ape takes serious wounds, and doesn't look afraid like a normal animal would. Heartscry starts flying for the human captive. Heartscry flies towards the woman. The woman is dropped, and then caught by the apes foot. Before Heartscry can get Trust off on the cyclops, he drops the woman to her death, yet she only takes a wound. Alari and Ibon compare notes on Manuevers in battle. Varis runs up to administer aid, and finds Kadalla minorly injured. Varis treats her Wound (**1 Phys Kit use**). There's a nook in the canyon wall of silvery metallic something inside the rock.

The area is Tainted Space, implying the cyclops is tainted as well.

We head back. Kadalla tells us that the dwarf, Querro, tripped her brother, Dresk, so he was caught by the apes. We identify the cyclops as a Baggi, found near northern forests, don't have skeletons, amorphous blob of flesh, excellent climbers.

We confront Querro, and another person, Hedder, steps forward admitting they also saw him trip the brother. When Alari starts to intimidate Querro, he shoots Alari, and Ibon knocks Querro down with stun damage. Things get tense, but in the end, the dwarves come back with us to Throal.

600 LP

Kadalla and Toben are new Friends

125 silver bounty

1 Booster Potion

Kadalla's family has a well placed Elementalist who gives us each a pair of Dry Boots (250 silver)