3rd of Tenthmoon

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1 Inn Room

1.1 Mission Board

Town @: 23. (City Levels: 15/Mason-Builder, 3/Forester)
Biome: Tropical Rainforest & Swamp.
Weather: Cloudy and Cool [No Fatigue].

1.1.1 Gear Reserves

Reserves Baseline: 1 Equipment Set ‖ **Stock Remaining:** ○ ○ ○

1.1.2 News

3rd of Tenthmoon: Welcome to the Orizan Outpost! Greenwall construction along the rainforest continues and is well underway; construction of sections over swamps and marshes has stalled due to mud, obstacles, and danger from rainforest creatures. A surge of Green Zombies in the nearby forest continues to build in numbers, worrying camp fighters and leaders.

1.1.3 Innkeepers

Captain Sabira Ozorn (Captain). *Human F, Mid 40s.* Grease smudged around eyes, many trinkets.
Lvl 28: 10/Knight, 10/Sentinel, 3/Mercenary. ‖ Builder, Peacekeeper, Forester.

Zanzīru Qanat (Greenwall Architect). *Illion Elf M, Mid 40s.* Sun-wrinkled skin, loose robes and hat.
Lvl 27: 10/Diviner, 10/Pyromancer, 2/Healer. ‖ Builder, Fine Arts, Cartographer.

Kuitil (Scout). *Wood Elf M, Mid 70s.* Variety of odd scars, both physical and magical.
Lvl 28: 10/Ranger, 10/Wild Mage, 3/Assassin. ‖ Hunter, Tracker, Forester.

Hamila Loravain (Camp Chronicler). *Illion Elf F, Mid 30s.* Light brown hair, hazel eyes.
Lvl 22: 10/Thief, 7/Cleric. ‖ Historian, Scribe, Priest.

Mission Board

- > Stabilize southern wetlands & protect from fairies
- > Wolfwers attacking Greenwall builders at river
- >> Clear ruins of a village from path of Greenwall in swamp
- >> Vine Trolls spotted far upriver — investigate
- >> Green Zombie horde emerging from eastern rainforest
- Other!

1.2 Inn

Today our innkeeper was Hamila Loravain, the camp chronicler. She said the most important missions were, I think, the Green Zombies and the ruins. She said we should collect artifacts—but don't we need to clear them first? Captain Sabira wants it done quickly.

We moved on to discussion, I think. I'm sorry, I don't remember today well; I should really take better notes. But from what I recall, I said we should get artifacts from the ruins. I think two other people spoke—one about the ruins and one about the Green Zombies. Whatever happened in the discussion, we moved on to voting.

Stabilizing the wetlands got no votes. The Wolfwers got 4 votes. The ruins got 12 votes. The Vine Trolls got 10 votes. The Green Zombies got 14 votes.

2 Green Zombies

I was not on this mission, and the people who were don't remember it well, so these notes are vague and missing details.

2.1 The Scout

There was one scout who was running through the area—there might have been monsters chasing them. This might not have happened, but if it did, they warned us that past where we were going, there was something big and scary.

2.2 Green Zombies from the Swamp

They apparently walked for a while and saw nothing, but when they reached the middle of the clearing, a bunch of Green Zombies emerged from the swamp and ambushed them. They managed to get some of us down, but about half escaped. That half came back to rescue the others. After some serious playing dead, they got the Green Zombies down, though a couple of people died.

2.3 The Green Zombies

In this encounter, there seemed to be three groups of Green Zombies: the shrine-building ones, the digging and hoeing ones, and the hunter ones. Apparently, our party went in and looked around. The zombies didn't attack immediately, but at some point someone provoked the hunter zombies, and they attacked. Then we attacked everyone, and most of us were taken down. Some people escaped and didn't come back—which was probably good, since they couldn't have done much. The ones who were downed all died. Most wisped, but a couple, for some reason, did not.

3 The Ruins

3.1 Storytellers

There was a group of people telling stories about the Elagoos—hopefully I'm spelling that correctly. Sadly, we needed to go, so I hurried everyone along.

3.2 Fairies

I was a toucan and had flight because I now have animal shape. There were a bunch of annoying fairies. I didn't want to hurt them, but they were very annoying. They got most of us down and treeformed—except me, because I was a toucan and flying. I reverted them and started using empathic ray for healing. I got several people back up, but most went down quickly again. Then I used empathic ray on one, and while I was healing back up, I got hit by treeform ball. We were all down, and time was running out, so we had to retreat.