The Breach

By Otrocis

Both elidhu, the Forest Spirit and the Volcano Spirit, are using the full brunt of their forces to attack the Greenwall, hoping to create a breach to get through. The spirits themselves were not there, they were deeper into the rainforest, or wherever else they might be. As we continue to defend the Greenwall, the elidhu seem to be gaining more different creatures. Both elidhu have elementals, and the volcano spirit seems to have three different types of skeleton. The weakest has no armor, fire ball or flame ray, and is a lesser undead (10 minute ritual mana drain, takes all types of damage, has 1 respawn). The second weakest has chainmail, fire ball or flame ray, fire control and resistance, and is a full undead (20 count mana drain, takes silver and magic damage, has 2 respawns). The most powerful has half plate, fire ball or flame ray, and is a greater undead (UB mana drain, takes only magic damage, and has 4 respawns). There are also vines that move around, have crown of vines and martial arts, and wrap people up when wounded or dead.

Unfortunately, we failed to stop both forces, although we came pretty close to stopping the Forest Spirit's forces, because only the green elementals remained. Unfortunately for us, both the full and greater undead did not take normal damage, and a large fraction of our party could only deal normal damage. Breaches in the Greenwall have popped up in both places where the elidhu launched their attacks. These breaches allow the elidhu to come through. Fortunately, elidhu cannot move through barriers without explicit permission from someone allied with the maker of this barrier. However, they can send their forces to destroy the Greenwall, and then get through. The Breaches are a huge problem for Orizan. Without the Greenwall stopping it, the forest and its creatures will quickly overcome Orizan, and the elidhu may join the fairies that were seen near Halimin.