Aftermath

By Otrocis

After both the elidhu managed to create breaches in the Greenwall, all of Orozon's forces went to the breach that the Forest Spirit had created to try to close it off. Them, along with another adventuring group here in Orizan managed to close up the breach. That left the breach made by the Volcano Spirit's army for us to clear up. Mostly, we just fought some of the lesser flame skeletons, which were not very hard to defeat, as they had no armor, and were lesser undead. There was a flame elemental, however one of our party members had a healer sorcery that killed it, and then we managed to treeform it.

Fortunately for us, other than the breaches, construction of Greenwall is going rather well. Because we managed to close up the breaches, the Greenwall is now ready to be enchanted. If we successfully defend the Greenwall long enough to be enchanted, then there will be no way for either of the elidhu to cross into Orizan, which would mean our adventuring in Orizan would come to an end.

The builders from a city near Orizan which were building the road directly behind the Greenwall had vanished, and construction of that road has halted. We went to investigate where these builders were. On the first on the way, we encountered a group of vines, the ones that were the Forest Spirit's creatures. These vines were more smart than some of our party had realized, and they quickly dropped all of our party except me, because I had an animal shaped into a toucan, and my trained rainforest wolfwer. The vines could not attack us because we were flying, but they stopped us from coming down to heal. What I saw happen to my fellow party members afterwards was rather concerning. The builders, the ones we had been searching for, killed the party by basically just mauling them with their hands. They were not zombies or any other type of undead as far as I could tell, although they were all tattered and scratched up.

We had closed up both of the breaches by this time, but there were still some creatures behind the Greenwall. Fortunately our last line of defense, the palisade, was still between us and them. The creatures we saw were a bunch of green zombies, green and red fairies, lesser flame skeletons, one forest skeleton, and one greater flame skeleton. Even though there were creatures serving both types of elidhu, they seemed more focused on getting over the palisade, and only fought when close together. We were beaten, and these creatures behind the Greenwall may still be a problem, although Orizan will probably deal with them.

One of the party members, a character named Caspers, received another DI, which changed her class from Ihimi to a class called Nagual which has wild shift (in AL wild mage), wilderness healing (also in AL wild mage), and animal shape (in AL and JL wild mage). This class is probably a class from the ancient illion elf civilization that was here very early on, because Ihimi was, and I don't see where else it would have come from.