Capturing and Captured

By Otrocis

The first mission we tried today was to capture some rainforest creatures in order to train them. I already own a trained rainforest wolfwer, and it seemed useful. The encounter first on the way was quite concerning. We encountered the Zapocan builders, the ones we had been searching for. They seemed normal, though their clothes were tattered. They attacked us, and we managed to defeat them, however I was concerned, because they were biting us to deal damage. When we managed to scry these Zapocan builders, we first saw visions of them working long, tiring days on the road. In these visions, they seemed normal. Then things started to get odd. We next saw visions of the builders, like before, but now they were afraid of the Sun, along with just being super grumpy. After that, we saw them walking into the forest. The final thing we saw, as well as sensed, was a sense of undiminishable hunger. These Zapocan builders seemed to have the desire to eat and eat and eat, and never stop.

After scrying these Zapocan builders, we followed a set of large, size five footprints. We knew these were either armored beasts or common beasts, both things that we were eager to train. The next things encountered were a large mass of sentient vines. We were able to beat these vines fairly easily, however they didn't seem to stop coming, so eventually we gave up fighting them and just followed the size five foot prints.

When we finally reached the location we were looking for, we found four rainforest armored beasts. These were fairly easy to beat, and we captured all four and brought them back to camp. Unfortunately the parties animal training skills only sufficed to train one of them. Normally, it would require a small thing to fully train an animal like this, however, the party was dedicated to training it, so we used our mission time to train it. In order to train the armored beast, we needed to have it beat a certain number of enemies, that number was not shared with us. At first we tried the strategy of convincing the armored beast, "that thing is bad," but we soon realized we should just convince it to, "attack." Eventually we used our animal training skills to get the armored beast trained, and because we got it trained, I now know the statistics of a rainforest armored beast. It has the base statistics of a normal armored beast, plus it has impale, spellturning armor, and has two ninjatus as hands.

Our second mission was to rescue a captured party member called ???. We had no idea where this lost party member was, so we oracle the Seeking Goddess asking the question, "where is ???" As usual, we received visions about the location of our captured party member. First, we

saw the Forest Spirit sitting on a throne on top of a large pyramid, or what we thought was the Forest Spirit, until the vision progressed and we realized it was some type of ghost. Then the vision changed to a different pyramid, with ??? laying on top. The Forest Spirit, the real one this time, was standing over him with a decorated knife, luckily not the morganti one this time. We progressed through the encounters one way, and I need not explain them except that the only thing we did was fight various rainforest creatures.

When we arrived at the pyramid, we saw the Forest Spirit completing a ritual on ???. The Forest Spirit was accompanied by three green zombies. We tried talking to the Forest Spirit, and it told us that ??? has asked to see, and that it was allowed ??? to see by completing the ritual. See what? We had no idea. We tried throwing a medicine ball, but somehow ??? resisted healing. One of us tried to push ??? off the pyramid so we could carry him out, but they got dropped, and the Forest Spirit made them see. At this point the Forest Spirit was beginning to get mad at us for interrupting the ritual, and we were forced to leave because we found no other way to rescue our captured party member, and we didn't want to risk getting hit by the Forest Spirit's morganti.