The Ambush

By Otrocis

A morganti wound can never be healed, and it will stay for the duration of the wounded one's life. When the Forest Spirit struck down a party member with a morganti shortsword, we never expected to see them again. Oddly, this party member has been seen on the outskirts of the rainforest, seemingly alive and well. The party decided to investigate this intriguing phenomenon, and possibly bring our party member back to Orizan. The first few on the way encounters were as usual, and we fought off various rainforest creatures, none with any particular significance. Then we found the lost party member, amidst a swarm of rainforest creatures. Our party member, as reported, seemed alive and well, although the morganti wound still remained. They beckoned us, then ran off into the next encounter. Here, the rainforest creatures didn't attack us, rather allowed us to follow our lost party member. Encounters continued on like this, with the party member beckoning the party, then running into the next encounter, deeper into the forest. At one point this party member was dueled, and at this moment, two strange things happened. First, a damage was dealt to this party member, and they took it without dropping, and two, they bowed out in response to a duel, something they could not do before being wounded with morganti.

At last we reached the encounter our morganti wounded party member seemingly intended us to be in. Here, there was a step pyramid in the center, and seemingly no more rainforest creatures. We held a long conversation with our party member and two disembodied voices about whether the city in the middle of the rainforest that we had just entered, or Orizan was a safer place. It ended in the two disembodied voices asking, "do you know me?" and giving us three guesses. We guessed three things, but none of them were seemingly right. Then, all of a sudden, rainforest creatures appeared around, very much hostile this time. I managed to get out, and return to town, however the rest of our party never returned.

At this point in time, we only had five party members, so we decided to go on a fairly simple mission. We ended up choosing to protect the Greenwall during the enchantment process, where we fought off skull spiders, and some harpy eagles that kept dive bombing the ground and dealing fire damage to everybody within ten feet. These enemies were fairly easy to beat, and we were able to finish enchanting this section of the Greenwall.