The Escape

By Otrocis

The captured section of the adventuring party, as promised, returned to the House of Ground and Starlight to complete this exorcism-like ritual. Unfortunately for the adventurers, they still had to fight off various creatures, and this time the creatures managed to drop the adventuring party. Instead of trying a second time, the adventuring party, along with a few members of the House of Ground and Starlight, tried leaving Tezchi'tatl. In the first encounter the party found a group of travelers all traveling into Tezchi'tatl for various reasons, all telling the party that the party should stay in Tezchi'tatl. Most of the party moved on fairly quickly, but a few party members, all of them the ones that were not part of the captured party, decided to stay in Tezchi'tatl.

Next the party encountered a rainforest hydra. This was a normal hydra, except the body was dealing poison damage and the heads had wyvern breath weapons. Again most of the party made it back, but a few party members, all of them not part of the original captured party, were dropped by the rainforest hydra. Luckily, the rest managed to make it out alive.

Meanwhile, while the captured section of the adventuring party was out in the illusion world, I had devised a plan, which would be ready whenever the diviner with a sorcery that could speed up a ritual arrived in Orizan. There is a person in Orizan who is a diviner with teleport, and is old enough to have studied Tezchi'tatl as a location. Next, I have located a person, the person who is returning from work on a far away section of the Greenwall who has a different diviner sorcery that can speed up rituals. The plan is to teleport to Tezchi'tatl with a ton of Orizan soldiers, quickly drop the green zombies that are the captured party, and then using both diviner sorceries, quickly teleport the soldiers along with the dead green zombies back to Orizan where they could be exorcized.

The third thing that the captured party members encountered were a bunch of priests add a joint shrine to the Tree of Life and Death. These, like normal priests, invited the party members to sacrifice to a deity, particularly one of the ones that the joint shrine was to. These priests, also like the travelers, told the adventuring party to stay in Tezchi'tatl where it was safe. Unlike the time where they encountered the travelers, the remaining party members were set on leaving Tezchi'tatl, and in the end everyone made it through. The last thing that the party encountered was rather strange. A large group of elementalings including every color but blue (I wonder if that was a coincidence or not, because there were at least four reds) were fighting amongst each other. The party largely ignored these elementalings, and just ran right past them with their only intent being to leave Tezchi'tatl.

To them, they had just left Tezchi'tatl, but to me and General Sabira, they had arrived at the Greenwall. Instead of initiating the earlier plan, we initiated the much easier plan of sending

a load of Orizan soldiers to the Greenwall to capture the party and exorcize them. The diviner from the Greenwall had finally arrived, so General Sabira sent them to help with some exorcism the party was trying to do to get them out of the illusion world.

The diviner failed to convince the ones performing the exorcism to have the sorcery used on them because they did not speak the same language, however, the party along with the diviner managed to hold out long enough to complete the exorcism anyways.

Again, I must thank several party members who were part of the captured party for informing me on what happened to them. Without their help, I would not have been able to write the larger part of this chronicle.