Wither

By Otrocis

As of this week, a giant, hulking sloth has taken up residence near the Greenwall. This sloth seems to speed the aging process for anyone who gets close to it. With the forest also pressing up against Greenwall, the sloth uses it as cover. Now we cannot perform the enchanting that the Greenwall requires in order to complete it, because anyone who is close enough to be enchanting that section of the Greenwall is getting aged by this giant sloth. This sloth has proven a big problem, and so we as the adventuring party have decided to try to kill it.

During the trek to this portion of the Greenwall, we found a bunch of builders who thanked us for recommending some of them get exorcized, because they were acting strangely, and afraid of the Sun. Apparently this was the beginning of the process of turning into a vampire, and when the builders acting strangely were exorcized, this stopped the process in its tracks.

When we reached the section of the Greenwall that the giant sloth had taken up residence in, at first, we could not see it. Then after around twenty seconds, the sloth, who was surrounded by a ton of green zombies. The first attempt we made failed, and we all aged sixteen years before we were rescued. The second attempt we made we managed to hit the sloth with a sorcery that killed it, and then after that the remaining Green Zombies were fairly easy to kill. Unfortunately, all of us still aged seven years during the second attempt.

The second thing we tried to achieve was burn the forest back so it wouldn't grow right up against the green wall. We were trying to burn down the trees so that none of them crossed a certain line. There were a lot of different rainforest creatures, and a few vines that were moving the trees forward and then growing them up into new trees. Although we were losing the fight, we managed to hold off the vines long enough to succeed our mission.