The final chronicle

This is a chronicle that is an overview of all the knowledge discovered this season, from my chronicles to wild theories

The **Greenwall** is what we have been working to do this whole time, and we have now finally completed it. It started off as a small wall, then became a big wall, and then we made it an enchanted wall. It is what has protected us and many future generations from the elidhu

Elidhu are a cross between archfey and elementals. They are typically very powerful, can break rules of space-time, cannot enter a residence without an invitation (though, being fey they may find loophole around this), and do not drop or die of damage that is not morganti

The **Forest spirit** is one of three elidhu in the rainforest. It owns the forest, having complete control over it, but fighting against the volcano and swamp elidhu to keep that power. It was originally just looking like a normal wood elf, but as death killed all the wood elves, the spirit was influenced by the court of darkness and became evil

The **Volcano spirit** is another elidhu that is fighting the forest spirit for control of the rainforest. It made a giant volcano to try and blow us up, but we sacrificed some people to it to keep it happy, and it stopped the volcano as long as we keep sacrificing people. We tried to find a way to stop the volcano without sacrificing people, but then it used “with the sorcery of pyromancy and witchcraft, if you break your oath the volcano is your curse” so we had to sacrifice some people

The **Swamp spirit** is the only spirit that is our friend. It is weaker and smaller than most other spirits, and is plagued with the other spirits attacking its swamp. The forest spirit charmed them, but we managed to remove the charm. Unfortunately, the other spirits have morganti killed the swamp spirit

Wood elves are a type of elves that belong to the forest spirit. They are either vulnerable or resistant to magic, and have new classes that I have written about in a chronicle. In the fall of I believe the 2nd era they all died and the forest spirit blames death

The **Court of darkness** is very bad and has basically caused all our problems by making the forest and volcano spirits evil

The **Court of light** is trying to help us and has made a white tree with the souls of morganti dead people and the tree blew up with divine energy and destroyed a bunch of undead that were attacking it

The **Court of twilight** is something that we have found a lot about, mostly because of an encounter in a distortion. In this encounter, we saw three of what could be court of twilight members judging if some distorted soldiers should go to halimin or the rainforest. Good and evil were here arguing too, but the court of twilight was repeatedly shushing them and displaying that they are more powerful. This explains why the court of twilight is so mysterious; they want not to be known, and the courts of light and darkness have to obey them or die (i think). If you don't believe that they are the court of twilight, remember this: they were in what I think is the primescape and they were bossing around evil and good.

Distortions had been appearing in the greenwall thanks to the barrier between the scapes tearing. The only distortion we went in had was a gate to what I think is the prime scape where we saw C.O.T. members bossing around good and evil (see above).

Rainforest monsters are the troops of the forest spirit. The most dangerous is likely either the giant sloth or tapir (that also have withering aura and some weird defensive abilities), rainforest vampires (vampires made from zopocan builders), or size 10 elementals, but there are also wolfweres, beasts, fairies, and green zombies

Volcano monsters are the troops of the volcano spirit. They are fire harpy eagles (eagles that can dive bomb-inferno aura), fire slugs (slugs with fire spells that resist fire damage), fire beasts (beasts with fireball that resist fire damage), flaming skeleton (undead with some pyromancy) and fairies