The Swamp's End

By Otrocis

Today is the last week of creating the Greenwall, and after this week our work will finally be done. The first thing that we decided to do was try to stop the Forest and Volcano Spirits from killing the Swamp Spirit. On the way, we met the Volcano Spirit, who demanded this week's sacrifices. Last week we had told it we would sacrifice two people two it per week, and a fear that this deal being broken even after the Greenwall is finished might mean trouble for us in the future. We did sacrifice this week however, because for some reason the two newest additions to our adventuring party decided to cut their time short by allowing themselves to be stabbed by the Volcano Spirit.

When we arrived we found as we expected the Forest and Volcano Spirit attacking the Swamp Spirit. The Forest and Volcano Spirit were dealing morganti damage to the Swamp Spirit, and a morganti shortsword had also appeared in the Swamp Spirit, and it was attacking. Eventually, to our horror, the swamp spirit was dropped by morganti, and it started to decompose. Eventually it decomposed enough so that we found a fist sized seed with morganti cracks. With the knowledge our party had on elidhus, we knew that if we planted it, and took care of the swamp for a few hundred years, it might regrow, but it would not be the same.

The second mission we went on is trying to determine why the enchanters on one section of the wall all went missing. When we reached that section of the wall we saw the section beyond, including the Greenwall, was encased in some kind of bubble. When we all stepped in, we appeared at this snowy tundra stretching out in all directions. We saw five figures, Good, the King, and three members who we believe are the court of twilight. There were also a bunch of wounded enchanters who were immune (not resistant because we used warded healing) to healing. We eventually managed to convince the three members of the Court of Twilight or whoever they are to release the enchanters, so we solved the problem.