Cultist Hunting

By Zeek

Today was a day meant only for the elimination of the cultists worshipping the rainforest and volcano elidhu. Elidhu cultists are a large problem in Harmini, because they are sabotaging construction efforts, creating shrines which are nodes of influence for the elidhu, and sacrificing people including themselves to their elidhus. It seems that along with the temple to the Tree of Life and Death, the elidhu cultists have also created a base in a town by the name of Orange River Town. One of the methods for hunting down elidhu cultists was to pose as elidhu cultists and gain information about their base of operations in Orange River town so that we can later destroy it. Another method of eliminating these cultists, and the one which our party chose, was to thwart the cultists out in the swamp who are creating shrines and sacrificing unwilling people to their elidhu.

While searching for the cultists using the party's remarkable two levels in tracking, we encountered several rainforest creatures which we had not previously encountered during our many fights with the rainforest and volcano creatures. These creatures are charred scourges, vine skeletons, and rainforest skullcaps. In between encounters with these creatures, we encountered several groups of builders and checked them to see if they were cultists, as well as making sure that they did not wander off. Apparently some of the Harmini builders heard a strange song which they could not later recall, and started wandering off. After we knocked these builders out and then healed them up, they were in their right minds again, but seemingly could not remember much of what happened while they were wandering. We found a grand total of one elidhu cultist before we were beaten by a group of rainforest skullcaps and vine skeletons, or mostly the vine skeletons. Luckily for us, we were rescued by a group of Eldar knights who were in the area, and we were able to try again.

The second time we went cultist hunting we decided that it would be wise to higher a rank one cleric, since they had magical healing, as well as a way to damage enemies such as vine skeletons and charred scourges. The second time we made it farther than we did the first time, and we found more groups of builders, none of which had cultists. Eventually, we stumbled upon a group of volcano cultists, who promptly used their pyromancy to drop us and sacrifice us

all to the volcano elidhu. We managed to get rescued again, but we did not have any more time to hunt down cultists, and were done for the day.