Halimin

By Zeek

Today, we had two possible missions to choose from. All the other missions were redacted, meaning the party is not yet at a high enough chivalry level to be permitted to do them. Those two missions were both centered around dealing with rainforest beasts, but the first mission was in Halimin, and the second was in Harmini. Although the Greenwall was built, protecting Halimin from the elidhu, there was a breach, allowing the rainforest to press on. If we did this mission, our goal was to either scout out and report the area, or to simply fight back and burn the rainforest. In Harmini, there is no Greenwall, but Harmini has been doing well for the most part in keeping the forest at bay with unknown methods. Our mission there would be to investigate and possibly ally with the water fey living there, and investigate some shrines to unknown deities. I argued that this would be a more important mission, as fey are often impacted severely by the change in the type of mana in the area, and I thought it would be wise to try to stop the fey from being converted into rainforest fey. Unfortunately for me, the majority of the party wanted to do more flat out fighting, as the party seems to favor combat over diplomacy.

While waiting for the teleport to occur, the party decided that we should hunt down the rainforest beasts, instead of scouting out the area. This decision was made because we believed it would be more useful to actually fight the rainforest beasts rather than just scouting out the area. When we arrived in Halimin, the camp near the breach was swarming with rainforest creatures. The first time we fought these creatures, we failed and were consequently devoured. The second time we fought them, we managed to drop them all, using our superior intelligence to our advantage. We did this by pretending to be dead, and by using fire to scare them away. After the first battle, we went to the breach and tried to fight off rainforest creatures for ten minutes. This was not easy, mostly for the reason that whenever we killed a monster, another one would take its place. Luckily for us, all we had to do was survive ten minutes and that we did.

After defending the breach, we went deeper and tried to hunt the rainforest creatures, specifically the goretusk, bonesaw and eartheater beasts. Unfortunately, our party, consisting of only journeymen, was not particularly skilled in the art of tracking. This meant that we ran into many other rainforest

creatures, which we beat, before managing to find the beasts. When we found them, we beat them, again using our intelligence to our advantage.

To conclude I hope those who read my chronicle have learned what they came to learn, and if they have not, I hope they learn it elsewhere. Farewell.