Moving to Orizan

"Whatever your name?"

September 2025

1 Introduction

I am an adventurer from Halimin. Our party is moving down to Orizan to help with the Green Wall, a magical barrier meant to stop the forest from growing farther into Halimin. Currently, the forest is expanding at a rate of about 12 ft per day—full trees and everything. The journey down there will take some time, I've heard.

2 Bandits

I was dealing with some problems with my birth certificate on the side, but this is what I heard. The first bandits we encountered asked us if we had a caravan. I don't think we had a caravan, but somebody said yes. Then they asked how much gold was in the caravan. Guacamole Chips said there was 1000, apparently. When they heard that, they immediately attacked us. We lost, but nothing was stolen. The second time, pretty soon after, they immediately attacked us again, but this time we won. The third time, they attacked once more, we lost, and again nothing was stolen. That's all I know.

3 Wolfwers

The next thing we encountered, I was actually there for. It was wolfwers, near a river on the side. They were annoying. Here's a sketch I found of one. In the distance, we could see three packs of them total. To get our bonus, I believe we needed to get 8 of 10 people out in 2 of the 3 encounters.

3.1 The First of the Wolfwers

The first time we saw them, I told people not to immediately attack. They started peacefully flying in the sky. Then they descended, charged, and attacked. I ran for the exit, and so did 5 or 6 others. Eventually 1 or 2 more got out, making a total of 8 of 10, which was enough for the bonus.



Figure 1: Wolfwer sketch I found

3.2 The Second of the Wolfwers

The second time, more people wanted to fight them, but I didn't like that, so I decided to just make a run for it. The same flying–descending–charging–attacking pattern happened. I made a break for it, and so did some others. I was being closely followed by a wolfwer. When I got near the exit, the wolfwer was in striking range, so I spun around to block its hits with my tower shield. I blocked a couple and then left. We didn't beat the wolfwers, and only 7 got out, so we needed to win the last fight to get the bonus.

3.3 The Last of the Wolfwers

The last time, we decided to all attack. Since I'm a pacifist, I said I would stay in unless I was about to go down, in which case I would leave. The same flying–descending–charging–attacking thing happened again. I tried to stay near the exit to heal, but I was cornered by two of them, so I left, and some others did too. We eventually beat the wolfwers with some struggle, so we got the bonus. For the bonus, we had a choice between a dinghy or a trapper's kit. We chose the trapper's kit because I thought a dinghy was worth only 3 gold for some reason.

4 Conclusion

Our journey to Orizan is still not complete. Hopefully, by next week we will finally arrive and begin our work there. I hope to become a Wild Mage soon and learn some new languages—perhaps even create a constructed language of my own.