12th of Ninthmoon

Davis McDowell

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1 Finishing Travel

Last week we did not finish the travel down to Orizan. The only thing we encountered on the way there were what we think were Green Zombies, wearing leather armor, near some ruins of a wall from a 1st Era civilization. The Green Zombies looked like normal zombies but with lichen and plants growing on them. Functionally, they had an extra respawn, making three in total, and on the last one they had *Defy Death*. They also resisted wild magic. These ones, when they walked past somebody who was down, would deal an extra hit. I do not know if the extra hit is true for all Green Zombies or just these ones.

The ruined wall was just a low wall. I tried to see if I could find any writing with my five scribe levels, but there was none left. There might have been once, but it was too worn down to see given how old it was. We won every wave, but several people died from the random extra hits. Somebody searched the area and found what I think was a very, very old musical instrument.

Our bonus for that was a choice of half an equipment set or a torch. We chose half an equipment set. I just sold mine for 2 gold and 5 silver.

2 Inn Room

2.1 Mission Board

Town @: 23. (City Levels: 15/Mason-Builder, 3/Forester)
Biome: Tropical Rainforest & Swamp.
Weather: Puffy Clouds; Cool Breeze; No Rain.

Gear Reserves
Reserves Baseline: 1 Equipment Set ‖ **Stock Remaining:** ○ ○ ○

News 12th of Ninthmoon: Welcome to the Orizan Outpost! Work in progress building, clearing the foundation area of the Halimin Greenwall. Weather is favorable; forest is quiet.

Innkeepers
Captain Sabira Ozorn (Captain). *Human F, Mid 40s.* Grease smudged around eyes, many trinkets.
Lvl 28: 10/Knight, 10/Sentinel, 3/Mercenary. ‖ Builder, Peacekeeper, Forester.

Zanzīru Qanat (Greenwall Architect). *Illion Elf M, Mid 40s.* Sun-wrinkled skin, loose robes and hat.
Lvl 27: 10/Diviner, 10/Pyromancer, 2/Healer. ‖ Builder, Fine Arts, Cartographer.

Kuitil (Scout). *Wood Elf M, Mid 70s.* Variety of odd scars, both physical and magical.
Lvl 28: 10/Ranger, 10/Wild Mage, 3/Assassin. ‖ Hunter, Tracker, Forester.

Hamila Loravain (Camp Chronicler). *Illion Elf F, Mid 30s.* Light brown hair, hazel eyes.
Lvl 22: 10/Thief, 7/Cleric. ‖ Historian, Scribe, Priest.

Mission Board

- > Burn swaths of forest regrowing near Greenwall
- > Fortify Greenwall path through wetlands, drive away fairies
- > Defensive wall breached by Green Zombies, help builders
- >> Stop Skull Spider from spinning webs in nearby grove
- >> Hunt and clear out a pack of Rainforest Wolfwers massing

2.2 Inn

Our innkeeper today was Captain Sabira. She welcomed us to Orizan. She said we could call her Captain Sabira or Ozorn, but not just Sabira. She said we would go around and share our names. She started with me. I said I did not have a name. She told me that I needed one. I said I had lived my life without a name and did not need one. She moved on—the next person said Guacamole Chips, the next said nothing, the next said their working title was Warm. She

said we would try again next week. I was slightly annoyed by her assumptions about me.

She then moved on to the missions. She said that three were the most important: the Green Zombies, the Skull Spider, and (I thought) burning swaths of forest, but somebody said it was fortifying the Greenwall. Captain Sabira said that Skull Spiders are spiders, but they trap your spirit and prevent you from becoming a wisp.

We then discussed. In Orizan, each of us gets 2 votes, and we can put them both on the same mission or split them between two different missions. I put both on burning swaths of forest, which ended up with 6 votes. Fortifying the Greenwall got none. Green Zombies got 22 votes. Skull Spiders got 11 votes. Rainforest Wolfwers got 3 votes. I decided to go on Skull Spiders.

3 Green Zombies

I was not on this mission, so this is all what I've heard. A wild mage was there to help. There was one encounter on the way.

3.1 Builders

The only thing they encountered on the way was a group of builders. The builders were clearing out spider webs. They asked if we were the new recruits. Apparently we said yes, and they welcomed us. Before dawn, some spiders attacked. They were able to keep them out, but they left a mess of webs. The group then moved on.

3.2 The Green Zombies

Apparently these Green Zombies did not have natural armor. There was a wall of spikes in the middle of the field. The group won all the waves with some difficulty. They did not have time for the Skull Spiders.