19th of Ninthmoon

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1 Inn Room

1.1 Mission Board

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

1.1.1 Gear Reserves

Reserves Baseline: 1 Equipment Set || **Stock Remaining:** ○ ○ ○

1.1.2 News

19th of Ninthmoon: Welcome to the Orizan Outpost! Zombies successfully repelled, but forest growth behind them threatens the outer defenses. Other forest creatures are massing nearby, causing problems for builders and soldiers. Weather remains good.

1.1.3 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

- > Forest growth advances to spikewall — burn!
- > Defend builders stabilizing southern swamp from fairies
- > Hunt down packs of wolfwers massing along Greenwall
- >> Builders along the river beset by hordes of wolfwers
- >> Rescue soldiers captured by Skull Spiders, clear den

1.2 Inn

Today our innkeeper was Captain Sabira. She said the weather was nice for burning vegetation. Personal comment: it may be true we need to burn vegetation, but still a strange thing to say.

She was going to get into the missions, but I reminded her that we were going to go around and do names, so we did. When it got to me, I said I did not have a name. Captain Sabira said that was fine, because my name is the absence of a name. I liked that.

She said the three most important missions were burning the forest advancing toward the spikewall, defending the builders from fairies, and rescuing the soldiers captured by Skull Spiders. She asked if we had any questions. We did not.

We then moved on to discussion. At first, I thought I should put both votes on burning the forest, but Octitris convinced me to vote for rescuing the soldiers, since burning the forest would almost certainly get many votes, and my votes would have more impact on the soldiers' rescue. So I put both votes on that. Burning the forest got 20 votes. Defending the builders from fairies got none. Hunting wolfwers got 1 vote. Wolfwers along the river got none. Rescuing the soldiers got 14 votes.

2 Forest Growth Advances to Spikewall — Burn!

I was not on this mission, but this is what I have heard.

2.1 Training Soldiers

The only thing they encountered on the way was a group of Orizan Soldiers. They were mostly rank 1, just doing training duels. We apparently joined in and sparred with them.

2.2 Burning the Forest

From what I have heard, the spikewall was in the middle, with trees on both sides, and there were Green Zombies, wolfwers, and some sort of green troll. They were almost defeated, but they learned to lie down and pretend to be unconscious while doing first aid, which apparently saved them the first time.

The second, third, and fourth times, a similar thing happened. Apparently, somewhere in there the troll started literally regrowing trees that had been burned. On the fourth wave, they almost won, but only one person was left standing, and they sacrificed themself. I thought that was a bad choice — either you keep trying or you try to save yourself, not stab yourself.

The most worrying part was that the enemies did not attack each other. I do not like that the troll seems to be working with the forest and the forest spirits.

3 Rescue Soldiers Captured by Skull Spiders, Clear Den

3.1 Food

We saw a group who had a lot of food. They approached us, gave us some for free, and wanted money for the rest. I took some free food and thanked them.

3.2 Ruins

I think there were some ruins in this encounter, but I don't really remember. People used quirks — I think maybe area search, maybe I used scribe — but I

don't really remember.

3.3 The Skull Spiders

There were a bunch of Skull Spiders and 2 soldiers in each group. We went into the den. We mostly got knocked down but tried to rescue the soldiers. I cast *Fear for Animals* on them and played dead. I got one soldier to the exit. I ran back, healed a couple people while playing dead. Somebody carried the soldier near the exit out. I was about to get the other soldier out, but we ran out of time and had to retreat. Hopefully we will be able to try again next week.