

## Controlling the breach in the greenwall

Second day of adventuring in Eldar Capital, Eldar. Our innkeepers were not of that high of status - low chivalry and very low chivalry. Pretty high in level though, and they seem nice. Anyways, most of our missions were just called [Redacted]. All of them. I don't know why it is like this, but just telling you readers. There were two missions that were not redacted, however, patrolling the swamp for rainforest creatures, and controlling the breach in the greenwall at Halidar. We chose to control the breach first.

We went out, having access to teleportation which made it much faster. We teleported into a camp, with rainforest & volcano creatures, all around trying to break things. There was a rank 1 healer at the camp too, and they helped a lot in the fight. We eventually, however, lost to the monsters, in my opinion mostly because we split up. and were summoned and resurrected by a healer and witch. We then got back to retrieve our gear, beating the rainforest creatures. Once we were done there, we moved to control the greenwall breach. There were a bunch of trees we needed to burn while holding off the rainforest creatures. We won this mission, staying up and burning all the trees.

The second mission we did was not even listed - just hunting rainforest beasts. This one I didn't go on - so don't **trust** my secondhand info to be perfect. We fought some eartheater and bonetusk beasts, winning, and not much happened. However, many people died, resulting in the permanent death of two of our party members.

- Bartholomew

P.S --- IN THE NAME OF THE MOTHER OF MUSHROOMS WHY IS THE PLURAL OF BUFFALO BUFFALO HOW DO YOU DIFFERENTIATE THEM???