

Alixirs VS Starlusts


Aaiza, here

Thanks. What help do you need?

MAINLY BATTLE

Every is a mess. I'll try and clean up and you do battle? DETAILS AND

SUCH.

 Alixirs Battle I've written the attack wave #1, the moat, and the force field, and also the preparing and the intro. Im on attack part 2 rn.

Plan: Siege warfare

General ideas (strategy):

- We need to find a way to somehow secretly enter the castle without the Starlusts knowing and bring it down from the inside, and we can also find a way to empty all the water from the moat
- there will be Alixir spies dressed as Starlusts that will enter the castle and Mesmer any guards or Starlusts they come across and wipe their memory of ever seeing them so the Starlusts aren't aware that there are Alixir spies in their territory
- the spies will find a way to open the gates to the castle and the drawbridge so a bunch of our troops can enter and attack inside
- the other Alixir troops will attack while the Healer spies dressed as Starlusts will try entering the castle

- the Healer spies will inform us Alixirs if they have found success getting into the castle
- we also need to have some kind of diversionary attack, like cannons or something, even though they won't break the castle it'll still be a way to move their attention elsewhere for a while till we infiltrate
- we will use the Greek fire to burn all the water out of the moat, and before our spies inside the castle lower the drawbridge, we'll have our Water dragons put the fire out.
- in order to break down the forcefield that the Starlusts put up around the castle to prevent us from coming in, our troops will use a substance that breaks down the electric fields and particles that the forcefield is made up of, and combined with a large wave created by our Water dragons, the force field will then be overtaken. After this happens, we will have some sort of weapon that we will use to absorb all the energy and particles that are in the forcefield to destroy it
- because the Starlusts will put chemicals, acid, and other negative things that are meant to paralyze us and not allow us to cross the moat, we need to utilize a combination of all the elements that will get rid of that paralysis
- we will have enchanted gas masks that repel the lavender haze the Starlusts will utilize to follow us around wherever we go
- the Alixir troops will teleport into the castle with the Air dragons creating portals out of lightning for us to enter through
- We can cut off the supply lines of food and everything for both Starlusts and Elysians 3 months before the battle so they'll be desperate for food. We'll only let one source of food go to them and with its help we can send spies in too but they shouldn't know that we have control of that supply line
- The Healers might have an affinity for plants so we can control all the plants from inside the castle. Some plants (even non-poisonous ones) can be used to spread a disease or poison to whoever touches it and some long plants can be used to strangle any who come close without leaving a trace of the person.

- In the last battle, between Starlusts and Tranquils, they immuned themselves to poison. They might do that again, so we can develop a new and completely unknown one.

-We can have someone with an affinity for fire and like in ToG when Aelin threatened to burn her enemy's city, the enemy said that the city is made of stone and she replied that its people aren't. So instead of burning the Starlusts castle (which is invincible), we can burn its people from the inside by someone who has really strong fire power.

- We can send only 15% of our troops at first and when the Starlusts think they're winning, then send the rest of the force. This might confuse them

-Make some of our soldiers wear the Starlust armor (we have to take it somehow) so during the battle Starlusts might think they're allies but in return they will kill them.

-We can find out some really personal stuff about the main people of the Starlust battle and using a loudspeaker we can embarrass them and get out some of their secrets during the battle. (Or we can threaten them with it? Like asking them to give us their loyalty so we won't tell it to anyone?)

-We can have a device like a vacuum that sucks in any poison or gas that may harm us from the air so we won't have to deal with it.

-Like in Shadowhunters, we can have runes that help us see through any illusion and there are so many runes which we can use to our advantage and help us in battle

-Spread rumors among Starlusts so that they start mistrusting their own people. Like "this person helped the Alixirs and that person is a traitor" and stuff like that

Troops:

- Team of spies, no more than 20 will open the gates and they will also take apart the Starlust's food stores and supplies
 - a backup of 5-10 spies will arrive in case something goes wrong and if the spies don't come back to the Alixir base.

- First wave of troops after the spies let us in, heavily armed (take out as many enemy soldiers as possible). There will be about 250 of them.
- Second wave to disable whoever is left and take control of the castle if we can(also 250)
- Group of Dragon riders to fight the Starlusts on the Pegasai.

Equipment/ weapons:

1) Small glass vials of Greek fire with an accompanying vial of dragon saliva to put it out in case something goes wrong- it can burn on water as well as land and can explode in mid-air too. All troops have some.

- The dragon saliva is protected by an ancient and very powerful enchantment made from a combination of all the different elements from the groups that were created when Helena banished the Elysians forever. This enchantment could only allow the Alixirs to obtain the dragon saliva in case they would really need to put out the Greek fire, and no other House could have this advantage.

2) Throwing daggers for all troops that are coated with a poison/potion made of both real and magical ingredients that causes temporary paralysis OR attacks the emotional response centers of our enemies' brains so they panic and can't think straight for 24 hours.

3) Cannons and catapults for the land troops armed with cannonballs and perhaps giant flaming boulders

4) Spears made of magically modified silver (the most conductive metal) that when thrown channel lightning that quite literally shocks our enemies off their feet. In case there's no storm or clouds around the Air Leader's dragon, they can have lighting powers to channel to the spears.

6) A gas that spreads fear into the Starlusts - silvery and harmless-looking so it looks like mist and doesn't seem very dangerous. It will be best used at night when surprise attacks are needed as it seems like natural fog at night.

7) Shields for the air and land soldiers with a face on them that makes our enemies afraid. Depending on the direction the shield is also facing at the Starlusts, it will

also show a series of images from the specific Starlust's past and possible future that will bring out their darkest and nastiest fears

TRANQUILS IDEA:

Y'all don't have to agree with the idea. It's just Tranquils idea from the last battle)

-Tranquils have foxes (since we're sly as a fox, they suggested that)

So we fight by the side of our foxes during the last battle.

The foxes can be invisible when instructed. And their bites are deadly. Once you get bitten, you will suffer for the longest of hours, unless you have a cure, which only Tranquils are capable of. We're able to communicate with the foxes.

-Blue glowing light balls that have a sort of radioactive energy kept inside them and whenever we throw them, it would cause destruction and leave a trace of blue powder. (I was thinking of making it silver blue, since alixirs= silver, tranquils=blue)

-slow the pulse of the enemies and can cause dizziness to them. This is by using this

(<https://pin.it/6XFcHEa>)

-tranquils are able to control the weather (since tranquils=water), in which we can make it very windy, storm and so on. Alixirs can add their elements(whichever suit y'all)

-some sort of spectacles to detect danger, enemy and get all information about them, and also detect the real enemy (if they have power to manipulate us with many figure of themselves) with the specs, we are able to communicate with other tranquils and am able to have good aim (if we're using guns, bombs, and other things need aiming)

-a drone that would be connected to the specs, immune to most of starlust powers, and is designed starlust-like. We are able to attack starlust castle from above without them knowing.

-telepathy. The ability to talk to other members/ reading enemies mind. And the ability to control one's mind and manipulating them.

This is our "outfits" :

Armour Base: At the base of a Tranquil's battle outfit is a suit made of sapphire dragon scales. The suit is molded perfectly to the warrior's body, covering them from neck to ankle in what appears to almost be a second skin. Dragon scales were chosen for their incredible flexibility, and for their strength-dragon scales are bulletproof and are very difficult to pierce with a blade, arrow, or anything of the sort.

Armour: Over their dragon scale suit-Tranquils wear a set of armour made from a silvery-blue metal called Tokrium, harvested in Tranquil's mines. Tokrium is known for its rarity, durability, and beauty.

Cloak: Finally, Tranquils don a midnight blue cloak, enchanted to regulate the wearer's body heat to keep them cool or warm even in the worst of weather.

Shoes: "ice skating shoes" where it will turn the ground ice when we walk, so it will be slippery for the enemies, and easy for us to move around faster, since we're the one who create it, Can be changed to a walking shoe, a sandal or whatever the owner desires. The shoes also emit invisible fire (heat) so Tranquils are able to fly.

The Alixir Headquarters:



Can look something like this, and each tower can be the location for each of the elemental groups (Land, Water, Air, Fire, and the Healers can have one too). The middle part of it can be a congregation of all the elemental groups and also the place where they craft and supply more weapons for our troops. There can also be balconies in each of the towers where some Alixir troops look out over at the Starlust castle and see the progress being made in our infiltration of it.

Alixir Battle

I'll try to fix everything as much as i can but i also need to go somewhere urgently.

It's ok, me and star are working on it rn. We dont have much time though

Chat:

Also we need a back story and a reason we are attacking the starlust. The Starlust posted something about a Prophecy but it was super vague. They are also putting metal around the windows, and I think some form of electrical system underground so we can't dig in. So I think our best bet would be to use our invisible dragons to drop spies in from above. They have to have some form of courtyard or open space we could get into

For the backstory to attack the starlusts, prophecies are a bit too easy yk? We should have a more complex reason to beat them than fate decreed it
Yeah, this one needs more thinking about

Also I was thinking while I was offline for a bit, we could always use curiosity to our advantage. Let's say the battle is supposed to happen on the 22nd, what if we don't attack? We wait until the starlust get confused and curious as to why we haven't attacked yet and when they come out to look for our base (we can have it hidden in the trees so they can't see us or somehow make it invisible) we sneak into their castle. Then we attack whoever left in the castle and take it as our own
If they come out to look they will likely send a small group of people, we can ambush them, maybe steal their armor and disguise ourselves as them to gain access?

I think it would be a cool ending if we made it so we killed the beast king as the finale and our leader (Ummaima) was sitting on his throne

Hey so I kinda spied on the previous document they had after they mentioned optimized Decacium and apparently the metal is something

unbreakable they made up? Like it's supposed to be 10x the weight of Osmium which is the hardest metal and coated with something? And the optimized part is for something as well. I don't think we can break through it

Are the walls made of this stuff?

No Shehr said that the base foundation is unbreakable by default. We can still break whatever they added though I think (doors, windows, etc)
They made the windows out of metal, we can counter that easily

Well she didn't tell me who is who but apparently they have a leader, commander/strategist and a 2nd in command. They're also planning on a leader below the commander for Elysian s

Did u ask about the king? Like is he a thing? No I didn't ask

If i had to guess, they'd make unnaisa lead since she's a mod, dream would be strategist and hanna the 2nd in command

Wasn't that how it was in the first battle?

It was but i think it's safe to say they'd keep it that way. Again, not entirely sure

Why do we need to know their ranks? What does that have to do with planning the battle?

If we know their ranks our spies can launch the personalized attacks and leave the castle without proper management and then the army will be in chaos and thus easier to overpower

Ok so is that the plan? To take out the leaders then invade?

I just found out that they have barrels fixed to the top of the walls that pour Stardust or something like Boiling Oil that causes something to happen.

(Don't make obvious that we countered that)

Where do you keep getting information from? Um...that's confidential

Oh i love boiling oil, again this is not that big of a plan, it involves us climbing the walls, thats a very basic way to get in

I think at this point they are doing everything they can to make sure we don't get in.

Since the basis of our first battle for us was using the elements quite a bit, we just do that in this battle.

We also don't want to copy everything we did in the last battle (less points for creativity)

That's true, so we need to brainstorm more ideas for us to get into the castle.

I think that's the main problem we're having. It's easy to take over the castle once we're in, but we have to get in in the first place.

Most of their defenses so far are focused on the walls and moat, so at first glance we can't climb or swim, nor can we directly cross the bridge, how about TUNNELLING, deep enough to go under the moat??

Apparently they have complete control of the castle? Shehr said that.

What does that even MEAN?? I for one don't think it's fair that the castle can be completely indestructible but I guess we have to roll with it

They said something yesterday about an electrical system underground so we can't dig

Then we air drop our forces on top of the castle??

Force field

AFTER we disable the force field

We already thought of a way to break down the forcefield, but at the same time, I feel like we really want to resort to using elemental magic like in the previous battle, so it's really hard to think of something that's not repetitive like that

I think it's totally fine if we use the dragons and elemental abilities just not make it the focus of the battle like last time. This time we should focus on our 'cleverness' and 'slyness'. I think dropping in from the dragons is a great idea, but do we wanna drop all the alixirs in or just a few to somehow open the bridge

Yeah

Wait, won't dragons make a lot of noise? Their wings flapping sound

Then maybe we need a distraction. And the air dragons are light weight so they won't be very loud

Yeah we can use the cannonballs to make a louder noise as distraction

Before or after we destroy the force field? Because if we did it after they would know we are up to something because they know we know the palace is indestructible

Also, speaking of our cannonballs and bombs, what would be the point of using them if the castle itself can't be destroyed from the outside

They still take out a large number of people in one go
wouldn't everyone be inside?

I was thinking that too

What no i meant we detonate the bombs INSIDE the castle to get the
starlusts to come out

How will we do that?

Has anyone read the hunger games? In mockingjay the people are in a mountain and they get them out using explosives and then ambush them
Ummaima, be careful of your weakness for chocolate. Whattt lmao ok
Yeah but how do we get them inside? The spies we send in somehow will have to do it

Also, guys, I think we should move our talking to the document chat because there's a LOT of things people have already said on here and it will become messy to navigate everything

We have another doc?

why don't we talk in the comments?

If everyone has pinterest we can talk there too

Yeah I do. Change of subject but I also saw that other houses are making pin boards for their houses. Not for the battle or anything but just for fun

Yeah, I've seen that too

I think it would be simpler if we talk in the document chat

Sure ig

As long as there's no spies its fine

I have an idea. Should we deceive the Starlusts by talking in the Tranquil+Alixir and give fake info. Someone new should start to convo so they feel like that person didn't that we have to talk in the doc

Should I do it since I'm new

Yes good idea

I like that idea as well. But we also really should start coming up with more ideas about how to get into the castle and figure out, or at least think up, how the layout of the castle looks like so then it will be easier for us to write about the battle

Yes I agree

Also how did we not think of this earlier but teleportation? We could somehow spawn right into the castle

Yesss, we can use portals

This is a new message lol:

Tranquils come up (last battle) with an a invisible loop in which will make you invisible and you can teleport anywhere.

Will that work though? They use a lot of magic

Combat magic with magic

If they can have an indestructible castle with a force field its alright if we can teleport

Yea but what if the cattles are spawn proof or somethin?

Is that a thing??

Maybe they won't get the idea? Who knows.

Hmm

Also what should I say in the chat?

I'll start off with complaining I think because "nobody's working on the battle.

Where is everyone" would that work? Or should I say something like I got kicked out of the doc

Say no one's working

Also tell some ideas there that would mislead them.

Ok I commented

Hello? am I lagging? Basically said our plan is to tunnel under

And since the tranquils are clueless to me commenting false info they should respond

Good job Liv, hopefully the Starlusts will fall for it

thank you, let's hope so. Maybe in an hour or so someone comment answering me

Okay. So back to the battle; we all agree that we will teleport inside the castle, right? Or is there something different anybody thinks we should do?

THEY GUESSED THAT WE'RE MISLEADING THEM

OH NO

WHY IS DREAM LIKE THIS

LIKE WHAT?

MAKING GUESSES LIKE THAT AND RUINING OUR PLANS

It's only a guess, i think there's a high chance they'll fall for it

Dream is more focused that I said nobody's working on it instead of the "plan"
I slipped, so maybe she did fall for that part..... idek

GUYS

DREAM RUINED OUR PLANS AGAIN. LOOK AT THE ALL CONSTELLATE
GROUP CHAT

That doesn't ruin our plans, we are going into the castle anyway

True but now we can't do our 15% troops thing not lure them out for anything

We have a few hours left where is everyone???

Let's try to complete all the planning today so that we can start writing the story out tomorrow. Here's a quick layout of what's going happen (correct me on anything if I'm wrong):

We will start with the backstory and us preparing for the battle. Then we use our dragons, weapons, and an absorbent substance to absorb the force field. We then have people launch catapults and drop bombs on the castle to create a distraction while alixirs drop into the castle off of our invisible dragons AND teleport into the castle using portals created by the air dragons. We rain chaos down onto the starlusters from the inside and the outside (even though the catapults won't do any damage). We take over the castle and that's that.

We'll flush out and capture the enemy too

We still need a back story (insert ideas below):

And a finale objective (what we do at the end that declares we have officially taken control of the castle)(insert ideas below):

I think we should talk to the Tranquils and get some ideas from them, they are our allies after all. (plus are we going to include them in the story?)

Or maybe one of us just says that our document had to be deleted or something?? idk

I think teleportation is the right plan but I think we should still dismantle the force field so they think we will attack from the outside

In terms of the forcefield, we were planning to use a substance that breaks down the electrical energy and particles the forcefield is made up of, and then our water dragons will release a huge wave that will go over the forcefield. After that, we're planning to absorb the energy of the forcefield and destroy it that way using some kind of device

I think so

We still need a back story too as to why we are attacking the starlusts

That was me

Yeah for some reason I think they abandoned the king idea but I think they still are going with the castle is "cursed" by a god

I feel like there would just be no point of there being a king in there. And additionally, Ummaima brought up that the Starlusts have a prophecy about the battle that is the reason we're fighting them, but at the same time, that's almost too easy of a reason for fate to make us fight each other. We need a better idea. Is anyone here?

Maybe we can use some kind of treasure or valuable thingy as our incentive to attack. Alternatively, we can say they kidnapped/ killed an important person or something and this is our revenge/rescue

Guys, i saw this on the chat:

guys what do you say if when the alixirs enter the castle somewhere in the castle there are walls on the left and on the right that approach each other and that I don't know how to say..flatten?

So if they have flattening walls we need to figure smth out

Hanna then said that since we Alixirs probably saw it, they won't use it.
But still we can take precautions

I agree. Does anyone have any idea on how to counter that?

We can teleport to the other side when we reach that area or give ourself speed so we pass by it quickly.

I like the teleporting idea

Everyone, we only have 3 days left, including today! We need to start writing. I'm putting down the scenes below and people can pick which ones they want to write. Either put ur name down below or state which ones you guys want write so we don't have more than one person writing the same scene. Feel free to add more scenes if you want.

Introduction

Preparing for Battle

Eliminating the Force Field

Attack Wave #1 Star? Qeisyra? You there? I'm gonba delete bits of the chat since it's useless.

Attack Wave #2

Victory

The introduction can literally be a paragraph, doesn't really matter. Just starting off the story

Preparing for battle should also include the backstory unless you guys wanna include it in the intro.

I think the back story belongs in the intro.

Attack wave #1 is basically the part where we start teleporting in and dropping off the dragons, the invasion part. Attack wave #2 is the actual battling part.

I still think it would be a super cool ending if our leader Ummaima was sitting in a throne room or at a dais, but if anyone has any other ideas let's hear them because we basically have nothing for the finale

I think it should end with Ummaima choosing Dream's TBR as was their deal if they won. I mean, in the battle that we write she should pick the TBR for fun (while sitting in that throne room or dais) and that does not mean that we win the challenge. It just means that we win the battle in our story.

Oh yess, good idea. We had that earlier too.

The finale is the part AFTER we win, yes?

The finale is just a fancy word for the end of a story. I don't think we need to write anything after we win the battle since that is the kinda the climax of the story