Well, I did it. I went adventuring like I'd planned! The day started off plainly enough, a list of jobs and the folk to do them. One job stood out to me, animals from the sewer coming up onto the streets. Poor things must be fleeing something or really hungry... I would have loved to go and try to right things for them, but I was worried other folks might kill them so I didn't push for it. Maybe I should have.

The first mission we actually went on was breaking up some fighting kids in a park. Usual city stuff, sad though... Bunch of them starting early on the gang life. Mostly running drugs, but a bit of volunteer enforcement work it seems. One poor elf boy seemed to be the favorite to pick on. Some of my new friends did manage to pull some "product" off him. We convinced him to go to story time at the bard's college and consider applying. At first he had no hope of being accepted but we managed to give him a tiny spark. Up to him now what to do with it. The guy trying to drum up interest for story time seemed a touch shady but it seemed to check out. Two of us escorted the kid just in case...

I didn't go on the second mission: finding the bodies of some dead pair of guards. Roaming

ill used alleys... Not my thing. I was wrong, but happy to be so (metaphorically anyway). I heard that party actually went to the sewers! A chance I'd have jumped at, had I known. By all counts though, the mission was a failure. Only two returned alive. It seems quite dangerous in that area. I think they may have gone even deeper than the sewers too.

The next task I did join in on. We set ourselves to calming faeries running amok in the market. Most odd, they seemed to be playing mostly harmless pranks on the merchants, but genuinely fighting among themselves. I mostly tried to understand, but it was chaos. One of our party managed to lure a couple out with candy, but then one faerie killed another and suddenly a fae lord appeared. It was beautiful, but somewhat eerie. Like a predator that knows the tiny prey nearby aren't worth its time. I kept my distance but heard later at the inn that the lord said the world was coming apart and that it was starting here, at existing boundaries. The lord also singled me out as one who did not chase its faeries. I hope that's a good thing.

The fools went back to the under layers of the city. I suppose I can't really call them that because they were successful. Two bodies of guards, morganti killed... They even found some kind

of inorganic "void", to which some food (justified) lost their fingers. Two of them, I think. A real shame about the guards. A crack in the hourglass, a couple grains of sand lost.

Our innkeeper this time went on about haunts and boundaries and catching things. Interesting, but no data only speculation. I also wanted to see some wilderness, so when I got nominated to pick our next mission I selected the haunt at the edge of town. The trip there was actually quite lovely. We ran into some kids playing with fae. Joined in a little way. One of our party did get stabbed by a different kid with a dagger. It is Dyneond after all. One can't forget that! The swamp as we approached was beautiful. Almost worth what followed. Marsh grasses and reeds casting long shadows in the afternoon sun... The house seemed kind of run-down I suppose, definitely a mess inside. Someone found a hole in the foundation under some floorboards. We were looking down it when a huge motley fource appeared and slaughtered me. I assume others as well, but not everyone because someone must have dragged my body back. I woke up with all my stuff. Still, I'd never died before. It was, let's say, instructional. Keep aware of your exits.

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