First day of adventuring out here in Eldar

This should be the first of many chronicles I write. I am an adventurer from the capital of Eldar and Falnorian, working for the Quest Knights to solve problems all over Falnorian. This is my first time chronicling, and thus I shall not be the best at it, but here is my best attempt. We started out the day by being graded, i suppose, by the Quest Knights on multiple different factors: Strategy, Teamwork, Diplomacy, and last but not least, Speed. We did this by going through multiple trials. The groups' challenges for the different trials varied, I assume to stop cheating. Our first trial was a few very suspicious people going to Eldar who eventually attempted to drop us, which we won. Second (I think) was a group of dwarves coming from Torkord, who did not speak our language, which we communicated with them through hand symbols. Third one was us trying to cross an area where we could only step on certain marked spots. We were able to get across by carrying each other. The last trial was one person distracting us for an ambush. The other groups faced varied trials, ranging from dealing with possessed people to engaging in a straight-up fight.
- Bartholomew

P.S --- I heard of a plant known as a cucumber? Apparently if you pickle them, they are called pickles - which doesn't make any sense to me. Why would a plant change its name when you put condiments on it? If I put oranges on the side of my drink for taste, is it known as an "Orange"? This makes no sense to me.