Kythrim

Hello. I am an adventurer from Kythrim, Bellmorn, earlier just starting out on my first day. My party is mostly of people I do not know, so I will rarely say their names as I do not know them yet. We started the day with small skirmishes defending Kythrim, fighting snails, cockroaches, and other various vermin. We won all of the waves. We then went to do missions after a quick break.

We decided to first deal with the traffic in the road leading out/in of Kythrim (I don't remember which one). There were multiple blocks of traffic, with hundreds of people. At the front, there was a gargoyle. It asked us a riddle: "What melts snow and ice, and wakes the dead?". It gave us each three guesses. I do not remember all of our guesses, but the answer was spring. Our party thinks it means the metaphysical seasons—fall, winter, spring, and summer—since we are currently entering spring. More interestingly, the gargoyle did not want us to share the answer or the riddle itself. Our innkeeper checked – there was no curse placed upon us, nor any mark. Our innkeeper encouraged us to seek out more answers from it but also to come with information to trade.

Next, we chose to deal with some vermin eating garbage in some ruins. We reached the ruins after one or two encounters on the way. There were lots of cave cockroaches and giant snails everywhere, eating trash. We fought them but eventually lost the battle. We then gained a disease, giving us the fragile symptom, which ended up quickly infecting the entire party.

We then chose to deal with the argument at the meeting houses. We went there and found it an argument about a trade between two parties: Bellmorn and the Riftlands. It was a trade of herbs and alchemical materials. What happened is:
- Bellmorn tried to haggle on the price of the alchemical materials / herbs, saying they looked a bit "old".
- The Riftlands took that personally, because their clan specializes in gathering materials.
- Bellmorn says they were just trying to haggle.
- In the Riftlands, haggling isn't common, so they are mad.
- Bellmorn suggests a honorable duel between two people.
- The Riftlands insisted they must face all of them in the case of a duel.
- Bellmorn says there is no reason for everyone to get beaten up instead of just one person

And the argument goes on and on and on. We eventually solved it just by teaching everyone the other party's perspective, and Bellmorn and the Riftlands even spared a few fragile herbs for us.

- Nobuh D. Nose