Writen on the nov 12

The day starts out in the inn; it's a normal day. It's sad since this summer season is over; the nice warm summer is over and now the cold days are in. Today our innkeeper is quite the shocker; finally, after weeks of searching, we have a new trade master. Personally, I don't like this new trade master; he's shifty and self-centered. Maybe I'm just nervous or wary, or maybe there really is something wrong with him. When we pick one of his missions as the first one we do of the day, he gives a certain laugh and attitude of MY people. The first mission is to get boxes from a sunken ship; the trade master says it's to help the economy and there might be some stuff in the boxes that we don't want thieves getting. Yet as I write this, I wonder if he's receiving something specific for him. In recent years a smuggling problem has gotten much worse. The second mission we choose is to repair the shifting goddess shrine after it was destroyed on a previous mission. In disgust I leave the inns, as I will not do anything to help that shifty trade master. I arrived back in time for the second mission of the day. The first thing we do is travel along beaches to reach the shrine. Along the way, we find some very, very suspicious people. I, being personally trained as a peacekeeper, could tell as they were spewing lies. Those people are sitting on the beach with a campfire during the stormy season, complaining about the city being dirty? as we continued asking them questions they kept lying. Question: why aren't you in the city. Answer: we don't like dirty cities; they're stinky. Read: lie. we suspect those people were probably pirates. Anyways, after moving on, we found some Ilion elves. Around the Ilion elf was three downed trolls trying to regenerate. The elf was interrupting the three trolls as they were trying to heal. The trolls were very strong ones with half. We helped the Ilion elf narrowly escape. When we arrived at where the temple used to be, we found a changeling with the seal of the shifting goddess. They were trying to defend the area

where we would rebuild the shrine. There were weird sea beasts attacking the area, the same ones that attacked the place in the first place. I will do my best to find their stats for future reference. Less than 5 HP, up to half plate, and some of them even have Terror Touch/Ice Ball. After we finish fighting the sea beast, we deliver the materials to the changeling at the center. The changeling told us that we would have to use all of our combined abilities to rebuild the shrine. It took us many abilities and different types of magic to try to reassemble the shrine. After we finished reassembling the shrine, we made our wishes for the world. After that, we talked to the changeling on what they knew on the happenings of our world. The changeling spoke about the possibility of Celandi Warfare. There was a potential conflict brewing between the two main changeling gods, the shifting goddess and the waning goddess. We knew from a DI that the Panther (god) is Involved somehow. Our DI showed a possible invasion of Celandi. Darkness was falling fast, so we went back to the inns, trying to fall asleep at night after such happenings.

I'm at home doing some investigation after what I heard last mission: DI about Naval invasions of Celandi. Being a historian, I am trying to find out about Celandi invasions in the second era. Eldar has a history of attracting celandi repeatedly, including changeling activity and complex politics. There was a company that did some pretty nasty things, like enslavement. In the middle of my research I realize I probably should be at the inn. I rush to the inn late; by the time I get there, the only mission available is one to inspect the new trade master. I wholeheartedly agree to go. Although none of the party members can prove it, we have very strong suspicions that our little trade master is involved in some foul play. From what I hear, he was involved in some illegal trade and black market dealings in Syenon. So we went to one of

the only places that we could truly investigate the trademaster. A court session against the harbor master. People are angry because they didn't get their boats out to sea early enough and now they're stuck on land. This could bring it problems and possible fights. When we arrived at the building, we did some investigation. From what we can tell, something or someone try to break in then ran away. we weren’t abile to tell if there was some secret entrance or foul play at work. We have a suspicion that the harbor master is being blamed by the trade master. When we went into the building, people were “expressing” their concerns and anger, So we wait until we have time to break off. Once we get the time, I start interviewing people. Some say that their materials, which they need to work, have gone missing and there are a lot of stolen things in general. Eventually we have to vote on whether to keep or fire the harbor master. The vote is 4 to 15 in favor of the Harbor master staying. Yet when the trade master counted the votes, he says 14 vs.15. When corrected, he calls it "a mistake." It's a small error, but it still ticks me off, though it's not enough to prove his guilt, it's still suspicious. I try using Peacekeeper on him, though every time it reads as true. As we go back to the inns I wonder what Foul Play he's involved in and how can we take him down

I arrive at the inn on time this time. As usual, I left the party after they departed for their first mission of the day, as I had things to do. From what I hear, the party went to talk to some changelings and checked in on them to make sure they weren’t planning a revolt or anything (the last part was a joke). The changelings were talking about a recent incident with the waning and shifting goddess. They're wondering if they should go back to Gongolia to take back their original homeland after being driven out by the half-changed or to stay. On the second mission we were protecting warehouses from the attacks of pirates. The pirates

had been attacking warehouses a lot recently, and with the financial audit from Coradel, there was a lot of chaos, especially when things were being stolen. We went to the warehouse and successfully dealt with all of the bandits. We had some extra time so we were just walking around and we found a group of people running away, claiming they had to go to a “business meeting.” We chased them, caught them, and interrogated them. We let them go after we reached a deal; apparently they were sellswords paid to create some noise. This makes me wonder, though, what if the trade master and all these crimes are just distractions when something worse is happening? I wonder if anything has to do with the wanning and shifting goddess and the changelings. I worry about a potential invasion of Falnorian.

-Koa