~ Túatha dé ocus andé
~ Nómad mí, tris-deec éis blíadain fortach

Today I adventured. It was very strange to do, it felt incorrect at the start. But it was an interesting experience, and I warm to it.

So far adventuring seems to be a utility tool job. We have a few fields, and while we aren't the best at them, we can cover a wide selection of problems with unusual and unsafe commitment. Therefore we're sent to address currently unaddressed issues of all varieties. The most useful skill currently seems to be adaptability and quick thinking, as well as a decent level of combat capability, and solid problem solving skills. It's a little haphazard, but it works.

As far as the party goes, I think it's mostly promising, we just need more cohesion, but that will come with time and effort. Some of them do not seem to have the mindset for group work currently, but no one stands out to me as purposefully working against group cohesion right now, so I'm hopeful that we'll get there if we all try.

On to our jobs, which we completed all of. They were: clear the taluses who were sitting in the road, clear the bugs out of some traveling passages, go to the market to gather things for a God House, protect workers unearthing a ruin, take a shift at the watchtower, and clear the troglodytes ambushing people on the road.

We started with clearing the taluses. On the way there, we met a god on the road who asked us to guess his name. Abigail, one of the party members, did research throughout the day to find it. She was incorrect twice, but finally found the right god, which one of our other party members successfully guessed on the last guess. Rather symbolic.

The god also told us to watch out for bugs. What his meaning was, I don't know, but the party overall assumed he meant to take care of the bugs we were asked to take care of. Not an unreasonable assessment, but we'll see if it was correct. Gods are sometimes too vast to share the same reason as mortals.

Once we got to our destination, we convinced, shepherded, and sometimes rolled the taluses out of the road, as they were just

sunbathing. Unfortunately, they later attacked some travelers passing down the road, so we'll have to take care of them more violently next time. I'd guess most efforts to keep them away from the road would be in vain, besides aggressive ones, but that isn't really my field. I'll ask someone who knows more.

After that, the rest of the party chose to kill those bugs in the passageways, which were especially large and hazardous, but I was too busy with business around town to join them. Some of the party died due to poison from the bugs, so I think bringing basic antidotes on travels through the caves would be smart.

Next we went to the markets to retrieve some materials for one of the God Houses. We needed some incense of different varieties and amounts, a singing bowl with water imagery on it, and an iron key.

One of the party members negotiated the prices quite successfully, while the rest of us looked around the market and talked to people. Usual crowd on the whole. Someone is feeding the skybeasts, which is causing issues, and I saw someone else in the market try to as well. I think establishing some sort of class for, or at least spreading better wildlife protocol might be worthwhile, but I don't know if we have the resources for that. Back fireplace it goes.

After that some of the party went to protect workers unearthing a ruin, but I was also busy with city business during that time. It sounds like it went fine, but the beasts were definitely troublesome. Since we continue to expand excavation endeavors, I'd suggest putting some permanent guards on the crews, especially once we get to more in depth researchers.

After that, we took a shift at the watchtower. It was a high stress job, and besides fighting some skybeasts and the like, we saw many things worth noting in the mountains. An unidentifiable black cloud that caused an avalanche, then disappeared quickly down the mountain, a shape with large pointy wings ducking behind the mountain, two small dots also on the mountain, and a large cat creeping down from the mountains. These were all reported, and some were dealt with. I'm sure more will need to be done.

We also saw Taluses attacking caravans coming towards the city, which were dealt with, and a single trail of smoke from the woods that seemed small enough and unchanging enough to be from a campfire. But that didn't seem worth reporting.

Watchtower crews seem overworked and understaffed. I'll look into it more, but as it stands, we should get more workers there to lighten the load and increase efficacy. It's a taxing job, and we don't want overtired workers guarding our city. That's a recipe for disaster.

Finally, the party went to deal with the troglodytes while I attended to more work. The troglodytes are somewhat difficult to deal with, as they let out a noxious gas that knocks you out when they drop. While the party was successful in dealing with them during the initial ambush, one of them captured a party member (Havaknari) and dragged him down into the caves.

The party followed in an attempt to get him back, but they were unsuccessful, as the troglodytes took him to some very large black troll creature that seemed too difficult to fight. Havaknari died, and he said his soul had a hard time getting out, like it was being pulled down. Very concerning, we'll need to deal with this. But until this gets dealt with, I'll talk to someone about warning people away from those areas.

Havaknari promised our god innkeeper that he'd kill them over the month. *Noíll báeth, is áil do comalnaithir mé sé ed.*

All in all, a productive and interesting day.

~Ingrin Luhell