Year 278.1.3 - 24th of Thirdmoon

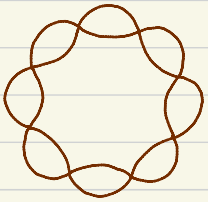
Morning notes:
- We've moved to the Zebragrass leytap, and thank the World for decent weather
- Xitli has a new theory - active shards absorb mana from the arcs as wet earth absorbs rain. Without them, the mana runs off and is absorbed by living creatures
  - new plan: stabilize the shards without unweaving them so they can absorb some of the next arc
- Xitli is quite displeased with those who visited the Eldspell ruins. I wonder if they only seek information, or if they were hoping to find something specific there.
- Lux is determined to investigate this crystalline loam, pulling in all of his favors and appealing to our trust. I don't see any harm in the trip, and I can appreciate scientific curiosity, though his interest seems disproportionate.

1st mission -
- I would call myself lucky to have passed over this mission, but it appears it did not matter much in the end
- The party came across a fairy circle. Not seeing it for what it was, they stepped into it and were taken through a doorway to visit with a high fey.
- Somehow, this fey took from those who offered nothing, including those of us who did not enter their domain. Few of our party were spared, among them Ptolemae and a newcomer, Ice Shadow.
- The fey took three things from us all: our cheer, our energy, and our spirit. Many bargains were struck:
  - Leilani: traded her best dream and worst nightmare for all that was stolen from her
  - Señor Gouda: several of his best recipes, for all that was stolen from him
  - Calix: himself, in return for the fey taking ownership of his divine intervention
    - Calix was in an episode at the time, and retained no memory of the encounter. Others say the fey seemed to know him and that they appeared to have met before.
  - Yuri: fifty people's last-remembered dreams for information they'd forgotten
  - there were more, I'm sure I'll hear of them later on
- Eventually, the party was allowed to take their leave and continue on to the crystalline loam.
- There is some suspicion that Lux was involved due to their insistence on this mission. After all, Lux has asked for and recorded nearly all our names, excepting Ptolemae and a few others.
  - I'm not so convinced, but I will not rule it out.
- Many samples were retrieved of the crystalline loam - they could not stay long due to the local wildlife

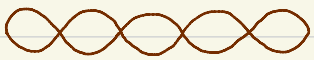
Lunch ——————————————————

2nd mission - clear the area around the leytap
- Mostly a success
- One creature defeated us - a hydra with wyverns for heads
  - the wyverns were of multiple colors and had many uses of their breaths - most of us ended the encounter frozen, stunned, or devoured
- Unfortunately, while we were left with time for another mission, it was not time enough to close the leytap

3rd mission - investigate the shards
- All three of our innkeepers expressed interest in this mission
  - Valen: preventing ambient mana rash and mutations during the arcs
  - Zarai: stabilizing the shards' power level, size, and type
  - Xitli: short and long-term impacts on the landscape
- Nothing of note happened on the way to the first shard
- 1st shard: blue savannah
  - there were thresholds crossing along the savannah - step across one and we'd find ourselves coming through another several lengths away.
  - we stood on the crossroads where the thresholds met to begin our weaving, which we did in two steps:
    - first, we unwove the mana as usual, but did not release it quite yet
    - second, we wove it back together in a fluid shape with the goal of anchoring the shard and slowing the rate of mana rash



- 2nd shard: green jungle
  - The grass was abnormally tall, obscuring both our foes and our fallen friends almost unnaturally.
  - The plants had grown large thorns, piercing the unwary and bringing them down into the grass
  - I was able to use my scouting abilities to aid in the fight, until a creature drained the skill from me
  - We repeated the unweaving and reweaving, although this time we also attempted to decrease the magical effects
- 3rd shard: blue forest
  - We lost all abilities to do with our senses and there was an odd scent in the air
  - We unwove and rewove this shard with the goals of anchoring, slowing the rate of rash, and decreasing the magical effects of the shard - this time with a slightly different pattern



- Results:
  - All three shards were anchored to the land and effectively stabilized - they will neither increase or decrease in size or power on their own
  - The rate of mana rash was greatly slowed at all three shards
  - We were able to decrease the magical effects of the latter two shards - shrink the thorns, return some of our senses
  - The shards will be difficult, but not impossible, to unweave later on. However, the land may bear a permanent magical mark, which is regrettable.
- I'd like a scout or several to keep an eye on these shards and their behavior, especially during the next arc
- We should continue to practice weaving mana - perhaps we can find a pattern that doesn't permanently affect the land

Notes

The full moon has risen and the fey's bargains have come into effect.
- Calix is once again flesh and blood, and as such, he is now owned by the fey
- my scouting has not yet returned to me - hopefully it is not lost forever
- Leilani has confirmed that there is another entity residing inside of Calix
    - she believes that it may be another high fey, which means an exorcism may not be effective

My cheer, energy, and spirit are still missing, but the work will not falter and neither shall I. My path continues onward.

To do this month:
- Sort through the newcomers with Yuri
- Make my trade with the fey
    - only if I cannot see another path to travel - I have no desire to bargain with a high fey
- Find someone to exorcise Calix and to scry them
- Research fey and learn how one was able to ensnare us so easily
- Speak to Lux about his progress with the crystalline loam and the cages
- Practice dueling - Harlow, Ik'nali, Calix, Beau, Leilani