Deluhel's Diary - 28 Ninthmoon
second day adventuring, probably isn't a mistake.

went to help contain and fix research projects, wanted to see if they knew things about earthquake but they were just 'miopic' and sorta incompetent. one added to list. I took a slime trap to try and capture a slime. it wont be missed, researcher in charge of it has bigger issues and destroyed two others. imps here also reported to earth demon. heard something about cup and key being related to kings disappearance. also first earthquake happend 5-10 mins after kings disappearance gut says isnt a coincidence. will try to ask guardian about it but its hard to talk to them. I dueled a number of imps and put them in slime traps, give to guardian.

next escorted diplomat friend of the king. they visited the shine of dragons, it turns out the king also visited shrine just before disappearance, wore austentacuous common clothes with emerald highlights, guards stopped a thief? probably not a thief may be a fey thing, same with person who did something to kings friend. king worships the emerald whosits from corodell and sacrificed to it, wonder of thats why dissapeared. king used to be adventurer with diplomat friend they adventured in some forrest and made lotsa small fey deals. on way back from shrine got really bad vibes from an encounter and was right, someone did something to Diploperson, see list. First two encounters I saw and heard lotsa stuff but nothing interesting, except the squad of knighty people from eldar is really good at their job (can trust them but not to be overprotective, don't tell them name) give to guardian.

In inn talked more to the needle. I like him, probably my favorite after weaver. I can ~~pertend~~ act like be kid around him without having to worry about it. tell guardian about him. we talked about tattoos, and about researchers being dumb about things. I told him he could use my shack for stuff if he needed to. he also covered for me which was nice cause I didnt have to cover for me.

some people went to the underground area and some stuff happened, it was probably important, but all I remember about it is that the social cliby ex of the fey guy (I wish fey guy could remember my but I cant tell him my name ☹) made a deal with the niceish earthdemon who didnt even kill him and now we have three moons to figure out the shakes.

I wanted to follow the talus and gnomes which the teacher innkeeper thoght was a good idea, but other adventures decided to go and find ingredients for the dumb researchers instead. I went with them first we ran

into a battlefield of gemlins who were fighting eachother, one was trying to scare me so i roared at them and they ran, give to guardian. the second thing was **talus and gnomes in a line walking!** so of course i followed them. also with us was the other kid who i remember the name of, the nice guy who really likes gnomes, and another person who got guilted into following us. we walked for a bit until we ran into a thin cliff path that the talus collapsed, the gnome guy fell with the gnomes trying to save them, i managed to grab the other kid, and the other person was behind a bit so he was fine. he said that we had to go back and that made sense so we went back. give 'talus follow the leader' (other kid was humming, singing? learn torkordian to talk to him) to guardian.
follow up on talus thing, maybe convince a map and or forest person to help us. cant just follow talus, need purpose otherwise fall down more cliffs, where they going? where they fleeing? why they moving? why gnomes following them?

List updates:
person who did something to the diplomat who was the kings friend:
Green tunic silver geometric embroidery, with four flowers at the bottom three sets of clasps in the front 5+ clasps per set, blond hair, glasses, sandals, harp with metallic strings, half gold half tarnished/silver, very distracting stopped us from leaving, probably more skilled then me. could ask guardian if they recognize them, but its hard to talk to them (i wonder if there is a way to fix this?)

all of the adventure innkeepers:
try to monitor, figure out if the teacher is trustable they could help identify guardian, keep eye on bard and inquisitior they know more then they say and are too cagey about it, teacher does as well but isn't cagey says they cant say everything instead of being evasive.
imp and slime researcher is an issue, need to make sure he doesn't lash out, caused the issue for the rest of the researchers.

ex of fey guy generally means well even if he is a square, dont need to watch anymore.

people who in town are mostly nice but sometimes need help, 'i like to beat my wife and kids' lady is now behaving. noone else to watch.