I write this after my first day adventuring. After a morning shift at the manor of cooking breakfast and waiting on my lord as he wakes, a new day of adventuring begins. I did not know what exactly to expect, but the day I got was, well, what it was.

Overall notes:

- Boundaries seem to be an important thing to focus on. Both the bard and mage school associate highlighted this.
    - Here are a list of boundaries throughout the city: The Sewers, Edge of Town, Old/New City, Bard School, Mage School, Gateway, Rivers, Shrines, Doorways, Markets???, Prisons
- Children are the future of this city, if we want to root out gang violence I think it may need to start there.
- Fae are everywhere. They are masters of boundaries, and know there are things tearing at the seams.

Missions:

> Patrols along older districts of town for gang fights

- Old/New City boundary. This was something we decided we couldn't focus on with our lack of experience. Direct fighting is too dangerous for us, and these gangs will kill on sight.

> Guards go missing on patrol, search for bodies

- Sewers
- Two guards morganti dead, Morganti gateway and passage. The hole, Responded to rhythm and song. Did not seem to have an active reaction but a passive response. There was also two people carrying a chest. It was not very ornate, but they were working for some gangs. Don't know which. The chest seemed empty from what I could hear, but they would absolutely not let us near it.

> Swamp creatures crowd from sewers, clear out streets

- Sewer boundary. We didn't do this, but clearly there is a lot of activity in the sewers and is a place for the swamp to deepen.

> Fairies causing havoc in town markets, Capture!

- Market boundary. The fairies were just playing here but fighting between each other. Not sure the different types, but we saw some with red/green style spells later and others with black. Could be some swamp fairy? A High Fae showed up

after I left, talked about boundaries being important here and to remember them for later. Apparently it was starry or something?

>> Guard the Bard School grounds, mediate trouble

- Bard School boundary. Karim said it was really important to go here and I agree, it's too bad we didn't. I really liked Karim, they're a good innkeeper! Apparently the Master Gardener too! I really hope I can learn a lot from them..

>> Fighting, brawls spark in nearby park — intervene?

- I don't know which this could be but someone suggested the boundary between Childhood and Adulthood. I liked that idea. There are a lot of kids getting involved with gang activity: stabbing people, robbing people, selling drugs. I believe we helped a lot of them by bringing them to the bard school and doing storytime with them. That seemed like a very good solution. I heard of an orphanage that's open too, Greenleaf. I like the idea of orphanages.

>> Disturbance reported on edge of town, possible haunt

- This haunt was very spooky. Our innkeeper Varith is kind of haunt like, repeating strange words incessantly. He said to not go into boundaries but watch them see them and report back. I think we will need to go into them at some point. I'm biased, even though I lost a part of each pinky trying to go into one of these boundaries. Oh well. What if we try to solve him? He said haunts should always get solved. Oh for the actual mission related stuff, this house sucks. We went in, it was in complete disrepair. Lots of smashed furniture, it was creaky and clearly sinking into the muddy swamp. There was a cold feeling that Glory-Be was focused on, and I heard later she reached out and grabbed it. This caused a lot of people to get killed though, as Glory-Be focused on the maybe the focus of the spirit itself, but tons of figures in black clothing appeared and killed many of us, including me. The spirit was cloaked in white and had a white mask, thanking her for her work in saving her. Dunno what that's about but neat I guess.

>>> Undead reported by travelers on the road into the city

- Definitely an edge of town boundary. Though roads are boundaries too. Undead attacking is interesting. From where? I know the swamp may relate. We saw some stupid mud crabs that were swampy but they only had some witchy fear aura, not undead. This probably will develop further without us having done anything but maybe we can do it next moon.

Final thoughts:

I like adventuring. Even what I've done so far has taught me so much. It is really weird not having the tips of my pinkies, but I like the experience and knowing what would happen more. Maybe I'll be more regretful later in life when I desperately need my two pinkie tips. Lots of big things I'm only starting to grasp, but lots of people who I think I will enjoy learning from. Exciting times ahead I think.