Gosh, I forgot to make notes on what the missions we could have done today. Having Master Lune there for more than just the last few hours really made me focus on work instead of adventuring.

Overall notes:

- Boundaries continue to be a focus, mentioned again by Andúrain. I had him mark which missions seemed to be focused around the boundaries, but I did not make note of them.
    - Andúrain reported odd disturbances around many different thresholds, such that it was not just a coincidence. Also mentioned how fey seem to behave strangely when it comes to boundaries. This idea foreshadowed a mission we later chose.
- One of the first things a child learns is "no." It is said to them, about them, and for them. To make them feel heard and understood, we need to let them use it themselves, and respect it when they do.
- As we near All Hallows, the swamp is seeming more active and disturbing the nearby wildlife. This is also making the sewers more agitated, as well as undead.

Missions:

> Patrols along older districts of town for gang fights

- This was a repeat from last moon. We did not choose it because we were pressured on time.
- Old/New City boundary.

> Fights continue across several parks in cities.

- This was the first mission I went on today. We encountered three groups of kids at different parks.
    - The first group was older, early teenagers, who were really interested in fighting and getting strong so they can be useful to different gangs and get picked up. They had an interest in status and strength.
    - The second group was younger, around ten or so? They were interested in the idea of getting money and being individuals. Lamb had a real good idea to pay them if they can solve problems for him, but they need to learn how to read. This encouraged them to learn how to read on their own, which they ran off to start to do.
    - The third group was very young, and many of them had been told to hang out at this park by their older siblings or "trusted" adults with some illegal

stuff, such that when someone comes up with a password, they give it to them. These kids really wanted to just play, and hadn't been allowed to. I offered to sit and wait for them, so they could all play together, and this helped for the time being.

- Boundary between childhood and adulthood

> Escort Tree of Life Followers on Errands in Dangerous Places

- On this mission, we met differing followers from the Tree of Life to help them with community service. I learned a lot about the religion, and it really appeals to me. I like the idea of pacifism, and hadn't really understood it quite yet. There was one guy that got really high before doing anything, which was a little off putting though. We made some repairs to walls and streetlamps, planted some flowerbuds in the ground so that come Spring they could grow really beautifully, gave out bread and food to people that were hungry and hurt, then helped people that were close to death from disease, some weird black rot. The rot had been infectious and painful (I fear this may be related to the swamp. I am encouraged to get Cure Illness even more). Different gangs attacked us throughout the work, I think it involved the Dogs, the Hexbinders(?), and two others but I don't remember.

>> Disturbances, mishaps along border between old, new city

- I didn't go on this mission but it sounded like there were two seasonal fey that were there doing something? There was one of Winter that allured Grep after he gave it his name. Timmy mentioned something about it being icy cold and unmoving, with no blood. The other one was something like Spring, or so Varith said- flowers blooming, and birds calling? The one about Spring won or whatever.
- Boundary between old and new city

>> Mages laying down sanctifications in sewers - protect

- I didn't go on this, but we did it well from what it sounded like. There were nasty swamp creatures and gangs hanging around down there, but Master Lune mentioned only one or two of the mages died. Some of our party members died too, something about some really nasty frogs and an unknown gang, but I don't know anything more of that.

>> Books & Other Things taken from Bard School - Investigate?

- Bard School boundary. Karim repeated that this would be important- not to do specifically, but that we should really visit the bard school to see what it is like. I

agree! The gardens are so pretty, and there is a lot of people just being themselves. It is a very nice place. Reed thinks the thing to do with missing objects could relate to an apple improv show that happened, something about the items being missing but the culprit is not who has them. I should ask him for more, I wasn't paying attention to the performers.

>> Alleyways reacting to the disturbances of the old haunt from last moon(?)

- Last moon we investigated some old house that had a haunt in it that looked like a figure cloaked in white. Glory-Be said it had some white mask on it. While she was getting it out of the house, a bunch of figures clad in black attacked and killed us all. Now alleyways surrounding that house had been having strange disturbances and we could have investigated this.

>> Undead being strange by the road, deal with them(?)

- Undead probably reacting to the nearing of All Hallows. This will probably be an issue come next Moon.

Other:

- Find the Chest from Last Moon
- Investigate the "address" from the kids

Final thoughts:

- Training Healer felt really good! There was one time that Lune died and I couldn't heal him, but it still was nice being able to support my allies by healing them. I noticed the Tree of Life people did a really good job (those that were healers) even though they were pacifists. I could maybe do that. Not sure though. One mentioned stun ray breaking their vows, but maybe I could join a different sect. Having resurrect soon will be really nice, though Cure Illness is my top priority. That, and Crown of Cleansing. I hope Mom will be okay until then.