Hello again,
I spoke with my party and found that the name of the cat I previously couldn't remember was along the lines of Scruffykins.
This moon's news is as follows:
A town had been experiencing nightmares, as well as sleepwalking and fighting, last moon and that has gotten worse. The city developed a hedge maze labyrinth, as did several other locations, including the farm fields near Coravane, a huge one in the road to Syenon, and several much smaller ones in Syenon itself. We were also informed that teleports to Syenon still worked as of last moon, but they might not have for long.

Bellmorn troops have crossed the river to Lady Dhalia's residence. Lady Dahlia is a Bellmorn noble, as she is married to the Coronet of Bellmorn. There is some sort of disagreement between the troops and the noblewoman. We were told to watchout for the troops, because something is amiss.

The Stonecall passage is being built by Eos builders in Syenon.

The fey are fighting each other on our roads, which makes it our problem. We were informed that there would be lots of fey around.

As for missions, I forgot to take notes, but if memory serves, they were:
* Talk to the Bellmorn soldiers outside Lady Dhaila's house
* Investigate the labyrinth by our farms
* Escort an important diplomat
* Protect a caravan headed to the riftlands
* Investigate a flooded warehouse
* Bellmorn traders seized an Illion warehouse
* Help the nightmare village that was consumed by a maze
* Deal with the fey in the streets and protect travelers
* Something about the maze on the way to Syenon

We first went to the labyrinth by the farm

OTW we encountered more sleepwalkers. They took damage, but after two or three hits spaced across about one half of a minute or more, they still did not go down. We also tried knocking them over the head, and hitting them with medicine balls and stun rays, but that was also unsuccessful. We ended up getting knocked out ourselves. When we woke up, about ten minutes later, I felt like while I was unconscious I had bad dreams.

There was someone from Syenon who helped us fight back the nightmare ridden townsfolk before we all went down who was able to tell us a bit about them. The sleepwalkers are changing and we need to wake them up with a count similar to a first aid in length. The Morganti injured from Syenon were the first to start dreaming, and they had tried to tell us last moon. We should speak with them when we can.

They also told us that the labyrinths have the same root as what hurt them (they were missing an eye due to Morganti) and our Moriganti hacked comrade. We also learned that the fey did not cause the labyrinths and are trying to fight them as our allies.

Just outside the labyrinth we encountered fighting fey. Most of them were killed. We brought with us some of the killed fey and resurrected them inside the labyrinth. When we entered the labyrinth, we turned around and the exit had vanished. The first fey we resurrected seemed to like our healer because of the resurrection, and marked her as 'good' or 'worthy' or some such, with a glowing white halo around her head. The fey then flew off. We started in a field with lots of withered, rotten plants. We spent a while investigating, then followed the fey. It led us to a group of fey turning two farmers to trees. Two of our teammates bravely took the places of the farmers, which was the only way the fey agreed to let them go. We tried to speak with the fey for a while, but eventually the one we were conversing with turned to the others and stated that it was tired of promise breakers. Unfortunately, a few moons ago we made a promise to the fey we could not fulfill. We hurriedly went back the way we had come, and

ended up in the same place with the fey turning our teammates to trees. Between these two instances of fey and trees, we healed the second felled fey, and it wandered off in no particular direction.

We went on and encountered a group of fey who swarmed us and hit us with terror spells, but they laid no finger on our haloed friend. Next we encountered a group of lost farmers. They seemed very tired and kept nearly falling asleep. They mentioned that they had started getting sleepy and having nightmares on the first night after the labyrinth appeared. Freddy Fried Fretson, our Morganti hacked friend, used some fort of True Sight, and saw that the lost farmers had some kind of dim halo, similar to our healer's bright one. They were highly suspicious of fey and thought that all were naturally bad. They soon became suspicious of us as well after learning that our healer's halo was given to her by a fey. We kept walking and found some farmers being chased by fey.

Slight TRIGGER WARNING for GORE. We followed and found a field with lots of bloody and/or old and rusty farming implements. We led the initial set of farmers onwards with us and encountered sheep with their guts spilling out, and other livestock likely eating them. The farmers we had with us said that they recognized the animals having gone feral, as it had happened before.

For our final twist and turn in the maze, we re-encountered the fey turning our teammates to trees. To clarify, this was a full transmutation, not a treeform ball. We healed the final fairy then and the larger fey was able to translate. We managed to talk to both the fairy and the larger fey this time, and they told us what the halo our healer had meant, as I have already shared with you. The fey also mentioned that they had tried to warn us about the labyrinths for many moons, but we had never come, that we had run away. We spoke for a little while, and the fey told us "Do good, not ev-l. Do not let Ev-l take root. You are already far behind on that." They then pointed to where we had come from, and said that that was how we would get out of the labyrinth, but it would not be so for long.

We took a cartographer with us into the maze, and they charged us half of what was standard for their skill level. They helped us learn that passages with slightly greener leaves would lead back to the tree fey, yellower leaves indicated some sort of field was beyond the passage, leaves with a bluish tint led back to fey in general. There were also redder leaves, but we did not follow those passages enough to tell where they led.

We learned from someone that we aren't under the same sway as Syenon, and they need us to help them.

Around this time we taped together the code paper pieces we got and translated them. I have an updated translation since I last wrote:

Winter dwindles as darkness takes wing
His eyes turn towards his home in suring
Four cities rise to meet the king
With one bears his throne

One whose faith is beat and broken
One whose grief is reawakened
One whose test is unspoken
One whose guts bleed black

For evil cast out spreads its seeds
To over winter with the weeds
And bloom in Spring with heinous deeds
There duties are left to rot

A labyrinth built on burrowed pride
And turned to eat its own inside
Though none succeeded many tried
To save it from itself

His followers make their marks

In shadows shrouded discord sparks
But do not watch the waiting dark
For the danger lies within

The party then went to investigate the flooded warehouse, but I stayed behind.

Next we opted to transport some sort of important caravan to the Riftlands.

We were attacked, and the caravan was stolen by some sort of giant or troll. I'm not sure which. We chased them and eventually got the first wagon back. We then encountered some of the Stonecall builders from Eos, and they helped us get the second wagon of the caravan back. They were headed for Syenon, so we did our best despite a language barrier to warn them of the labyrinths and told them to go the long way around.

When we arrived at the Riftlands we gave the caravan to some official-looking people, one of whom was at least twice my size, and I'm pretty big for a hobbit. They inspected the caravan to make sure it was safe, and they said something about a note. When they determined it was safe, we were allowed to return home, which we did.

Some of my party members went to deal with Illion and Bellmorn fighting by a warehouse, but I didn't.

If there's anything important I forgot, like Scruffykins' name, I'll let you know, but for now,
Goodbye,
-Wan