This is just going to summarize the current plot.

Kythrim is technically part of the Riftlands according to the political map, but Bellmorn and the Riftlands are fighting over it, and legally it belongs to both. Bellmorn and the riftlands were both trying to recruit us. Bellmorn was incredibly suspicious, but the Riftlands were fine, so we joined them. The Riftlands had a group named "no gods, no masters" that repeatedly vandalized shrines and the coronet's house. Most of the Riftlands also did not like gods or masters, but not to this degree. They were also against jail, and believed people should just fix what they did. Eventually, we did not help them, and the Riftlands got mad at us too, which led to both Bellmorn and the Riftlands killing us.

Just a few facts:

- Kythrim is in the middle of the Falor Plateau, and it supplied a lot of the glowbulbs used to light it up, but then the glow workshop got exploded. It also seemed to be intentional.
- My character has "danger sense: haunts" as its quirk, and Isaac has a quirk that lets him sense if people are following us. They always say there is a haunt and something is following us. We also kept hearing bell noises and having cold winds. We eventually tried to do a ritual to summon it, and it had CHAINS. It was humanoid though, so sadly it wasn't chain troll part 3.
- One of our innkeepers, a representative of the Riftlands, refused to tell us anything after we "betrayed" them. Then I refused to tell them what happened on the mission. They then attacked our entire party and fled. We also haven't seen the Bellmorn innkeeper since then

So there was a lot of fighting going on, and a lot of the commoners just wanted some place to stay, and did not want to fight. A few moons ago, we opened our inn up to commoners, trying to keep out violent people. Partway through the encounter, a COL member came. We played blackjack with it. Then we guessed hearth, hope, and one other one (maybe compassion?), but we did not guess it. The @ is around 18 now. There is rumors about the same fighting happening in anguron, and a lot of other big cities in the falor plateau.

[7:38 AM]
Today we started by keeping the violent people out of the inn, which ended up in three successes (the encounter was not waves, but the down baddies got reinforced three times). Nothing much happened there. For the second mission, we decided to burn the bodies so the vermin would not eat them. We also had 5 successes there. The vermin here are mostly giant snails and cave cockroaches. The third mission was stopping the leaving people and trying to get them to stay. A few left, but most we were able to convince, because a few of them could solve the problems of others (for example, the actor needed costuming, and the tailor could make the costuming if they had a loom, but they did not have a loom, so the carpenter could make one). Other people just wanted a safe place, normal stuff, you know. Mostly a success there.

For the fourth and fifth missions, we patrolled the markets and other important places, trying to clear out the fighting. We succeeded there. Most of what happened today was just successes.