Deluhel's Diary - 26 Tenthmoon

Third day following the adventurers, hard to relate to them sometimes, figure this out. Maybe Needle can help.

Went looking for morganti in the morning, three items hid because of something. Researchers and guards noticed me but adventures helped cover. Was planning on aquiring one of the weapons, found the dagger, wrapped it in my silver cloak. Kept it on me until we left. The bardy one who sometimes can't speak got a bard thing that the morganti was cowering and scared. One of the researchers who the party ignored because of him doing pranks for all hallows said that the morganti had been twisted and distorted, that part of it was white instead. All morganti had little soul fear. Nice calming person calmed the other two, pulled them into ally on our way out and gave dagger I took cause I felt bad for the morganti and wasn't sure it would work. Give prank memories to guardian, glitter bomb was funny.

If morganti has feelings, and can get scared and stuff, is it even right to use it? Consider other options for preemptive response.

I followed nice calming person to meet with morganti researcher but wasn't allowed in and didn't feel like sneaking in for this cause I trust the nice calming person.

After lunch DRAGON! It was the biggest creature I have ever seen and I got really close to it too, like really close. Adventures were trying to contact it to talk but it was still investigating so we (wait am I an adventurer now?) should look for it again since all the really smart or big things don't talk to each other like ever so someone else needs to connect the pieces. Dragon had beautiful scales with pale rose quartz and silver blue coleration. Give to guardian (Its a nice memory which means they will really like it.)

Last thing we did was to walk all the way to talk with the Naure who is an Elidhu. Asked them to thank the Alendil for me in exchange for the gifts I gave and it nodded. On our

way out of town we ran into an issue (Celenrion mage who was arrogant, adversarial, probing for info, announced themselves as a threat.) Ran into some weird talus with spells and that regenerated. Priest person said they were from brilliant faces THE ONES THAT THE KING WORSHIPPED. Ran into small fey on the way, got to river, there were two big fey. Tried to comport myself well, as guardian said to. I wasn't really supposed to talk to them but since I was there I couldn't be rude. Greeted them and the Naure, needed to greet them in a specific way to be able to actually meet them. Needed to be as a group. I gave the Naure two leaf boats which they accepted (my gift.) Some adventures sang some bad songs about walking a thousand miles and life being nothing but a dream, I didn't cause those were bad promises. Eventually they found a new song that worked well it went like:

"Loud was the river when the river could talk
And heavy was the water when the water could walk
Mother remembers what her sons forgot
You never take without giving"

The person who started that song said there was more to it.

We continued singing it all together for a while and after a bit the Naure met with us and answered a lot of questions, well one question but with a lot of follow up. What did the outpost do that caused the Naure to owe them such a debt?

Notes of what the Naure said about why king gone/why shakes happening:

It's not here yet it will be on time what we feel is growing look up not down something was invited in it doesn't know what it is. Act, something is changing. It is something we have not learned to see. We must learn to see it as we learned to talk to the Elidhu. Origin is up not down (divine). Seek out dragon will learn about tangle. Mage school caused without fault. King may have known something about it and disappeared cause of it.

LEARN TO SEE.

List Updates:

Person who touched diplomat disappeared keep an eye out low priority.

Inquisitor Innkeeper may be more trustable than I thought, bard said the way they act is to manipulate us into protecting ourselves from authority figures, add bard to list, both low priority.

Celenrion mage - High Priority, look for opportunity for preemptive response.

Appearance: blue cloak and fancy staff with blue gem on top with spirals, had Celenrion mage school patches.

Knew a lot about our party, was evaluating us, very arrogant, implicitly said they would be an issue and would be attempting to obstruct us.

Good opportunity to see if adventures could help me gather more information on them to facilitate preemptive response.