Hello. I am one of the adventures in Adra. If you are reading this then you must want to know what happened here. Let me tell you what I can. We started with a normal mission, if any of the missions at this point could be considered normal. We went to a cliff that we had gone to in the past, once to find our very first changeling, and another time to find a priest of the Shifting Goddess, who we now believe to be the same being. The sea was angry that day, my friends. Like an old man trying to send back soup at a deli. We got to the cliff and found two changelings, both in their un-changed forms. One was a priest of the Shifting Goddess and one was a priest of the Waning Goddess. We then made some sacrifices and then asked them some questions about the changelings, their continent, and some oath that stuck them there until next Fall.

This next mission was a secret mission for one of our innkeepers. Now, I can't tell you much about the first few encounters. I was relaxing in my friend, The Booze Master's©, Booze Cart©, had a little sippity-sip and I was out cold. I have a little problem. I was trying to join a bard circle with some half-animal people, but I kept taking too many shots of whisky. I dunno. The whisky calls, my friends, the whisky calls. From what I heard, there was a combat encounter and some golems checked our alignments and let us into the ruins. In the ruins, there were statues of the members of the Court of Light. Below them, we saw three doors. They each had a symbol. One had a rose, one had a crown and one had a sun.

First, we went to the sun door. We were given a riddle. I was at the back of the group, but I heard the answer was light and shadows. Then we went into the room and saw a group of Gildmark villagers. They thought we were changelings, so we had to convince them that they should be nice. Then we went into the rose door. The riddle answer was a choice. There, we saw a group of nobles, including our innkeeper Marlowe, the high diplomat. They told us that they were better than us, and that we couldn't go past them. We tried many different strategies, but we

just used the power of rhetoric lv 20 to convince them that noble birth didn't determine worth. The last door was the most interesting. It started like the others. We went into a house with people who had strange customs, to say the least. We were not allowed to run, unless we had on us 9 sets of full plate. We also had to bow to the person we wanted to talk to until speaking. The strangest thing of all, though, was a weird story they told us. It was in rhyme, and was accompanied by strange hand motions. It was about a time where it rained cows, particularly big and fat ones. They all were in different places, and were doing different things. One had wings, and one exploded. This one seemed to be a major character in the story. After that, we followed them deeper into the house. It had windows, but each showed a completely different location. We then saw 8 statues. 7 were obviously the Court of Light. Standing in front of them was a person who would look like your own species and was holding a rose. The Queen of Light asked us “do you know me” and held up three fingers. We said the Queen of Light, the symbols on the doors, and one other thing I can’t remember. After that, I took the rose, and we all got a mysterious blessing.

When we got back to town we were told tensions between the changelings and Gildmark and the nations around it were high. We then went on a couple of missions. We first went to an inn where there was a possible lynching of a changeling. We were able to calm down the situation.

Then, we had to stop a fight between the half-animal people and the changelings. I was able to speak to one of the half-animal people away from the fighting and she told me that one of the changelings was a terrible person back in Gongolia, and should be put on trial. We will put the changeling on trial.

After that, we went back to the inn. When we got there, after some talking, light started shining from the sky, some of it hitting the rose from earlier. We were able to use the blessing to make a wish. We chose more wishes, so now each of us has a wish. I am planning to use mine

to survive the timejump and get to the next gathering of adventurers. Adventuring is my meaning. It is the only reason I was sober on fridays. Another year of that I would do anything for. I will try to stay peaceful during the timejump, but I am also hoping to stay and help the situation in Gildmark with the changelings. I hope we can make that work.
Well there you have it. My take on the situation that was these last few weeks. I hope you can use this knowledge well.
Farewell.