We started by trying to talk with the people who were calling themselves "priests" with insignias of certain gods that were not very well made. On the encounter on the way, there was a few haunts screaming "THE WORLD IS ENDING!" and stuff like that, which we eventually solved by agreeing with them.

Anyways, once we got there, there was 5 waves, i am not sure of the specific order, but I will describe them. One of the waves there was hobbits, killing humans but dropping everyone else, because "we didn't ask for your help", they also wore the insignia of the dreaming goddess (i think that was the name of the hobbit one?). I am not entirely sure who was killing who, but i am pretty sure you know more about the olden god war more than I do. On the fifth wave, there seemed to be thousands of the races, and they were fighting with reinforces. We eventually made peace with a speech about how they did not choose to be born as hobbits, or dwarves, or whatever bla, bla, bla, and they all disappeared because they were probably haunts.

Anyways, on the way back, we saw a COL member with the exact same mask as the one that came to our inn in Kythrim. We guessed hope, compassion, and one other, I believe. Now that i think about it, we should have guessed peace, as it was also called the "first step" to friendship and many other things. For your information, the mask was red-white and had some things dangling off it.

For our second mission, we investigated the strange noises beneath the castle. The first encounter on the way, we heard screaming. We were on the statue field, and we could cross onto the big field by tagging the out, going out of game, and moving over. So we did that, we found two things with martial arts, boulders, and giant strength. I think they had AV4, and they were haunts. It had duel, and an ability called "multi-duel", and it added people to the current duel. We eventually beat them, but it doesnt really matter because they are haunts according to a sorcery.

Once we got there, we found a few people singing, some people debating if cats or dogs are better, and someone learning to paint on a wall with their mind. Every once in a while, they would disappear, and there would be broken things (for example, there was a broken flute where the singers were). I tried singing with the singers to see if that solved it, but that did not work. We eventually were unable to solve it. We tried this twice, and there was different people every time we went in.

For the third mission, we decided to do something, and I don't remember what it was, I will tell you when I do. It was important, but I forgot what it was.