Today we fought pear trees.

Let me backup a little. The first mission we did was to protect a ritual to make a teleport point from the crystallarium to Silverstone Well. On the way, we lost to one of those godforsaken pear trees. We then fought a variety of stuff, some crystalline bears (I tried to destroy the crystalline parts of one of them with my quirk, element shaping crystalline, and felt like I was just able to do something, but then the next wave came in, and I didn't have time to check), another pear tree (which I decimated with kusarigama light touch), and some fire elementals. They seemed to be trying to tell us something, and trying to stop the ritual. I tried to convince the representative to stop, because the teleport point might go goofy with the current instability of the leyline, but she refused. With bardic sense they were telling us (danger) (stop). I trust the elementals, and I think we made a bad decision.

Then we went to fight a pear tree that was destroying the orchards. I took on a duty to kill the pear tree and did, with the help of the party. From the duty I got an inkling that if I go duelist I will learn more. This is also good cause with light touch from skill share skill share I can be a very formidable opponent in duels.