Hello Oncemore!
I am happy to report that I have returned to health and adventuring. To begin, I will be listing missions that struck me as worrisome.
The gates of our mage school have been stalled by unwanted guards, many priests have been seen swarming the Temple of Death, Death Cult Followers have been killing travelers along Hero's Road.
I had another vision this morning: A tunnel opening into a wider cavern. Then it began to shake, and as it shook cracks began to form. It is my theory that this is related to either a weekly (we haven't gone yet) mission we had about a sinkhole opening up in town, or another weekly mission about guarding scouts in inspecting tunnels for damage after an earthquake, I believe it was.
The mission I went on was hunting terror and death roaches for our mage school to out-prank the one at Syenon. We had no choice in partaking in this mission, as last week apparently my party smashed boxes, spilled alchemicals, and ended up owing the mage school a favor, which they cashed in for this mission. One of the groups we encountered along the way was some people, not sure who, but dressed in some very nice clothes. They seemed in a rush, and had some important things to say, but alas, I could not understand as I am deaf and my interpreter did not come on this mission. That is all the important news for this week.
Best of luck in your own endeavors,
~Amysri