

# Korikash Gilruthanis' Journal

Hello, my name is Korikash Gilruthanis. I was born on 9<sup>th</sup> of Kinsu in the year 1553. The day that I was born there was a darkening and my hair is black (unlike every other grey elf that I have ever met). My mother named me Korikash, which means, "black fate". The other children kept their distance from me as I was growing up. I was meant to take over the family business, but I was trained as an elven diplomat and I feel that entering into the family business would be a waste of my considerable skills. I've decided to begin this journal to document the undoubtedly amazing adventures that I'll soon be having out in the wide world, away from the smothering presence of my family. Fortunately, I was able to talk my brother Quin and our close friend Rosin Merlikom into coming with me. We have decided to jump a ship to a relatively new human city, Freeport.

## *Wednesday, 11<sup>th</sup> of Shaylamar 1675*

Today was one of the most exciting days of my short life.

I gathered some of my belongings into a trunk and went to the docks to gain passage on a ship. We asked around and found a ship called "the Gull". It is a human cargo ship and I was told that we could ride to the city of Freeport aboard it. We met with the ship's captain and he told us that we could stay aboard his ship as long as we helped if there was any trouble.

Captain Dudermon't is strangely impressive, even though he's a human. He dressed impeccably and carries himself with a grace seldom seen in a human. He introduced us to a stunningly beautiful elven maiden. Her name is Maribella Corinalis. Her father owns the

Corinalis Textile Empire. Unfortunately, it seems Maribella is as cold as she is beautiful because I turned on the charm and she completely dismissed me. Well, it turns out that the help the captain wanted is for us to watch Maribella if there was any problems at sea. That doesn't seem like much trouble.

### *Sunday, 22<sup>nd</sup> of Shaylamar 1675*

The last several days have been relatively uneventful. Quin took some of the sailor's pay from them playing craps, and Rosin and I have been practicing our swordplay. Maribella has spoken to us once or twice. She apologized to me for her initial meeting with me, but unfortunately I didn't get to know her any better. At least Rosin hasn't even gotten as close as I have, and he fancies himself something of a ladies man.

We recently found something interesting about the Gull. She apparently either is or was a smuggling ship, because she has the most useful secret door system. Around the outside of the ship there is a small walk space that opens into our private room, Maribella's room, the Captain's quarters, and two smuggling compartments.

I spent some time listening at the secret door to Maribella's room, she is an excellent singer, but her father has her doing large amounts of paperwork.

Hopefully something happens soon, I could use some excitement.

### *Friday, 6<sup>th</sup> of Arthom 1675*

Well, something exciting happened today. In the middle of the day we sighted a ship in the distance. The ship wasn't flying any colors

and it was obvious it would overtake us quickly. The captain began to shout orders, and it was apparent that they were preparing for combat. I grabbed Quin and Rosin, then knocked on Maribella's door. She opened it, and there she was still in her nightclothes, but she was carrying a sword and dagger. She wanted to fight the pirates!

I pushed her into the room and we closed the door. Maribella began to object, but I took control of the situation. We entered the secret door, closing it behind us so the pirates couldn't find us. We made our way to one of the empty smuggling compartment. I gave my word to Captain Dundermont that I would protect her, and protect her I shall.

It happened so quickly, just after we made it into the smuggling compartment the pirates began to board the Gull. We were able to pry a board so we could see the battle. Rosin and Maribella watched through the crack in the board, updating Quin and I of the battle. The captain almost single handedly won the day with his gigantic bastard sword, until the pirates rushed him and disarmed him. Shortly after the captain went down, the battle was over.

Several of the crew was tied to the mast, the injured were being tended by three of the pirates, and three other pirates escorted the captain into the hold. They began to rummage through the hold. Looking for what? I don't know.

This looked like the best time to help the crew of the Gull. I told Maribella to stay put, then Quin, Rosin, and I left through the secret passage into her room. From her room we silently made our way to the three pirates tending the wounded. We struck swiftly and silently. They didn't have a chance. All three of the men dropped dead at our feet. We then released the tied crewmembers to watch the deck in case

the pirates in the hold came to the deck and they began to also tend their companion's wounds.

Quin and I jumped into the hold through the cargo doors. Unfortunately, we made noise (I really need to practice moving silently) and two of the pirates came after us. The third attempted to kill the captain as we fought the two charging us. Rosin circled around to the second smuggling compartment to try and get a bowshot on the pirates. Quin and I defeated the two pirates we were fighting, although I was wounded I was able to help Rosin with the third assailant.

Now that the pirates were defeated Captain Dudermon't ran up the stairs after a he thanked us for saving the ship. He ran to his cabin and brought out a small coffer of healing potions for the injured crewmembers. While he was administering the potions Quin, Rosin, and I jumped to the pirate ship. These pirates apparently weren't terribly successful because we only found a small amount of treasure. We gave all of the copper that we found and half of the silver to the Captain.

Finding even a small amount of money was definitely helpful so I don't have to lend any of my personal funds to Quin or Rosin.

*Saturday, 14<sup>th</sup> of Arthom 1675*

Captain Dudermon't told us that today we will be docking in Freeport. I'm very excited. I've never seen a human city before. What a splendid adventure this will be.

Well, the city isn't quite what I expected. It is relatively clean, and the only rowdiness that I saw was on the portside taverns that are frequented by the sailors. We stayed in a really interesting inn called the Circle. It is the largest building in the city, it caters to all classes of people, and the prices depend on the person's ability to pay. The hostess, a half elf named Emily Bilenbaker, told us that Captain Dudermond told her and her employer about us helping him with the problem aboard the Gull. She also informed us that her employer paid for our food. Emily met us later in our room and told us that her employer, Jarvis Pettiford, wanted to see us in the evening.

I was intrigued about the meeting and finally the time came for us to meet the mysterious Jarvis Pettiford. Jarvis, who is also half elven, offered us a job. A somewhat shady job, but right up our alley. He explained that on Sunday evening there was going to be a ship, the Maiden, anchored out in the harbor. The three of us are to infiltrate this ship and steal some papers that the captain has hidden in a small chest under his bed. Jarvis told us that the people aboard this ship are less than scrupulous people and we are to use whatever means necessary to get the papers. Jarvis is to provide us with healing potions from the local priest of Fiolonna and a boat to row out to the ship. He will reward us each with a magical weapon and possibly more of the same kind of work for him. This is just the break that we needed!

### *Sunday, 15<sup>th</sup> of Arthom 1675*

This afternoon we went to the local temple of Fiolonna to pick up the healing potions. We met the high priest Father Lishae. He is a nice man and the four healing potions he gave us may come in handy (although I hope we have no need for them). The Father also

explained the reason why the city is so clean. The temple helps the sailor's wives keep the city clean. Hopefully the mission tonight is as straightforward as Jarvis makes it sound.

### *Monday, 16<sup>th</sup> of Arthom 1675*

Last night was exciting; the danger, the exhilaration, and the knowledge that we are helping people.

Overall, our mission went well. We attempted to infiltrate without bloodshed. Unfortunately things don't work out that way for us. We waited on the roof of the Maiden's captain's quarters for several hours for some of the people inside to leave. They didn't. While we were on the roof I heard a couple of the sailors speaking. The things that they said made me believe that they are slavers. Slavers are the most horrible people. Imagine taking away another person's freedom.

We decided that Rosin and I would rush into the room, and Quin would cast *Sleep*. Quin's spell didn't have the desired effect; it only put one of our assailants out of the battle. Fortunately, Rosin and I killed two of the slavers. The last one knocked Rosin unconscious while I was finishing my opponent. Quin jumped into the battle, but not before our last opponent called to his captain. By the time the door to the captain's room opened the last of his lackeys was dead. The captain walked out with a gigantic two-handed sword, (do all ship's captains carry really large swords?) and began to fight Quin and I. His first swipe with the sword caught me on the shoulder, but I was able to shrug the damage off and continue fighting. Eventually we wore him down and we were able to strike a killing blow. We then administered a potion to Rosin, and I drank one. We found the secret

compartment with the small chest inside. Rosin found a trap on the lock, so I carried the entire chest to the boat.

We made it back to Jarvis just before dawn. He was very happy with the success of our mission. We had him remove the trap on the chest. He did so deftly. The papers inside of the chest confirmed my suspicions. The men on the Maiden were slavers.

Jarvis rewarded each of us with a magical sword. I picked a rapier forged of a dull; black metal engraved with rose stems. The hilt is wrapped with black leather and on the pommel is a small piece of jet. I'm impressed with the fine balance and the smith's (and enchanter's) attention to the arts of stealth. The blade doesn't reflect light or make any sound when struck. I'll call my new blade Blackthorn.

### *Monday, 23<sup>rd</sup> of Arthom 1675*

Today was a relatively uneventful day. I went out and bought some nice clothing, a new pipe (since I left mine at the family house), and some high-quality pipeweed from Mwana.

I noticed that Emily wears an interesting cloak. I'm curious about it. It's probably magical. I'll probably ask her about it.

I also spoke with some old men who gather in the corner in the Circle's tavern. The old men informed me that there is an elven sorceress that lives in the East End of the city. I'll have to find a way to meet her so perhaps I can learn from her.

### *Tuesday, 24<sup>th</sup> of Arthom 1675*

Well, I met the sorceress' husband today. His name is Telinathor Gwellomore. I decided to feel them out to see if they would be friendly to a young elf that dabbles in magic. Unfortunately, they seem to be a little more reclusive than I was hoping, but I did get the chance to inquire about some components that I need to cast *Find Familiar*. I'll be able to buy them once I can afford them.

When I returned to the Circle, Emily informed me that Jarvis would like to see us. We went to meet with Jarvis and he told us that he has an important job for us to do for him. He's keeping us very busy!

He wants us to infiltrate the local thieves' guild, the Shadow Hand, so we can find information about the guildmaster; a woman named Bethany Voritskull. Fortunately, he also gave us a strong plan for carrying out this mission. We need to break into the Town Offices and steal tax papers for Crystal Worth's Gems and Jewels, (which turns out to be the front for the Guild). Of course we also need to be sure that we allow it to be known that we took them so the guild can approach us. This should be a relatively straightforward job.

Quin and Rosin went to case the Town Offices, they returned and told me that there are only two guards that will be on duty. They are a couple of older gentlemen. They shouldn't be a problem.

### *Friday, 27<sup>th</sup> of Arthom 1675*

Last night's job went well. We stealthily approached the rear door; the guards usually sit at a desk next to the door. Quin cast a *Sleep* spell, hoping to put both guards asleep. Unfortunately, only one of the guards fell to the floor (He's not having much luck with that spell).

The other guard started to wake his companion, luckily I got my *Charm Person* spell of before he was able to wake him. I asked the man to let us in. He let us in, we stole the papers, and then I told the man that he shouldn't tell anyone that we were there. I think the old guy will keep his mouth shut.

We returned to the Circle early in the morning and asked Emily if we could speak with Jarvis (I don't think either Emily or Jarvis ever sleep). Jarvis took the papers and started to have his informants spread the information about our little job to pique the guild's interest. Now we are going to have to start frequenting some of the less savory establishments closer to the shore. (After we reverie for a while first)

### *Monday, 2<sup>nd</sup> of Telule 1675*

The last two nights were pretty uneventful. We went to the Mirthful Dwarf Inn and Tavern. The proprietor is just what you would expect, a mirthful dwarf. His name is Bump Pickswinger and he has a peculiar habit of crushing objects with a blow from his head. (Can you believe people even bet on this?) He is definitely an interesting fellow. No thief guild interest yet though.

### *Tuesday, 3<sup>rd</sup> of Telule 1675*

Last night we were finally approached by the guild. We were enjoying some watered down ale at the Bend when five large men approached and asked us to take a walk with them. We were wary of an ambush, but they just took us to their superiors. We had a short meeting with Miss Crystal Worth, the second person of the guild. Miss Worth is a bit insane by my estimation. That makes her an

extremely dangerous person to deal with. I also found out that Rosin ordered some jewels from Crystal. Hopefully he can afford his order. I would hate to see what she would do to someone that doesn't pay up.

They also gave us a job to do before we could join the guild. It wasn't as easy as our first few. We had to kidnap the proprietor of the Bend, a man named Kelly Nash, because he started a brothel in his inn and the largely female thieves' guild doesn't approve. As if that wasn't difficult enough, this Kelly Nash person is apparently a fairly adept swordsman, and we only had six hours to complete the mission. We decided that we would infiltrate the inn, then try to knock him out with a spell.

We went to the Bend and tried to find out which man was Nash, but he was in his room on this particular night. Quin gambled for a couple of hours with Rosin watching over him and I was watching everyone. When it became apparent that we would have to begin the mission I got a room. I told Quin and Rosin to meet me up in the room shortly afterwards. I attempted to move all the way up to the fourth floor, but Kelly had guards posted on the fourth floor landing. (Was he expecting trouble?) The guards turned me around, but they didn't expect anything because I acted inebriated. Quin, Rosin, and I met in our room on the third floor and we decided to go upstairs to find Nash. We weren't able to plan much due to time constraints. We went to the second stairwell and cast *Sleep* on the guard there. Unfortunately, the other guard at the other stairwell heard something and asked his friend if everything was all right, then he started walking down the hall when he got no answer. While he was making his way down the hall Rosin and I ran down the hall on the third floor and up the stair he was guarding. We got to the top of the

stairs just as he was bending over to wake his friend. We decided that we would have to kill him before he could wake him up. I threw three daggers, and Rosin shot the man twice with his bow. The man slumped over dead, but when he fell to the ground he made enough noise to alert Kelly Nash. Nash came out of his room (he is gigantic!) and started walking down the hall towards his fallen guards. I attempted to stall him and cast *Charm Person*. My spell failed and he drew his long sword. Rosin and I began to fight him. He was a good swordsman. He alerted one of his other guards as we fought, and Quin started to fight the guard from downstairs. After several minutes of Rosin and I wearing Kelly down I finally got a critical hit on him and he dropped unconscious from loss of blood. Fortunately, he was still alive. Quin, on the other hand, wasn't doing very well against the guard from downstairs. I jumped down the stairs and attacked the guard while he attacked Quin. I was fighting like an elf possessed because I critically hit that man also. Unfortunately, I killed him. So there were two deaths. I was hoping to not have to kill anyone, but the amount of time given for the mission forced us to be a bit more reckless.

We dragged Kelly's limp body into one of his guard's rooms tied a rope to him and lowered him down to the ground. (He felt like he was made of stone!) We then rappelled down to the ground. We carried his body to the beach, then dragged him the rest of the way. We were exhausted by the time we made it to the meeting place.

There was about a dozen thieves' guild members waiting for us. They tended to Kelly's wounds enough to wake him from unconsciousness. Crystal cut him across the face, and then Voritskull herself stepped out of the shadows and told him why he was there. He was very frightened of Crystal and Bethany.

After Miss Voritskull was finished speaking with Nash she congratulated us on a successful mission, then told us that we could do a specific job and keep 100% of the take. We were to break to safe in the Bend or bring the picture that covers the safe if we couldn't.

We went directly to the Bend, figuring that since Kelly Nash wasn't there, and he was two guards down that we could walk in and do the job quickly. Now this is embarrassing, we couldn't pick the lock on the safe. Fortunately, Quin had an idea to return tomorrow and he could use a *Reduce* spell to shrink the safe door.

### *Wednesday, 4<sup>th</sup> of Telule 1675*

We went back to the Bend early this morning and used Quin's spell to shrink the safe door, but the damn safe was empty so we took the whole damn door to Crystal Worth. Her and her group of thieves got quite the laugh from our stunt, but they told us that the safe breaking was just a initiation, and there is never anything in that safe. I'm glad these humans think that was funny!

After we left Crystal's, we went back to the Circle to get some rest. Emily came into our room in the early afternoon and told us that Jarvis would like to see us when we were completely rested.

We went down to the common room and told Emily that we were ready to speak to Jarvis. Jarvis had another job for us. (Really it was more for Father Lishae) He explained that in two days a ship called Celeste's Bounty would dock in port. Aboard that ship is a powerful evil magical item that we need to steal for the Father. He sent us to Father Lishae for more information.

Father Lishae told us that this item, called a *Book of Ultimate Evil*, (Quite a cheerful name huh?) is being guarded by four priests of Tekka, the evil human god of destruction. He also mentioned that we could not touch the book, because it would kill us. (That is one dangerous book!)

We also asked the Father for more healing potions and he told us to come back before our mission to get them.

### *Saturday, 7<sup>th</sup> of Telule 1675*

Tonight we infiltrated Celeste's Bounty. The crew and officers all went to some of the establishments along Sailor Street, and left the priests alone on the ship. We silently crept aboard the ship, noting that the two apartments in the stern castle had light coming from them. We went down into the hold and searched for treasure (no one said the book was all we were to get). Quin found a secret compartment in the front of the ship. The compartment had three bags of coins unlike any we have seen before, four unlabelled potions and six strange daggers with special cases for each. I took the daggers and replaced the daggers in my sheaths with them after Quin informed me that they are magical.

We decided that it was then time to attack the priests. We quietly climbed up the ladder to the upper apartment then picked the ladder up so no one could follow us. Rosin and I rushed into the room at full attack; the priests had no chance. We killed them both in less than a minute, but the falling bodies alerted the two priests in the cabin below us. I looked throughout the room for the book while Rosin and Quin ran outside to intercept the priests from downstairs. Rosin jumped down to the deck to fight them with his sabre while Quin

readied a spell. Unfortunately, one of the priests got his spell off quicker. The priest shouted "die" while pointing at Quin. Quin collapsed in a heap near the door. I thought that my brother was dead for sure, so I ran to the door and let fly with three daggers. Rosin wasn't doing very well against the priests, because they both drew their maces and beat him into unconsciousness. Quin began to stir at this point and I threw another volley of daggers. Then I jumped to the deck while drawing my sword. Quin, obviously not dead, started shooting his bow at the second priest while I backed into the cabin so only one priest could attack me. I killed the priest quickly, but he did hit me with his mace. At this point Quin jumped down and the two of us quickly defeated the last priest.

We searched the lower cabin and found the book in a chest under the bed. I took a set of tongs, which I bought yesterday, and put the book in a sack. We took the treasure that we found and put it in the chest. Then with me carrying Rosin's unconscious form (since we were so excited about this mission, we forgot to get the potions from Father Lishae) and Quin carrying the chest we left for Father Lishae's home.

Father Lishae was thrilled with our success. We showed him the coinage and daggers that we found, and he told us to show them to Jarvis.

We went to the Circle, showed the coins and daggers to Jarvis, and he told us to go speak with Telinathor Gwellomore, who is a sage as well as the husband of the most powerful wizard in the city.

We went to the Gwellomore's house and while Telinathor was inspecting the coins and daggers Cerillia identified our potions as potions of invisibility, levitation, ventriloquism, and extra-healing.

I grabbed the potion of invisibility, Quin grabbed the potion of levitation, and Rosin grabbed the other two potions. Telinathor then informed us that the coins were all currency from the continent of Mwana and the daggers were also Mwanan. It seems like there's an awful lot of things in Freeport from the supposedly unexplored continent.

### *Sunday, 8<sup>th</sup> of Telule 1675*

Today, we took a much-needed break. We did however, exchange the Mwanan coins to Jarvis for a more common Freeport currency. We decided that we aren't going to give the thieves' guild the 25% cut that they demand. They have no way to know that we stole the coinage, or even that those particular coins ever existed.

### *Monday, 9<sup>th</sup> of Telule 1675*

Today was a busy day.

This morning when we went downstairs for breakfast there was a message waiting for me. It was from the thieves' guild. Crystal wanted to see us. I don't like to deal with her, she is too difficult to read. (She's a bit unbalanced.)

We walked to Crystal's shop and she led us into a workroom in the back of the shop. The room was filled with many tools used for engraving, cutting gems, and a small gold smithy. There was also a small bookshelf that she led us to. Crystal removed a copy of a book called Welfore's Tale from the third shelf from the bottom, opened it, and removed a key. She took the key, inserted it into a keyhole around the side of the bookshelf, and turned it. We heard a click then

she pulled on a copy of Another's Mathematical Regents on the bottom shelf, and the bookcase swung quietly into the room. Behind the shelf there is a staircase that leads into the bowels of the city. At the bottom of the stairs there is some sort of meeting room. This room contains a large table with about thirty chairs situated around it. Crystal told us to wait there and she went down a hallway that left the room. In about an hour she returned with another woman. Crystal then left us with this new woman. This other woman turned out to be Maurine Lore, the third person in the guild hierarchy. She explained that the guild has a job for us. The guild wants us to sneak aboard a ship called Celeste's Bounty (sound familiar?) and steal a few bags full of some kind of foreign currency that they need to fulfill their end of some sort of business deal that they have going on. They want us to board the ship tonight, steal the money, and return to Crystal's to hand over the money.

Fortunately, they obviously don't realize that we are the ones who hit the ship, killed the priests, and made off with everything. There were only two scenarios that I saw with possibly beneficial results. The easier of the two would have been to give Jarvis some sort of collateral so we could get the coinage back from him so we could give it to the guild as if our mission was successful. The second scenario is the more dangerous (especially since we have to be the bearers of bad news to Crystal), we would board the ship (in case we are tailed) search the secret compartment, and return to Crystal empty-handed. We went back to the Circle and talked to Jarvis about our plans. He favored the second plan so we could attempt to pull ourselves deeper into the guild's business and inform him of their plans.

We were able to board the ship easily and open the secret compartment. Of course there was nothing inside. We then made our way to Crystal Worth's. When we entered her establishment she asked us where the money was. We told her that the people who killed the priests apparently stole the treasure (Of course they did.). She flew into an insane rage, ran into the back room, and started smashing things. She then opened the secret door and flew down the stairs. When she made it downstairs we heard a door slam and two female voices shouting. After a few minutes, the voices died down and a disheveled Bethany Voritskull entered the room that we were waiting in. She was obviously asleep when Crystal burst into her room. Bethany then led us down into the meeting room and asked me to tell her exactly what we did. She was obviously trying to trick me into giving up some incriminating evidence. Does she think I'm as stupid as some of her less-elven thieves? I certainly hope not, otherwise she's not as astute as I've given her credit for. I told her what we did, carefully omitting any information that the original thieves only could have known.

Bethany then told us that the guild was afraid that the priests' killers may have found the treasure and made off with it and that there was a secondary plan to pay the mysterious third party with Mwanan currency. We just have to get more.

Our newest mission for the guild involves far more danger than any of our previous missions, but with some planning and luck we should be able to complete it with minimal effort. Bethany informed us that to the east of Freeport there is a small island that is a base for a small number of Tekkan priests. These priests have a treasury of Mwanan currency that we need to steal. She arranged for a ship to take us near

the island tonight so we could row to the island. We are then to steal all the money we can carry and make our way back out to the ship. We have exactly three days to perform this feat.

Unfortunately she was unable to give us any information about the location of the priests' hideout on the island, or about what we will face when we get there. We'll just have to reconnoiter when we reach the island. Fortunately the island is only about 3 miles by 5 miles.

After leaving the guild, we went straight to Father Lishae and told him about the Tekkan priests on the nearby island. He thanked us for the information and said that he may have to get together a small force to take the island from the Tekkans. We told him that we would recon for him since we are going there anyway. Father Lishae gave us a few more healing potions (apparently he thinks we'll need them).

We also decided to inform Jarvis of our mission. On the way to see Jarvis I asked Emily if there was a story about her cloak. She said that she didn't think there was an interesting story about it (I think there probably is), but she did tell me that it is a magical cloak of the bat. After we told Jarvis about our mission he seemed genuinely happy that we are going to put our necks on the line against these so obviously evil people. I think he's living vicariously through us since he doesn't seem to get out much (I wonder why? I guess he's just busy with his manipulations.).

Right now we are sailing on the ship (more like shipwreck!) that Bethany arranged for us. I was just informed by the crusty old seadog of a captain that we are just about to the place where they are going

to lower us into the water so I have to complete this entry. Wish us luck.

### *Thursday, 12<sup>th</sup> of Telule 1675*

Our mission was successful but more because of luck than planning. So much for the minimal effort I was talking about.

The mission started slowly, since we had to find the priests' headquarters. It took us until just before sunrise (almost a full day) to find a cave with four guards within. We figured it would be best to try and get by these guards without bloodshed. Quin cast his *Sleep* spell and luckily it effected the whole group. Once inside the cave entrance we entered into an unlighted corridor to the left of the opening. As we made our way down the corridor it became obvious that this is an unused hallway. There were no torch sconces on the walls and around a corner there was a dead end. Since the sun had risen and the priests were likely to be stirring we decided to stay in the alcove at the end of the corridor until nightfall. The wait was dreadfully dull, but patience is important in thievery.

After night fell, we quietly made our way toward the entrance of the cave. There were four guards posted again. We decided to use the same tactic that got us in to get by them. Quin cast his spell while Rosin and I prepared to attack any of the guards unaffected by the spell. Three of the guards fell asleep then Rosin and I attacked the fourth. He had absolutely no chance. He was dead in our initial flurry. We then cleaned his blood off the ground and carried his body to the alcove we hid in.

We then made our way up the next corridor to the left. It was dimly lit ahead and I was at point. The next thing I knew I tripped a trap. Three darts shot out of a hole in the wall and hit me in my side. I felt a slight burning sensation where the darts hit me. We then heard a door slam and some footfalls from the corridor ahead. We withdrew into the darkness. I hid on one side of the corridor and Rosin and Quin were on the other side. A lone priest in chain mail was slowly making his way toward us. I was starting to feel a little stiff, but I was able to will it away. The man reached the area that we were hiding in and saw Quin and Rosin. Before he was able to even cry out I thrust my sword between his ribs then twisted. He fell to the ground just before I did. The poison caught up with me. I've never felt so helpless, lying on the ground unable to move, but acutely aware of all that transpires in my vicinity. Quin and Rosin dragged me into an alcove along with the body of the man that I killed and left me there for what seemed like an eternity. Luckily no one came upon my helpless body sprawled on the floor. I began to hear footsteps and the metallic sound of armor jingling just as the paralysis was leaving my body. I quickly quaffed my potion of invisibility and left the alcove. I stepped out into the corridor just in front of two priests, one wearing chain mail and the other in plate. They were trying to move silently in the direction I figured Quin and Rosin went. I don't even understand why they even try to move silently wearing all that metal. I silently moved ahead of the pair, watching them in the dim torchlight. They walked slowly toward the far right wall of the large cavern that we entered. On this wall was a barely concealed secret door. Behind the secret door were some slight sounds that stopped when the priests and I reached the door. The priests opened the door. The room beyond the door was completely dark. I, however, could see into the

room using my elf sight. Within the room were my brother Quin and friend Rosin. As the two priests leaned into the room, trying to get their human eyesight to adjust to the darkness, I pounced. I drove Blackthorn into a seam in the plate mail-clad priest's armor. He yelled, but didn't drop dead. I returned to visibility at that moment. The two priests began to attack me as Quin and Rosin charged out of the room to my aid. The priest in plate continued to attack me while the priest in chain attacked Quin and Rosin. The man I was fighting was giving me trouble. I hit him several times, but he didn't want to die. He also hit me a couple of times. I was fortunate to be able to parry a couple of his attacks otherwise he may have killed me. I held him off until Quin and Rosin finished off the other man. When my companions joined the battle against the priest in plate he began to cast a spell because he knew he was in trouble. He couldn't get his spell off though, because we are too fast. He didn't last much longer. He hurt me good before he died and I had to drink two potions of healing so I would be able to help if we got into any more fights.

We then went into the dark room to continue searching for anything valuable. We found several magical scrolls, unfortunately they were priest spells (guess we'll have to give them to Father Lishae), and some papers that Jarvis may find interesting.

There was another door in the rear of the room. We cracked the door open so we could look beyond. The door opens into a large cavern. Halfway across the cavern was a large pillar of stone, and against the pillar stood two men in chain. We opened the door, I threw some daggers, and Rosin shot the men with his bow. The men were surprised by the quick, decisive attack. One of them died instantly, and the other started to cast a spell. He wasn't able to finish the spell. Rosin

and I attacked him with another volley of missiles and he died. Then a door opened to our right. Another man wearing plate mail entered the cavern. He yelled for help, then cast a prayer on himself before charging into battle with three elves. Three other priests entered the cavern from a corridor behind the plate-clad priest. The following battle was fast and furious. I was having a bad day fighting wise; the priest couldn't miss. I tried to dodge their attacks, but they always seemed to barely hit me. I thought I was dead for sure. I fell unconscious.

When I was awakened by a healing quaff being poured down my throat, I noticed the bodies of the priests were littering the ground. Quin and Rosin defeated them while I was unconscious. The three of us went to the room that the plate clad priest exited from. We found what we were looking for, the treasury. There was quite a bit more treasure than we had hoped. We weren't able to carry all of it so we left most of the copper.

While we were in the treasury packing the money for travel, a very distinct sound arose in the corridor outside the door. It sounded like a large number of feet shuffling across the cavern with metal jangling in time with the feet. It was like an army was walking right outside of the room we were in. Rosin found a keyhole to look through. It wasn't an army; it was a line of shackled humans. We quickly attacked the guards of the slave train. We were able to kill them with minimal effort.

I searched their bodies and found a set of keys. With the keys I released one of the slaves and showed him how to release the other slaves.

Quin, Rosin, and I made sure that the priests were routed, then left the caves. Outside we rested until nightfall and then rowed out to the ship. The ship towed us into port.

We reported our mission's success to the guild (And gave them their 25% cut of the loot. Oh well). We then reported to Father Lishae and Jarvis. Father Lishae said that he would get together an expedition to help the slaves off the island and that he may have more work for us soon because there was undead sighted in the cemetery to the north of the city. (Is our work never done? We need a break.) Jarvis rewarded us each with a magical ring. I took a beautiful silver ring with a black sapphire setting. It functions as a ring of jumping when I say the word, "Geronimo" (whatever that means). When its power functions the sapphire sparkles with red flecks. Quin chose a plain gold ring of protection and Rosin chose a platinum ring with several diamonds set around the band (ring of feather falling).

### *Friday, 13<sup>th</sup> of Telule 1675*

This morning we returned to Father Lishae to speak with him about the undead problem in the cemetery. He informed us that there is an old mausoleum that opens into a staircase that leads into a set of catacombs. The mausoleum was sealed until recently. There were some skeletons seen wandering near the new opening. He also told us that he doesn't know anything else about the catacombs and that we should go and ask Telinathor about it.

We went to Telinathor and he told us that there really wasn't much to say about the catacombs. He heard that there was some high person in some human church entombed within, Arthom I think the god was called. We also were able to get Cerillia to identify the three

potions that we got from the Tekkan priests. The potions are a potion of extra-healing (I'll carry that one), a potion of fire breath (for Quin), and a potion of fire giant strength (Rosin will hold on to that one).

We then went to speak to Jarvis. Jarvis seemed extraordinarily alarmed when we told him that there was undead in the crypts, he must have had some sort of bad experience dealing with undead. I think that it is terrible that anyone would use the remains of another person as an automation, but hopefully they can be dispatched like any other enemy. Jarvis gave (read loaned) us one of his many magical trinkets to help us combat the undead menace. Unfortunately, we will be unable to begin our mission for a week because the amulet takes a week to attune itself to a specific wielder. We gave the amulet to Quin to carry so if Rosin and I are battling some of the skeletons he can attempt to use the amulet to cause the skeletons to "turn" as Jarvis put it.

Sometime in this week of downtime I will have to go to some of the local craftsmen. I want to commission some work from them. I'm going to order a walking stick, a silver decoration for the outside of my scabbard, and four cylindrical cases that will fit on my belt (two for potions and two for scrolls). All of these items I'm going to have decorated to honor my childhood friend, Sseth.

When I was approximately twenty I was playing in the forest near my home on the outskirts of Anyll (city). I came upon a waterfall plunging into a beautiful crystal clear pool below. I made my way to the level of

the pool and decided to take a swim. The water was invigorating. After swimming for a short time I felt something brush against my leg, something large. I scrambled out of the water quickly and I began to scan the pool for something that could have brushed against me. I could clearly see the bottom of the pool and I didn't see anything. I began to calm when a gigantic nearly translucent snake burst from the water and gazed into my eyes before I was able to flee. The gaze of the beast was strangely soothing, and my fear fled quickly. I stood in that position gazing into her faceted blue eyes for what seemed like forever. When she released me from her gaze I calmly walked away without saying a word. Before I took ten steps I heard the serpents beautifully soothing feminine voice. She said, "You have many talents child. If you return I will unlock your potential". I was startled by the cryptic revelation so I ran all the way back to my family home. For days I thought of the snake-being's prophesy. I became increasingly curious to find out what she meant about unlocking my potential.

About a week after our initial meeting I returned to the pool in the forest. When I arrived at the pool I saw an elven maiden swimming in the crystal clear waters. She was

by far the most beautiful maiden that I had ever seen and I sincerely believe that I fell in love with her at that moment. I hid in the bushes watching her swim for what seemed like hours but was actually mere minutes. When she was done with her swim she looked straight at me and said, "Hello Korikash, I've been expecting you". She introduced herself as Sseth of Cool Water and explained that the snake told her to teach me basic fighting techniques. For about four years I spent large amounts of time away from my family compound learning how to fight with swords and cast minor magic. Sseth and I grew closer by the day until one midsummer night when we consummated our relationship.

I awoke in the morning with a small tattoo of a snake on my ankle, and a vague memory of Sseth telling me that she had to leave. She then turned into a snake (the same prophetic snake that I saw a few years earlier) and disappeared into the crystal-clear waters of the pool. Over the next couple of decades I would often return to the pool hoping to see Sseth, but I never once saw her again. For a long time I felt betrayed by Sseth, but I think I have finally come to grips with our relationship.

## *Friday, 20<sup>th</sup> of Telule 1675*

Well, here I am sitting in a secret room somewhere beneath the catacombs. My companions and I am trying to figure out a puzzle before we can leave this room.

Lets start at the beginning of the day...

Quin, Rosin, and I awoke this morning, ate breakfast at the Circle, and packed to perform our mission in the catacombs. We traveled through the cemetery beyond the northern reaches of the city to the mausoleum that serves as an entrance to the catacombs. The mausoleum door was cracked open and there were lit torches in sconces along the walls. As we quietly descended the stairs we saw movement in the shadows ahead. As expected, the movement was a large number of animated skeletons. The skeletons shambled forward with deadly purpose. In their yellowed hands were old, rusty swords. Just as we planned, Rosin and I stepped forward to do battle with the undead while Quin used the amulet that Jarvis loaned us to try and turn them. The amulet worked well. Half of the skeletons turned and walked off into the darkness. Rosin and I were able to dispatch several of the skeletons before Quin joined into the fighting. A couple of minutes after Quin joined in on the fight the last remaining skeletons were defeated. We then extinguished all of the torches up to the battle. The remaining torches formed a pathway into the darkness. Instead of following the pathway we traveled down one of the side tunnels and ended up having to fight another two groups of skeletons with the same results. We also entered several of the

individual family crypts. We found some coinage and an intricately carved ring.

One crypt in particular caught our attention it was the last resting place of a paladin of the human god Arthom. It looked as if time never touched this room, and there was some sort of magical field that wouldn't allow Quin into his crypt, but didn't hinder Rosin and I (I wonder why?). Within the crypt there was a pedestal bathed in a pearly radiance upon the pedestal rested a silver long sword. The pedestal also has a plaque that identified the sword as D'vorak, a holy sword formerly wielded by Korliss Harkins. There was also a pool of crystal clear water. We assumed that the water was holy water so we filled several flasks with it in case we decided needed them for missiles versus the unholy creatures wandering the crypt.

We then followed the remaining torches to a pair of doors. The two doors were on each side of the corridor and each door opened into the room. There was light inside of the room on the right. I attempted to tie a piece of rope to each of the door handles to trap the priest in the room. The priest heard me tying the rope and walked towards the door while beginning a prayer to cast a spell. While he was walking to the door we prepared our weapons to quickly attack. As soon as the door opened I threw my daggers, and Quin and Rosin rushed at the priest. I was able to disrupt the priest's spell and my companions also hit him a couple of times. I next drew my sword and entered melee. Between the three of us we were able to defeat the priest quickly and with minimal damage to us. After the battle we searched the room that was obviously this Tekkan priest's headquarters. I don't know how long he has been here, but he was obviously planning something big. Fortunately we killed him before he was able to put his plan into

effect. We found several books detailing various religions and a few other subjects. Also in his desk we found a letter saying that the Tekkan priesthood was having problems with the local church of Fiolonna. We are going to have to warn Father Lishae.

After grabbing all of the interesting items from within the priest's headquarters we decided to continue exploring the catacombs. We continued down the corridor where we battled the priest until we came to a large set of double door which were strangely out of place the doors had a riddle written upon the surface.

The beginning of eternity

The end of time and space

The beginning of every end,

And the end of every place

I was quickly able to discern that the answer was the letter "E". I announced my answer and tried the door. It was now unlocked.

Behind the door was a set of stairs that descended into the darkness. We followed the steps down for what seemed like forever. After approximately an hour of walking down stairs we came to another door. This door also had a riddle written upon it.

Light as a feather, there's almost nothing in it;

Yet the strongest man can't hold it for much more  
than a minute.

I was also able to answer this riddle quickly. The answer was "breath". The answer caused me to be suspicious that there may be a gas trap that would be tripped if we opened the door. We all searched for traps, but we were unable to find any. Since finding traps isn't our strong point and I was sure that there was a trap I told Quin to go ahead and read the scroll of protection from poison that we found on the Tekkan slave island. He agreed and read the scroll. I opened the door. Sure enough, a reddish-tinged gas streamed out of several carvings in the highly ornate door. The magical field of protection protected us from the poison and beyond the door was a shimmering portal that obviously was some sort of teleportation field. We decided to go ahead and walk through. After entering the teleportation field we were whisked to a large room with a huge statue of an unknown man (or god). On the base of the statue was written yet another riddle.

Pronounced as one letter,

And written as three,

Two letters there are,

And only two in me.

Always black,

And sometimes blue or grey,

I'm read from both ends,

The same either way.

This riddle took a bit longer. Quin was the first to figure it out. The answer is "eye". We took the grappling hook from Rosin's pack and tossed it into the eye socket of the statue. It caught after the second throw and we climbed up to the eye. Within the previously unseen socket was a lever. We pulled the lever and the wall that the statue is facing slid into a notch in the floor. Behind the wall was a pair of doors. Between the doors is hole with two red dots that appear to be eyes. From with the hole we heard two voices speaking simultaneously.

My name is A, my name is Z.

One of us always lies and the other always answers truthfully.

One door leads to freedom and the other leads to death.

One question and one question only,

A or Z can answer, anonymously.

Now we are sitting here deliberating, trying to figure out what one question, answered by either truthfully or by a liar, will tell us

which door is the exit. We are going to reverie on this and decide on an answer in the morning.

### *Saturday, 21<sup>st</sup> of Telule 1675*

We roused from our reverie this morning and discussed the dilemma facing us over breakfast. After speaking with Quin and Rosin we settled upon the question, "Which door would the other person say leads to the way out?" We asked the question and the voice answered, "right" which meant that the left door actually leads to safety.

We exited through the left door and found ourselves in the graveyard. At our feet was a letter and three items. The letter explained that three wizards, who were also brothers, helped build the catacombs and decided it would be interesting to put the puzzles into the crypt. They also told us to stop by their tower in the Shalaran desert and speak with them. The three items found at our feet were a Boccob's Blessed Book (I took that), a Manual of Gainful Exercise (Rosin took that), and a Robe of Useful Items (Quin took that). The Boccob's Blessed Book contained several spells that I don't currently have in my spellbook. There are even four spells that are beyond my current skills.

After returning from the crypts we spoke to Father Lishae, warning him that the church of Tekka decided that he was a problem and apparently were going to try and do something about it. He told us that he was going to watch out and we don't have to worry about him.

We then traveled to Cerillia Gwellomore's house to speak with Telinathor about the wizards that built the crypt. Telinathor

explained that those three wizards lived 230 years before and that he believed that they are long dead. I also asked him about the intricately carved ring. He told me that it portrays a scene from the Battle of the North Shore, when the land of Nei was attempting to conquer the Isle that harbors Freeport.

I went to Cerillia Gwellomore's house and bought the necessary components to cast the Find Familiar spell. I cast it this evening and I am waiting for my new wizard's familiar to introduce itself.

Rosin started to read the Manual of Gainful Exercise today. He is constantly doing various strange exercises now.

### *Wednesday, 25<sup>th</sup> of Telule 1675*

Today a small bat flew to me. It is apparently my new familiar. It has been looking at me like he or she is judging me.

I took the bat to Telinathor to see if he knew anything about this type of bat. He seemed to be very interested in the bat. He told me that he thought the bat was a warm water mast bat, a rare, intelligent bat with magical powers. The bat then looked at Telinathor and Telinathor said that the bat spoke with him telepathically and told him his name was Ash. I've been trying to speak with Ash for the entire day. He doesn't seem very talkative.

### *Thursday, 26<sup>th</sup> of Telule 1675*

The last few days were uneventful. Unfortunately our rest time was cut short early this morning when we were approached at breakfast by Emily Bilenbaker. She told us that Jarvis needed to see us and that it was very important. We went up to Jarvis' office and

he told us that Father Lishae had been kidnapped. We told him to be wary! Jarvis suggested that we begin an investigation into his disappearance.

First we went to Father Lishae's home and spoke with his wife, Mica Lishae. She explained that he was in the bed with her when they went to sleep and he was no longer there when she awoke in the morning. We went out into the garden next to the one window into Lishae's bedroom. There were three sets of tracks in the soft dirt in the garden.

We then went to the church. The church was busier than I've ever seen it. After we entered we found out that a ransom demand was delivered to one of the underpriests. The underpriest's name is Gregory Freme. We sat down and questioned him about the ransom demand. A tall, thin wizard wearing brown, nondescript robes with wild hair delivered the demand. He is apparently an accomplished wizard because he teleported into the church to deliver the message.

For the return of Father Boris Lishae:

First, gather 100,000 gold ducats,

Second, put in aboard a ship,

Third, sail the ship to a small fishing village called  
Trimore,

Fourth, leave the ship abandoned and anchored  
twenty miles to the south of the village,

Fifth, wait for his return.

If you try anything tricky, you will never see the  
Father again.

Well, of course we are going to have to try something tricky, we wouldn't be us if we didn't. We went to Jarvis and told him all that we have found out. He asked us if we had a plan. We told him that if we had the money we could hide aboard the ship, stop the kidnapers, and find Father Lishae. Jarvis also told us that he thinks he recognized the description of the wizard that delivered the message, his name is Lorn Inneas. He is a rogue wizard and the world would be a better place if he were no longer part of it. We told him that we are going to try to make that happen. I also asked Jarvis if there was any chance that we could speak with Dudermon't about using the Gull for the exchange.

Jarvis found out that the Gull would be in port tomorrow. Hopefully Dudermon't will allow us to borrow it. It will make our job easier if we have his smuggling compartments to hide in.

*Friday, 27<sup>th</sup> of Telule 1675*

This morning while we were eating breakfast, Captain Dudermon't approached us. He told us that we would be able to use the Gull for the exchange. He was obviously concerned that something terrible would happen to his ship. I allayed his fears by telling him that we would be very careful and protect his ship to the best of our ability. It seemed to calm him a bit that I seemed to genuinely care about his property. The captain is a good man and I know that his ship is his livelihood.

I am writing this on the deck of the Gull. We left at noon and apparently we are three days from our destination. I hope we are able to get the Father back. He is a good man and he's good for the city of Freeport.

It feels really weird that there are 100,000 gold ducats in the hold below.

### *Monday, 2<sup>nd</sup> of Kinsu 1675*

Captain Dudermon't and crew just boarded the ship that followed us to the drop-off point. We are waiting in the smuggling hold of the ship.

### *Wednesday, 4<sup>th</sup> of Kinsu 1675*

Today was very eventful. At first light another ship sailed up and tied their ship to the Gull. When we saw the ship pulling close I cast Invisibility on myself and Quin cast Invisibility on himself and Rosin. We stealthily exited the smuggling hold (although how stealthy do you have to be if you are invisible?) and hid on the deck. After the two ships were held together with several ropes a large group of slaves from Mwana boarded and began unloading the precious

cargo. Most of the people on the other ship were sailors. There were also some men with whips, slavers. While they were loading the gold on the other ship I was watching to see if there were any formidable enemies aboard.

After watching for a while I noticed a man matching the description of Lorn Inneas. There were also three other men that didn't fit in on the other ship. One of the men was wearing plate mail and was obviously a warrior. He was looking around as if he was expecting trouble. There was also a thin, wiry man wearing leather armor, probably a thief. The most interesting person on the other ship was obviously a priest of Tekka. He was screaming orders and obviously irritating the sailors on the ship.

After an hour or so their ship was loaded and I decided that I should board their ship (I hope Dudermon't can forgive me for leaving his ship). I jumped into the rigging of their ship and I fortunately made it unnoticed. I then made my way on to the storage area on the forecastle. Fortunately Rosin found a way to board the ship and he also made his way to the same spot. I didn't even know at the time whether Quin made it aboard the ship.

We decided that we were going to attack the room that houses the mage and priest. We waited until the late evening and made our way to the deck of the ship. Rosin drank his potion of fire giant strength and I readied my daggers. We then threw open the door and I led with three daggers. I threw two at the mage and one at the priest. My aim was true and I hit with all three of the daggers. Rosin rushed in just afterward and attacked the mage with his sabre. He got a couple of good hits in before the mage even knew what was happening. The

mage yelled and we heard a bit of a commotion in the room next door where the fighter and thief were staying. The mage began casting and I stepped forward and began to cast on the priest. I cast Charm Person on the priest and he ceased fighting. The mage got his spell off before Rosin was able to attack and disappeared, teleporting away. Then the fighter and thief rushed toward the battle. As soon as I saw them, the thief stiffened and fell to the ground. Quin's invisibility spell was broken when he backstabbed the thief, killing him instantly. At this point the fighter didn't know the kind of trouble he was in. He knew in a few seconds when his friend the priest attacked him along with the three of us. He didn't last long against the four of us.

After the battle I spent the rest of the night questioning the priest. I also asked him to order the sailors to head towards Freeport. I found out that the priest's name is Qualm Fitchum, the thief's name was Kyle Brodie, and the fighter's name was Lex Cummings. As it turns out, their plan was to take the money and not return Father Lishae. Qualm had a letter telling of the Tekkan church's plans for Lishae.

**Qualm,**

**You and your compatriots are  
to secure the funds tendered  
by the Fiolonnans and  
arrange for the safe transport**

of these funds to my temple.  
Our problematic friend will  
be moved to the newest  
prison facility here in Tekat.  
He will be charged with  
treason against the state.

Evidence is being  
manufactured at this very  
time. With the priest either  
executed or incarcerated for  
life, he should cost us no  
more time or energy. I need  
not remind you that the  
successful completion of this  
mission will bring the church

favor upon you and your  
friends. Do not squander this  
opportunity.

Awaiting your return,  
  
Z

(I wrote this note in Z's handwriting it may be useful to be able to forge such an important man's handwriting.) I found out from Qualm that Z is short for Zarlis Kerr, the High Imperceptor of Tekka. He is the highest church official and one of the three rulers of Tekat. The Father has made some very dangerous enemies (of course we probably had something to do with that).

*Sunday, 8<sup>th</sup> of Kinsu 1675*

Today we returned to Freeport. As it turns out this ship was stolen and the harbormaster tried to charge 20% of the cargo for taxes. We wouldn't allow him to take any of the gold until Jarvis Pettiford came down to the harbor to speak with him. We also needed to explain that we didn't steal this ship and we also allowed the sailors to go,

even though the authorities were trying to take them into custody. We tried to turn the priest over to the guardsmen, but the guardsmen aren't very reliable so we had to deliver him to the authorities ourselves.

We then went to speak to Jarvis. Jarvis, as expected, asked us to travel to Tekat to break Father Lishae out of prison. He gave me a bag of 100 platinum finns to buy a map of the mainland. I went to the cartographer's shop and gave the bag to the clerk to acquire a map. The only map was a large (5' long) cloth map more suited for hanging on the wall than navigation, but the cartographer insisted that it is accurate and that we will not have a problem navigating by it.

We went to the jail to speak with Qualm and see if he knows anything about the prison where Father Lishae is being held. He seemed happy to see me (the spell was still holding out) and told us that the prison would be nearly deserted, there will probably only be a score or so guards and possibly only a handful of inmates since it is a completely new prison for political prisoners. The only interesting information he was able to give me was that there is some sort of magical puzzle lock that you have to defeat before you can enter the cellblock. (He gave us a clue that the lock had something to do with not allowing consecutive numbers to touch)

We went back to the Circle to speak with Jarvis and complete our plans. Jarvis went into the magical room at the back of his office where he keeps his magical goodies and came out with a large carpet. He explained that it is a magical carpet of flying and it will speed our travel greatly. The magical word for the carpet is "Timbuktu".

We are going to leave in the morning.

On another note, Ash still hasn't spoke with me. I figure that he's taking his time to get to know my companions and I.

### *Saturday, 21<sup>st</sup> of Kinsu 1675*

The escape was easier than we could have hoped. They must not have been expecting anyone to rescue the Father.

We found the prison relatively easily, the map we bought and Qualm's directions were both impeccable. The flying carpet is an extremely useful item. (It's a shame that we have to return it)

We watched the prison from a distance to figure out the rotations of the guards. They would send a ten-man patrol group out to perform a sweep of the outer perimeter of the prison grounds every two hours. We decided that we would enter invisibly after one of the late-night patrols exited. We entered the front door, fortunately it was not guarded. (That prison wasn't exactly high-security) We quietly walked down the main hall until we hit a guard station. The guard station held five men wearing plate mail and playing cards. It was obvious that they believe that their prison was impenetrable. I have to admit that it was easy to enter, but it wouldn't be so easy to exit. We continued past the guard station and up a set of stairs. At the top of the stairs there was a guard standing near a very strong looking door. We defeated the guard quickly and quietly. On the surface of the door was a pattern with holes at various points. There was also a small box with many various colored disks. Each of these disks would fit into the holes in the pattern. Using the information gained from Qualm I figured out the puzzle lock quickly with almost no effort. After opening the door it was simple to find the Father. He was the only inmate in the prison. Quin was able to pick the lock to Lishae's

cell and we helped him out of the room. He was in bad shape, so I had to administer my only two potions of extra-healing to him. He felt much better after drinking the potions and he was able to grab a weapon and shield from the guard we defeated by the door. We made our way down the stairs until we were coming upon the guard station. When near the guard station Quin drank his potion of fire breath. We had Father Lishae bang his shield with his weapon and when the guards began running towards us, Quin let loose with a large blast of flame breath. The blast didn't kill any of the guards, but obviously hurt them all very badly. Between the four of us we were able to quickly dispatch the toasted warriors. We then rushed out of the front door and ran towards the small copse of trees where we hid the flying carpet.

We then left aboard the carpet and have made it a good distance before we landed to rest for the completion of the night.

Time for me to awaken Quin for his watch.

### *Thursday, 5<sup>th</sup> of Tekka 1675*

We returned to the city of Freeport yesterday morning and were invited to a celebration at the church. Father Lishae's boss, Cardinal Joseph McKeenan, informed us that the Tekkan slave trade was broken and that the information received from Qualm was one of the main reasons. The church rewarded each of us with a magical periapt. I took a polished black amulet worn with a silver chain (Periapt of Wound Closure), Rosin took a jade amulet (Periapt of Health), and Quin took a small silver charm (Periapt of Proof against Poison). Beyond that the celebration was extremely boring and we were fortunately able to sneak out of the party before we fell to sleep.

I was also able to pick up all of the items that I ordered recently. My cane, potion cases, and scroll case were all completed while we were saving Father Lishae.

Ash is still being completely close mouthed. Every night he flies out the window then returns in the morning.

### *Sunday, 8<sup>th</sup> of Tekka 1675*

Today we were approached by the thieves' guild. They have a job for us. The mission was given to us by Maurine Lore. Maurine explained that three members of the thieves' guild were sent out to retrieve a paladin's holy sword. Apparently the paladin was killed in battle versus brigands. The three guild members found the brigands and attempted to bargain for the sword. The bargain wasn't to the brigands liking so they took the guild members prisoner. Maurine Lore told us that there are three objectives for this mission; first, find the three missing guild members, second, recover the sword for the paladin's family, and lastly, teach the brigands a lesson about messing with the Shadow Hand.

We are now on the ship on the way to the mainland. After we reach the mainland we have to take a caravan from Alranda to the country of Skent. In the country of Skent there is a small forest that the road runs near. There is an area where there is a lone rock sticking straight up on the opposite side of the road, that's where the brigands ambush their victims. Their headquarters is somewhere in the forest near there.

### *Wednesday, 25<sup>th</sup> of Tekka 1675*

Today we found the headquarters of the brigands. It is a group of six buildings built in the trees and linked by rope bridges. We decided to infiltrate their fortress at night to find the sword. I invisibly watched the daily routine of the brigands so I could formulate a plan of attack. Then late at night we levitated up to the building that I decided was their storage building. We were able to sneak into the building without any of the four guards on duty hearing us. The entry room in their storage room only contains their drygoods. There is another door in the back of the entry room that I opened. Unfortunately, the door was trapped. The trap set off an alarm that brought the four guards on duty running. We fought the four guards, killing them, but we had a lot of trouble with them. We all had minor injuries after the battle. Rosin and I began searching the back room while Quin watched the door. While we were searching, a large group of brigands began to gather to attack the room that we were in. Quin cast Summon Swarm just outside of the door, closing the door afterward. The spell summoned rats that scurried all around the outside of the door. Rosin and I found several gems, a shield, a short sword, and a long sword that is obviously the holy sword that we were looking for. We told Quin that we found what we were looking for and that we need to escape. Fortunately Quin had a plan. He cast Reduce on one of the floorboards so we could squeeze through, then we all held on to Rosin and used his Ring of Feather Falling to slow our descent. We then disappeared into the local forest.

Ash has finally started talking to me. It is about time.

*Thursday, 26<sup>th</sup> of Tekka 1675*

Tonight we are going to finish the other two mission objectives.

Well, I was right that we were going to finish the final two objectives. We waited until nightfall, and then we invisibly made our way to the brigand's headquarters. Quin and I were loaded up on *charm person* spells so we could possibly turn some of the brigands against their friends. From the ground we cast *charm person* on the guards around the perimeter. Unfortunately we don't know if the spell took effect until they see us. Quin then cast *levitate* to get us up to the platform. When we reached the walkway, we realized that half of the guards were under the effects of our charm spell. We promptly asked our new friends to help us defeat their former friends. The only problem was that the grappling between the charmed and non-charmed guards made too much noise. A general alarm was sounded.

Brigands started to pour from the buildings, luckily we chose the end of the fortress that had the least number of warriors. I cast *darkness, 15' radius* on one of the rope bridges while one of the charmed guards was told to cut the bridge down. Quin, Rosin, and the other charmed guard took out the non-charmed brigands that were on our side of the tree fort. After the melee on our side of the bridges was finished Rosin cut the other bridge while Quin checked the two buildings that we cut off from the rest of the fortress. Within one of the buildings he found the captured thieves. He told them who we are, released them, and gave them weapons with which to fight our enemies. At this point the other brigands were gathering bows to try and defeat us from a distance. I jumped onto the roof of the prison building and threw daggers at the bowmen across the way. I quickly ran out of daggers, but at least I hit every time. Quin, Rosin, and the two thieves we rescued were returning arrow shots at the bowmen. Our marksmanship must have frightened the brigands because they broke

from the battle and began to scatter throughout the forest. We let them go because we got our message across.

We searched the brigand's bodies, we found some coins, and I found a silver ring. I put the ring on, it sized itself to my finger, and informed me that I could use my new ring to cast a *Shocking Grasp* spell whenever I want.

### *Tuesday, 17<sup>th</sup> of Tylo 1675*

The last couple of weeks we traveled from the brigand's fortress to Alranda. Quin, Rosin, and the thieves we rescued have been irritating me the entire trip. I think that I'm going to travel back to Freeport with them, pick up my possessions, and go out on my own. I just need to get away from them before we come to blows.

Our ship leaves in a couple of hours, I can't wait to be finished with this group.

### *Saturday, 21<sup>st</sup> of Tylo 1675*

We finished our ship ride this afternoon. I'm sitting here writing the last journal entry for the current chapter of my life. Quin and Rosin left a few hours ago, I think that they are planning something. Maybe they realize that I'm going to leave and they are going to attack me. Someone is coming...

Well, I'm thoroughly embarrassed. The last few weeks I've been acting like an ass. The silver ring that I found at the brigand's headquarters was cursed. The curse caused me to be really disagreeable. Earlier today when I was writing in my journal (see above) Quin, Rosin, and Father Lishae entered the room. I instantly sprung for the

window so I could escape and pick off Quin and Rosin one at a time. Fortunately, they were quicker. Quin and Rosin both jumped on me and held me down while Father Lishae started to cast a *remove curse* spell on me. I struggled, even to the point of using the ring's *shocking grasp* ability on Rosin. They held me long enough for the spell to take effect. Father Lishae removed the ring from my hand and I instantly felt better. I apologized for the way I was acting and started unpacking.

### *Sunday, 22<sup>nd</sup> of Tylo 1675*

Today I decided to order some more daggers in case we are ever in another large battle. It really bothered me to run out of daggers so quickly in the battle at the brigand's fort. I first went to the local tanner, Kim Goodby. I explained that I wanted a bandolier that can carry as many daggers as possible. She did some measurements and told me that she could make a bandolier that would hold twelve daggers. She said that business is slow, so she would be able to finish my bandolier in two days. Then I went to the weaponsmith, Rory Huggins. Rory had a large number of daggers ready to purchase, but I wanted some intricate carving on the blades. I told him that the daggers that he has in stock are fine, except that I wanted him to carve a small snake with my mage sigil above its head. He told me that he could have the carving done in three days.

### *Tuesday, 24<sup>th</sup> of Tylo 1675*

I picked up my bandolier today. It fits perfectly. Hopefully the daggers will fit.

On my way back to the Circle from the tanner's I spoke with a woman, named Willow McDermot, whose child had disappeared. I looked around a bit, but the child, Claire, was nowhere to be found. I'll have to return to the area tomorrow to do a more thorough search with Quin and Rosin.

### *Wednesday, 25<sup>th</sup> of Tylo 1675*

Quin, Rosin, and I returned to the little girl's house today after picking up my daggers from the weaponsmith. Her mother informed us that she was still missing. We went to the back of the house where there is a drainage ditch with metal grates leading to the sewers. Rosin was able to easily pull the grate up. It was obviously opened recently.

We started to travel through the sewers towards the harbor. When we got near the port taverns, we found a grate that was loose from someone opening it recently. We climbed out of the sewers and realized that we were right near the Bend. We entered the Bend and looked to find some information. Rosin was reading lips, Quin began gambling with some high rollers, and I sat at the bar listening to nearby conversations. I ended up speaking to a man who is obviously a wizard. He wasn't very talkative. I would like to try to find him in a dark alley somewhere (teach him not to be rude to people). After a couple of hours we left. Rosin told me that most of the people in the Bend were talking about someone named Clay Forester being in Freeport.

We went to Jarvis and asked him if he knew who Clay Forester was. He told us a few things about Clay, all of them bad. He is a dangerous, high-priced assassin, beyond our skills and that we need to steer clear of him. I asked for a description, and Jarvis said that

Forester is a dark-skinned man that moves like a warrior. In the time we've been living in Freeport I haven't seen any black men except for the slaves that we freed from capture so we shouldn't have any problem picking him out in the city.

We then decided to warn Father Lishae that Clay Forester is in town just in case the Church of Tekka thought that hiring an assassin was a good way to get even with the Father.

After I got to our room in the Circle and was putting my equipment away I noticed that one of my daggers is missing. I'm angry that anyone would steal from me. I'm even angrier that someone could steal from me.

Claire McDermot is still missing and we haven't been able to do anything about it.

### *Thursday, 26<sup>th</sup> of Tylo 1675*

Today we rented a house a couple of blocks from Cerillia Gwellomore. We were able to move in right away. We searched for Claire some more, but the trail (if there was one in the first place) had gone cold.

Today we searched all over the city for my missing dagger so we could teach someone the folly of stealing from me. We even cast *locate object* several times to no avail.

### *Friday, 27<sup>th</sup> of Tylo 1675*

Late last night Jarvis entered my room. I was about to attack him when he spoke to me. He told me that he has a job for us. He needed us to break into the Governor's Mansion to find something that was

planted within the mansion that would cause the governor to be ousted from power. We had to do it last night, because the Governor returned from his trip the afternoon.

Right away I awakened and woke up Quin and Rosin. I told them what we had to do. We quickly gathered our equipment and made our way to the north towards the Governor's Mansion. We watched the governor's guards to find out their patrol schedule. I decided that we would invisibly enter the compound, use a *levitate* spell to gain entrance onto the third floor balcony, Quin would pick the lock, we would start searching at the top, and work our way down. Fortunately, our plan worked without a hitch. Once in the uppermost room (obviously the Governor's private chambers), we began our search. Rosin and I both found secret doors in the back of the two wardrobe closets. In Rosin's closet we found 1,000 gps. In the closet that I searched I found a small child, obviously Claire McDermot. She was tied and gagged, although she wasn't moving. We checked her pulse and discovered a very faint one. I gave her a *potion of healing* and we tried to awaken her, but she was poisoned. We decided that the best way for us to leave is quickly. I asked Ash to cast *invisibility* on Claire. Then we had Rosin carry her off the balcony and jump over the wall. Quin and I followed to make sure that if there was any trouble we could hold them off. We made it out without any trouble with the guards.

We took Claire straight to Father Lishae. He was able to revive her and we told him to return her to her parents so we didn't have to get any more involved than we currently were.

We then went to report to Jarvis. He seemed surprised that Claire was the plant, but he said that he was glad that we found her (both to save the child and the Governor).

This afternoon Quin went to the blacksmith and ordered locksmith tools. He's going to make some locks for the house.

### *Saturday, 28<sup>th</sup> of Tylo 1675*

This morning I went to the Bend to see if I could find out anything interesting. Predictably enough, there was a black man, presumably the infamous Clay Forester, eating breakfast. I walked to his table and asked if he minded if I joined him. He introduced himself as Lorne Livingston, and we talked for a few minutes until he mentioned that he was expecting some business associates and I excused myself from his table. A couple of minutes later, three men wearing non-descript brown robes entered and sat at the table with Livingston. I couldn't hear their entire conversation, but the parts that I could hear almost made me laugh. Apparently the men in the robes didn't want to pay Livingston because whatever job for which they hired him wasn't completed (perhaps the discrediting of the local governor). He was obviously irritated with them when the entire group got up and walked upstairs. After ten minutes or so, Lorne Livingston descended the stairs with his bags.

The other three men never exited. Good riddance...

### *Monday, 15<sup>th</sup> of Fiolonna 1675*

The past few weeks have been uneventful. I've been mapping out the sewers in case we need to use them as an underground highway.

Rosin hired Handy Hal to build a loft in the house. Quin spent most of his time making the new locks for the house.

I also went to Crystal Worth's Gem and Jewel Shoppe to find out if they had someone in the guild that could cast spells. Surprisingly, Maurine Lore is an illusionist. In her office she has a beautiful collection of art, many pieces are elven. She was able to help me with the spell I was looking for, *erase*.

*Wednesday, 17<sup>th</sup> of Fiolonna 1675*

This morning Rosin awakened early and found a note on the door. The note read:

**Mr. Merlikom,**

**The ring you ordered is ready  
to be picked up at your  
convenience. We at Crystal  
Worth's Gem & Jewel  
Shoppe thank you for your  
patronage.**

**Yours truly,**

# Crystal Worth

(I wrote the note in her handwriting, knowing her handwriting might come in handy later)

Rosin didn't order a ring from Crystal Worth so we assumed the Shadow Hand had work for us. We went to Crystal's shop and she told us that she had a mission for us. She told us that in the small town of Cetonasia there is another thieves' guild called the Emerald Eye. She explained that the Emerald Eye is encroaching upon the Shadow Hand's territory. So we are to take a sealed message to a messenger from the Emerald Eye. The rendezvous point is an inn, called the Lord's Inn in Cetonasia. We are to meet with someone who will ask, "Do you have 10 silver for a gold?" then we are to reply, "No, we only carry platinum".

So here we are on a ship headed for Cetonasia. This job feels like a slap in the face to someone of my considerable skill.

*Saturday, 28<sup>th</sup> of Fiolonna 1675*

Crystal Worth is a dead woman! For the last four days we've been sitting in jail because the crazy woman framed me for killing the mayor of Cetonasia. I don't know why she would do that, and I don't know if anyone else in the thieves' guild is involved. We have to assume that the entire guild is against us.

This is how it happened.

We went to the Lord's Inn. An elven woman, named Violet, approached us, and she said the code to let us know she was our contact. We left with her to go and meet with the guildmaster of the Emerald Eye. Shortly after we left the Lord's Inn several men in plate mail and tabards featuring a falcon symbol on the front surrounded us. They asked if I was Korikash Gilruthanis, and I said that I was. They then told me that I was under arrest for the murder of the mayor of Cetonasia I asked them what they were talking about and told them that I just entered the city. They showed me a rubbing of a dagger with my symbols on it (MY STOLEN DAGGER!). I denied the charge, but I went with them without incident. Rosin and I probably could have escaped, but Quin probably could not.

They took us to the constabulary, took our equipment, and put us in a cell in the basement of the constabulary. Ash was able to keep himself from being found, and Quin and I both had our full spell repertoire available. Unfortunately, they did take our components. After a few hours in jail they took us upstairs to a questioning room. In the questioning room I spoke to a barrister. I told the barrister the whole truth, even about the thieves' guilds. He told me that they were going to call in a priest to cast a *detect lie* spell to find out if I was telling the truth about not killing the mayor. As it turns out the letter that we were carrying had orders for me to kill the mayor. After questioning they took me into the sub-basement and locked me in a solitary cell. They also questioned Quin and Rosin. I sent Ash up to the basement level to find out what Quin and Rosin had found out. Rosin noticed where our equipment was being kept, and Quin asked Ash if he thought he could get into our stuff and grab one of our thieves' picks. I was planning on allowing the priest to exonerate me, then I realized that I didn't know what priesthood the priest coming

to cast the spell is from. If it is a Tekatan priest it could be a real problem, so the following day I asked the guard that was feeding me if I could speak to the barrister again. I was told that they would fetch him for me. A little later, the barrister, Sir Johnathan Kockran, showed up at the jail yelling about them keeping me in solitary confinement. They allowed me to speak with Kockran in private. I asked him if he knew what priesthood the priest was coming from. I told him that we had made some enemies in the church of Tekka, and we had to make sure that the priest wasn't from the Tekkan church. Unfortunately, Kockran didn't know exactly which priest hood would be performing the ritual.

On the second night that we were incarcerated Violet was broken out.

For the next two days I sat in my cell in the basement, trying to use a small loose rock to scrape one of the bars. I was able to get a small amount of iron shavings for one of my spells. That night I had Ash tell Quin and Rosin that it was time for us to escape. I then cast *reduce* on myself and squeezed through the bars. I had Ash cast *invisibility* on me and I slowly and silently made my way up the stairs to our equipment. I passed by two guards on a landing between the two flights of stairs. I entered the room at the top of the stairs. There were two men playing cards, they didn't even know I was there. I noticed that one of the two men had a ring of keys on a hook on his belt. I quietly moved next to him and I telepathically instructed Ash to telepathically tell the guard without the keys, "he is cheating". Right when Ash did so, the guard predictably turned his head to look behind him. While his head was turned I picked the keys off of the other guard's belt and stuffed them into my shirt. I then moved to the

cell that held all of our equipment. I then told Ash to fly down to the basement and find out what was taking Quin and Rosin so long escaping. Ash returned a moment later and told me that they were going to create a diversion. A couple of minutes later the two guards on the landing yelled to the card-playing guards. They jumped up from their chairs and ran down to the basement. As soon as they hit the stairs I open the cell door that held our equipment. I quickly equipped myself and grabbed Quin and Rosin's weapons.

When I got to the bottom of the stairs, the battle didn't seem to be going our way. Quin was on the ground unconscious and bleeding, and Rosin (with two other inmates) was fighting the four guards. I was able to backstab one of the guards before throwing Rosin his sword. After that Rosin took two of the remaining guards and I took the other two. The battle lasted quite a while without anyone getting a major hit. Rosin then yelled, "lights", and I had Ash cast *darkness 5'radius* between two of the torches. Rosin began moving his battle towards the remaining torches to put out the lights. Unfortunately, Rosin was unable to douse the torches on his end. The battle continued with Rosin and I each killing one of the guards that we were fighting. Then the guard fighting Rosin got a lucky shot in and Rosin dropped unconscious. That left me against two guards, true both of them were injured, but so was I. The next thing I knew Ash flew out of my pocket and began attacking the guard that Rosin was fighting. At this point I was beginning to have trouble fighting because I was losing too much blood, luckily the man Ash was fighting was even worse off than I was. Finally after fighting for a while, Ash and I were both able to vanquish our foes.

I thanked Ash for his timely help then fed Quin and Rosin some of my *potion of extra-healing*. Fortunately, both of them awakened when I gave them the potion. We then went upstairs, got my companion's equipment, and Ash and I each cast an *invisibility* spell on Quin and Rosin. I then cast *change self* to make myself appear to be one of the Falcon Corps members. I then opened the door to leave the building (holding the door open just long enough for Quin and Rosin to pass through the door). As we were making our way out, one of the Falcon Corps members asked me a couple of mundane questions. Fortunately, I was able to bluff through the conversation.

Our group made it out of the building. We quickly vanished into the night making our way to the pier. I had Ash cast *invisibility* on me. The three of us went to the harbormaster's and looked through his papers to find out which of the ships in dock were going to Freeport. We stowed away on a small two-masted schooner called Hare's Freedom. A couple of hours before the ship was to leave, three of the Falcon Corps boarded and searched though the ship for us. Luckily, we were able to keep out of their way. They soon gave up and allowed the ship to leave for Freeport.

We should be back in Freeport in two days. I hope we can find Crystal Worth.

### *Monday, 2<sup>nd</sup> of Aflenton 1675*

Today we invisibly entered the city and spoke to Jarvis. I told him what had happened to us in Cetonasia. I also asked him if he could use his informants to find out if Crystal Worth is in town, because we have a score to settle with her. I told him that we would stay in the tunnel under the Circle if he wanted to speak with us.

Rosin and I invisibly made our way to our rental property while Quin reconnoitered Crystal Worth's shop. Rosin and I were outraged when we reached our house. The locks had all been picked and all of our property was picked through and all valuables were stolen. Quin and Rosin both lost some money, but luckily I carry my money with me (I don't really have all that much, I just make it seem like I do). The only item that was stolen from me that I am worried about recovering is Cerillia's *Bowl of Identification* that she loaned me. I don't want to face her about that. We left everything as it was and made our way to the tunnel to rest.

Shortly after Rosin and I made it to the tunnel we heard a banging at the end of the tunnel towards the Circle. I quietly made my way towards the sounds. When I got close I saw Emily Bilenbaker nailing a note to one of the planks shoring up the tunnel. I hailed her and she told me that a young elven woman has been asking for me. I asked her to describe the elf woman. The description sounded a lot like Violet. I asked Emily if she could stall the girl and come get me so I can find out who she is.

### *Tuesday, 3<sup>rd</sup> of Aflenton 1675*

Today we found out that the elven woman looking for me was indeed Violet. When she came to the Circle looking for me Emily came into the tunnel and I invisibly followed her into the common room. I followed Violet and two of her friends out of the Circle and all the way to the Bend. I then returned to the tunnel and told Quin and Rosin what had happened. I also suggested that we pay Violet a little visit in the evening.

After sunset we went to the Bend. We all became invisible and entered after someone opened the door. Quin went to watch the two men that were with Violet when she came looking for me, and Rosin and I quickly bounded up the stairs to try and figure out which room Violet was in. We went to the third floor on a hunch and began to check any doors that had candles lit. On only my third try I picked the correct door. As I flung the door open I saw Violet standing on a table on the side of the door dagger in hand. I quietly stepped within her room as she jumped to the floor to shut the door. She stuck her head out the door to see why it opened, but of course I was already within her room. I waited for a few minutes for her to calm down, then I cancelled my *invisibility* spell and said, "I hear you were looking for me", the look on her face was hilarious! I think she almost soiled herself. Shortly afterward Rosin entered the room.

She composed herself quickly and proceeded to tell me about a plan that has been put into effect by a woman named Miranda Phelps. Miranda Phelps is a member of the Emerald Eye, and I quickly figured out that she is also a member of the Shadow Hand. I'm certain that the Miranda Phelps is known to me as Crystal Worth. She is pitting the two guilds against each other so she could take control of both guilds. Getting me thrown in jail for killing the governor of Cetonasia (who happened to be in the Emerald Eye's pocket) was part of the plan. After Violet told me everything she knows (or at least everything she wanted me to know) about the plan, I told her that we would take care of it and I jumped out of the window and cast *levitate* to lower myself to the ground. Rosin also jumped. Halfway to the Circle (as an afterthought) I told Ash to go and let Quin know that we had left the Bend.

At the Circle we told Jarvis about Crystal's plans. He told us that he got some information from a friend in Leonay that could possibly exonerate me in the city of Cetonasia (except for the unfortunate guard killings). Tomorrow we are to meet a friend to the north of the city. A gnome named Finkle. He is an expert sailor and he will take us to Alranda in a small sailboat that Jarvis keeps hidden in a grotto on the north shore of the island. From Alranda we will travel to the capital of Leonay, Leon. In Leon we will make our way to the church of Arthom and speak with a man named Gregory St-Claire. Gregory is the man with the information that we seek.

We got our old room at the Circle tonight so we can get a good night's rest. Tomorrow will be a long day.

### *Wednesday, 4<sup>th</sup> of Aflenton 1675*

Finkle is the first gnome that I have ever met. He is a strange little person with a huge nose, and a bigger sword. I don't know if he would be able to use that sword in a battle, so I hope we don't have to worry about it.

As strange as Finkle is I can't help but like him.

### *Wednesday, 11<sup>th</sup> of Aflenton 1675*

Today we entered Leon, and spoke with Gregory St-Claire. Gregory is the minister of information for the church of Arthom. It is his job to monitor the activities of the various thieves' guilds in this section of the world and he apparently does a good job. He explained some of the particulars of Crystal Worth's plan to take control of the two guilds. I was most interested in the plan to exonerate me from the governor's

assassination. He said that a couple of miles out of the city lives a man named Lancaster Smythe. He is a "merchant" that also deals very closely with thieves' guilds. He launders merchandise that has distinguishing marks. Gregory wants us to go to Lancaster Smythe's house and find information about Crystal's plans.

We walked the few miles to Smythe's house. His house is a large, three-story mansion. Quin and I cast *invisibility* on us so we could infiltrate the man's house. I asked Rosin and Quin to watch the guards to time their patrol pattern. I ran across the yard and cast *levitate* so I could look in Smythe's windows. The uppermost floor consisted of one large room and three smaller rooms. The large room was obviously Smythe's bedchambers, and the three smaller rooms are a garderobe, an office, and a wardrobe closet. While I was looking in the window I saw Smythe sitting at a table in his bedchambers writing on a piece of paper. Lancaster Smythe is a horribly obese man who obviously enjoys all of the things that his enormous wealth can buy. Since I saw that the man of the house was home I figured that the three of us could infiltrate his room on the top floor and find the clues that we seek. I returned to where Quin and Rosin were hiding and told them that now would be a good time to enter the house. After the guards patrolled to the other side of the building Quin, Rosin, and I ran across the lawn and we all levitated up to the third floor balcony. Once we were on the balcony we looked into the room and saw that Smythe was no longer in the room. We checked the door, and it was unlocked. We quietly entered his room and heard that Smythe was in the garderobe. After he exited the garderobe I walked up to him and smacked him (causing me to lose my *invisibility*). He screeched like a woman, and fainted. Unfortunately, his screech alerted two guards that were downstairs. Rosin stood at the top of the stairs to slow the

guard's charge up the stairs. He then let one of the guards by so Quin and I could take care of him. Take care of him we did, Quin cast *Melf's Minute Meteors*, and I threw three daggers. He didn't have a chance, he fell to the ground scorched and with three daggers sticking in his chest. The second guard, after seeing the carnage that we wrought on his partner, quickly surrendered to Rosin while I smacked Smythe to awaken him from his fainting spell. Rosin and Quin began searching the rooms while I started questioning Smythe. I asked him where Crystal Worth was, he said he doesn't know where she is and that she teleports to him (using his carpet on his landing as her destination) when she wants to speak with him. Quin and Rosin each found a piece of correspondence that should be enough information for Gregory to be able to clear my name of the governor's murder.

The first letter is from Crystal to Lancaster Smythe:

Lancaster,

From what I've found out  
Forester should be available.

He's not as difficult to  
contact, as one would  
imagine. He frequently goes  
under the name, Lorne

Livingston. I'll be contacting him shortly and informing him of your desire to acquire his services. Expect to hear from him soon. He is the best that can be had- at any price.

-Crystal

The second letter is from Lorne Livingston (Clay Forester) to Lancaster Smythe:

Mr. Smythe,

5,000 is sufficient for this job. I require half up front.

Meet me at the arranged location at the arranged time to finalize the deal. Please come alone. Platinum will be sufficient for payment. No gems, please.

Thank you,

L.L.

Rosin also found Smythe's journal, which details all of the plans. This alone would be enough to clear my name, but we figured too much is much better than not-enough.

We then forced Lancaster to show us where his valuables were. He took us down to his basement where, behind a secret door, he had a chest of jewelry. The only problem is that all of these pieces of jewelry have some sort of distinguishing mark that makes them difficult to sell. (We can always find a fence.) We also decided to take the carpet, just in case Crystal *teleports* to it again. Quin took a mule out of his *robe of useful items* so we could take the carpet.

As we were making our way back to the city to give the information to Gregory a big, dumb human fighter wearing plate mail approached us. He started to try and look into our pack on the back of the mule. We told his friends, a chain-clad warrior, a leather-clad rogue, and a man in robes (apparently a wizard), to "put their dog on his leash".

The man insisted on searching our mule, so we exploded into motion. I jumped high into the air, throwing two daggers at the wizard and one at the rogue. Rosin drew his sword to fight the warrior in plate. Quin cast *magic missile* at the mage. Quin's *magic missiles* and my daggers found their targets dropping the wizard to the ground dead. Rosin was doing well against the warrior. Unfortunately, the chain-clad warrior attacked Quin before he could draw his sword to defend himself. The man hit Quin with a mighty blow that dropped Quin to the ground unconscious and bleeding. The rogue threw two daggers at me, grazing me once, while I was flying through the air.

The second warrior then moved to help his friend with Rosin. I drew my sword to attack the rogue. After a couple minutes of fighting he surrendered to me. Unfortunately (for him), I couldn't accept his surrender, so I cut him down and turned to help Rosin with the two

warriors. The warrior with the chain mail turned from Rosin to fight me. He then hit me with a lucky shot that dropped me into unconsciousness.

Rosin was in trouble fighting two warriors, so he decided to concentrate all of his attacks on the chain-clad warrior. He was able to kill him reasonable quickly, but the warrior in plate was giving him trouble. Fortunately, Ash was able to feed me a *potion of healing* that bought me back to consciousness. I quickly surveyed the battle between Rosin and big, dumb plate man and it didn't look good for Rosin. He had been hit several times and was obviously weakening, and the man in plate was just biding his time until he would be able to slip a killing blow into Rosin's defense. I slowly got up and quietly moved behind the enemy warrior to deliver a backstab. He was far too enveloped in his battle with Rosin to sense my attack, which was the cause of his death (you should never assume that an enemy would not get back up unless you are sure they are dead). My sword slipped into a groove under the shoulder of his armor, killing him outright. I split all of the *healing potions* that I was carrying with Quin and Rosin, unfortunately it didn't help much, we were hurting.

As we were checking the bodies I found out that the thief was still alive. I bandaged his wounds (he was the only one in their group with enough sense to surrender) so long as no highwaymen come across his body he will live. Quin used his *detect magic* ability to find magical items that the enemy party had. Coincidentally, the thief was the only one carrying anything magical. He was wearing magical boots, a magical scabbard, and a strange magical pouch that conceals itself on the body of its wearer. Magical items are, of course, not the only items that we find of value. We also found a spellbook on the mage,

and a small amount of gold. The mage had a good selection of spells in his spellbook.

We made it back to the city, and I had Quin and Rosin wait outside of the city walls with our treasure while I went in a spoke with Gregory. I relayed all of the information that we found (not mentioning the treasure of course), and got Gregory to heal me. I also told him that I knew the whereabouts of a holy sword. I then left, and sent Quin and Rosin back to be healed.

After they returned from the temple of Arthom we decided to get a room at "The Ranger's Sword", a high quality inn just outside of the city walls. We got the largest room that they have, so we can unroll the carpet in case Crystal *teleports* in.

I really want to kill her insane ass.

## Thursday, 12th of Aflenton 1675

Today I went to the temple of Arthom to ask Gregory if he knew any local wizards that might be willing to allow me to learn some spells from them. He explained that there are several mages in the area, but he only knows two, Isabella Wright and Blay Relka. I decided to speak to Isabella and was able to learn a few new spells, *Bigby's Dextrous Digits*, *Phantasmal Force*, and *Flann's Finery*. I had to pay 300 gold and allow Isabella to copy *wraithform* spell from my spellbook. It was worth it.

## Friday, 13th of Aflenton 1675

Today we travelled from Leon to Alranda. We are going to board a ship to Freeport in the morning.

## Thursday, 19th of Aflenton 1675

We aren't going to be able to stay in Freeport very long. When we entered Freeport yesterday we went to Jarvis to let him know how everything went over in Leonay and he explained that we have another job to do.

When we entered Jarvis' office there was a young elf introduced as Traxtel. Traxtel is a sylvan elven assassin. Jarvis explained that he is close friends with Traxtel's father. He wants us to take the rookie with us on a job that we need to do in Leon (I hope he is skilled enough to be useful to us). The new job is another rescue mission. The elves of the Eareth Arm decided to send a diplomatic emissary to Tekat to try and hammer out a treaty of some sort between the Tekatans and the elves. They shouldn't have trusted the Tekatans. The diplomat, a high elf named Arinasia Greywillow, was taken prisoner by a wizard named Emery Lake. Emery Lake is something of an art collector and he captured Arinasia within a magical painting. Emery Lake is showing a large portion of his art collection in Leon during the art festival that starts next week. Of course he will bring his magical painting to the festival, and he will probably even show the magical painting (Where else could be safer than the magically protected museum?).

There are two main objectives of our mission. First we need to kill Emery Lake because he created a spell that makes it impossible for us to release Arinasia (This is where Traxtel is supposed to help us), and the second objective is to steal the painting containing Miss Greywillow from the museum. Both of these objectives have difficulties that must be overcome. Emery Lake is a skilled mage and

I'm sure he surrounds himself with allies. The heist of the painting is even more difficult. Jarvis explained that there is a magical gem of some kind that protects the museum magically. We have to find the gem, take it out of the museum, and only then we can take the painting. We will leave in the morning, I've arranged for Captain Dundermont to take us to Alranda aboard the Gull.

## Thursday, 26th of Aflenton 1675

After arriving in Leon this morning we checked into the "Ranger's Sword" then made our way to the museum to case it for the expected infiltration (and to try and meet Emery Lake). The museum is a beautiful building with large iron-shod doors, large bas-reliefs, and intricately carved gargoyles in the corners. We wandered throughout the museum looking at all of the rare items that we would end up stealing. One of the most interesting exhibits in the museum is the large assortment of weapons and armor. There is even a set of elven chain mail (Its going to disappear tonight). I was also intrigued by the large assortment of books and small (easily carried) artifacts in the basement display. Upstairs, beyond the weapons and armor there is a special exhibit of landscape paintings. I noticed a strange, flamboyant man flanked by two fully-armed splint mail wearing men (one wore black armor, and the other wore red). I assumed that he was Emery Lake. He entered the room with a flourish, jumped to the top of a bench in the middle of the room, and asked everyone if they were having a good time. (not the sort of entrance that I normally expect from an evil wizard, its almost a shame that we have to kill him) Quin let me know that the painting in the far back of the exhibition hall was magical and probably the one that we are looking for. After the crowd died down around Emery, I approached him and

introduced myself as Arnothola Athasia (told him he could call me Arno). Explaining that I am a buyer for an art collector in Anyll, I told him that I was interested in possibly buying some of his paintings. He seemed intrigued and offered to buy me dinner at the "Dragon's Lair Inn and Tavern" (the nicest, most expensive inn in the city) so we could discuss the possible deal.

## Saturday, 28th of Aflenton 1675

Another mission successful.

Around a half an hour before the scheduled dinner meeting, I *invisibly* scouted out the surrounding area and even climbed/jumped from balcony to balcony to see if I could discern which room is Emery's. Unfortunately I was unable to tell definitely, but it looks like the top floor is made up of one suite of rooms. Emery seems like the type of man that would spare no expense for his comfort, so I was willing to bet that he is on the top floor. After doing all of the scouting that I could I made my way to the dining area. Rosin had situated himself at another table, and Quin & Traxtel waited just outside in case there was trouble. Shortly after 7, Emery came down the stairs with only one of his bodyguards (or so it seemed, because we later found out that the other warrior was *invisible*). The dinner went uneventfully and I purposely made a very low offer for a painting. Emery seemed a bit insulted at the offer and the dinner was over very shortly after that. I went into the garderobe and turned myself *invisible*. When I exited the garderobe Emery and his bodyguard had already left. I followed them up the stairs so I could see which room they were in. Unfortunately, they were already in their room by the time I made it to the top of the stairs. There was a boy watching the door to the fifth

floor suite, so I went back to the bottom of the stairs and left the building. I had Ash call to my friends and tell them to meet me in the back courtyard of the inn. Quin, Rosin, and I jumped/climbed our way to the fifth floor balcony, and then lowered a rope to Traxtel (he still hasn't proven his worth to me). We were able to look through the window into the room and see Emery talking to one of his bodyguards. We listened for a few minutes, then Quin used his ability to *detect magic* and saw that the door was probably *wizard locked*.

Fortunately the door is mostly glass so I gave Traxtel my cane to break the glass. The plan was for Traxtel to break the glass then attack with his sword, Quin to *magic missile* Emery, Rosin to shoot a couple of arrows then close into melee (versus a bodyguard), and I would throw daggers until Emery was dead. The plan worked perfectly. As soon as the glass was broken Quin, Rosin, and I all hit Emery. Emery was protected by a *stoneskin* spell though, so only Quin's *magic missile* hurt him. Rosin then rushed forward and attacked the bodyguard. The second bodyguard was behind a curtain at the other end of the room, so he was able to quickly rush out to help his companions. Emery then hit Quin with a *magic missile* of his own. Traxtel ran into the room and intercepted the second bodyguard before he could close on Quin and I (maybe there is a use for him after all). I cast a *magic missile* spell at Emery while Quin stepped behind me to drink a *potion of healing* (Emery's missiles hurt him pretty bad). Emery, hurt and bleeding, began to cast at this point, so I decided to throw some daggers to, at the very least, disrupt his spell. My daggers were much more effective than that though. Not only did Emery not get a spell off, he began to fall to the floor dead. Unfortunately he carries some sort of magic that whisked his body away before we could search him (hell, before he hit the ground!). At this point it was obvious

that Traxtel was in trouble, but he was also doing his fair amount of damage, and Rosin was winning his battle. The two bodyguards decided that they were going to try and make a run for it since they had no more body to guard. I rolled over the bed in the center of the room and stood in front of the door. I started to help Traxtel with his battle (so he could drink a *potion of healing*) while Quin used his *wand of magic missiles* to support us in the battle. Rosin was able to kill the man that he was fighting, and the second bodyguard was able to get a lucky shot on me that knocked me unconscious. When I awoke the second bodyguard was killed, and we were able to search the room. We began to hear pounding at the door (which was also *wizard locked*), so we grabbed what we could (which was quite a bit), quickly descended to the ground, and disappeared into the night.

Unfortunately, we didn't have time to rest after the battle. I quickly changed clothes and made my way to the museum. The museum was going to close shortly after we arrived. We scouted out the building and found out that there were only four guards in the building at closing time. I cast *charm person* on one of the guards and got him to give me a tour and tell me some of the secrets (such as which room contains the gem). Then, just as they were closing the museum, I jumped onto one of the gargoyles in the corner and blended into the shadows. Rosin hid in the basement, and Quin & Traxtel left the building. After they closed the doors and checked the building (not finding Rosin or I of course), I dropped to the ground and made my way to the door. I then had Ash tell Quin and Traxtel to come to the door so I could let them in. I let them in and Quin & I made our way to the basement. I asked Traxtel to stay on the main level to watch for the guard that was upstairs (so the guard wouldn't walk up behind us). Down in the basement I asked Quin to use his *detect magic* ability to

find out if there was a magical lock on the room with the gem inside. Of course it was a magical lock. Quin also let me know that there were a couple of magical items on the small curiosity pedestals in the basement (such as a miniature tool box, miniature furniture, and a set of lockpicks). I decided that the easiest way to get into the gem room was to get the keys from the head guard that was sleeping across the hall. I picked the lock to his room, then cast *Bigby's dextrous digits*. With the digits I grabbed the guard's sword and chain mail off of a rack across the room. Quin, Rosin, and I then walked into the room and Rosin & I held the guard down while Quin tied him up. After he was securely tied I asked him where he keeps his keys and his money. Both things were in a drawer in his table beside his bed. We told him that as long as he cooperates we will not hurt him. Traxtel came down the stairs at this time. I asked him what he was doing, and he said that we don't have to worry about the guard upstairs (as it turns out the "hack" killed the innocent guard, he's going to have to learn if he plans on staying with us). I used the key to unlock the gem room and stepped inside. The gem was covered by a glass case, which was screwed to the metal table. We tried to break the glass, but it was *glassteel*. I decided to go into the next room and grab the miniature tool box. In very small letters I was able to make out a word, "lillikin". I said the word and the toolbox grew to be full-size. I then had my *dextrous digits* unscrew the case from the table. I then took the gem and put it in a small pouch. I then gave the gem to Traxtel and walked with him to the front door. I asked him to wait outside for us, and I asked if there was anything that he saw in the museum that he wanted. He said that there was nothing that he noticed. We were then able to pick and choose all of the things that we wanted. We grabbed the painting (of course), many weapons (pretty

much one of everything we use), the miniature tools & furniture, the lockpicks, a non-magical crystal ball, and the suit of elven chain-mail. I used a *reduce* spell to shrink the painting down to a manageable size. We then left the building.

We made our way out of the city and even travelled all the way to Alranda. Tomorrow we will board a ship back to Freeport.

### **Sunday, 1st of Kadinastis 1675**

We boarded the ship this morning and I figured out how to release Arinasia (not that it was difficult). The painting is some sort of large extradimensional space. I found a small note on the upper corner of the frame. The note said one word, "Faelinarshis". I said the word and was able to enter the painting and release Arinasia.

### **Monday, 2nd of Kadinastis 1675**

It turns out that Arinasia is a charming young elf maiden. I spent all evening with her, and I'm hoping she will stay around Freeport and visit (at least for a while).