

12 - Goodmonth - 585

Sasserine is really getting on my nerves now. I need to escape this filthy place. I need to find a quieter spot for my studies. I have been thinking to get on board a ship and leave this land for good, but there are too many mysteries around here that I yet have to solve.

7 - Flocktime - 586

I finally decided to move to Cauldron. They have several big libraries and maybe even secretive places that would help a lot with the not so proper investigation techniques that I might have to employ. I already contacted that merchant Maarn, who travels regularly to Sasserine. He agreed that I could become his student. This should get me into Bluecrater Academy and their library.

20 - Flocktime - 586

Arrived at Cauldron. Not so bad a place as long as one stays away from the stinking Crater Lake. Many nice taverns and a healthy underground life to boot. I think I can make do here.

25 - Readyng - 587

Pywakit is really adorable. She always makes me feel comfortable when I start to get frustrated over whatever puzzle I'm pondering. Just to stroke her back will always calm me down enough so that I can concentrate anew.

10 - Wealsun - 587

I have found a very interesting elixir in the Academy. I just need to find a test subject to try it on.

15 - Wealsun - 587

It seems that the elixir is a little more potent than expected. The plague has spread immensely. I will have to see if I can make more for later use.

7 - Patchwall - 589

How am I going to solve this crazy riddle? Let's start from the beginning. Gnomes. They build a city. Then they desert it. How does that make sense? Magic should be just fine to cope with a cough or a sneeze. Why on earth did they abandon that neat underground city? I have to return to the Academy - invisible, if necessary - and solve that mystery once and for all. Maybe I should really concentrate on the scrying instead of all those illusions. Maybe if there was a spell to scry into time... hmmm.

9 - Coldeven - 590

I knew it. Scrying is the way to go. I would have never found Fëtor if not for the occasional scry into the nearby underground. He's has an immense amount of knowledge. The fact that both of us worship Vecna makes him almost an ally.

12 - Coldeven - 590

Fëtor wants me to work with some people he is aware of. He doesn't want me to mention his name. Whatever. I will go where he points.

14 - Coldeven - 590

Today I've met Triel Eldurast. She is really nice on the eyes. A lot of contacts to the Last Laugh and probably even some with even more secret knowledge I can tap into. She offered me her assistance to get to know the right people. Quite amazing for a cleric of Hextor and a really useful pawn.

16 - Coldeven - 590

I don't like Tarkilar. He's so messed up. And always knows everything better. But usually he's right. Unfortunately he worships Erythrull. I better pretend to do so also to sooth him. He'll trust me and I can cut down my time to research the things he already knows. That's gotta be useful.

19 - Coldeven - 590

Triel is talking about finding a rep from Vecna so we can formally be an Elbon Triad. I let her know that this wasn't necessary. She was pleased. I did ask that Tarkilar not be told, and she agreed.

24 - Planting - 590

We've relocated our base to an old Kopru settlement. We have to install an alarm to keep us from nasty surprises. There are also a few traps that we can reuse, but we definitely need to build a few new ones. I've told the others to start in the passageway to the caverns where we'll put our treasure hoard.

18 - Wealsun - 590

Today I had to settle an argument between Triel and Tarkilar. Triel still wants to punish Cauldron for treating her like the way they did. Seems she is holding a grudge against something that happened. Now she plans for the big payback. But Tarkilar is right. We have to take care of that other task first.

3 - Goodmonth - 590

Δυγοβρασ ωασ ηερε τοδαψ. Φορ τηε φιστ τιμε ωε σποκε ωιτη τηε γιαντ ιν περσον. Ηε ωιλλ βρινγ τηε χαγεσ ηεΞσ βυιλδιγγ σοον. Ηε αλσο παψεδ. ΤηατΞσ εξαχτλψ ωηατ ωε νεεδ. Στααδψ σουρχε οφ ινχομε. Ι χαν προβαβλψ σοον γετ νεω βοοκσ φορ μψ σηαρε ανδ χοντινυε μψ λογγ-οπερδυε προφεχτ. ΩεΞλλ σοον ηαψε το δο τηε φιστ ριτυαλ το φιναλιζε τηε προτοτυπε. Ωε αρε πρεπαρεδ.

14 - Sunsebb - 590

Tarkilar is really annoying. Today he has managed to bind a quasit to his service. Now I guess I'll have to spend one of my daily spells for a "See Invisibility" or I'll risk being a toy of this heretic.

22 - Readying - 591

Tarkilar is getting over himself. Now he's building a giant skeleton just from the bones that he brought and a few he found down here. I wonder if he'll succeed animating his own private bone guardian.

8 - Flocktime - 591

Now he's completely mad. He's not satisfied with his bone pet. Tarkilar's going to turn himself into an undead. He just doesn't want to tell us which one.

17 - Patchwall - 591

Typical. When we have nothing but stress at our hands, Tarkilar goes on a trip to the jungle to find some more ingredients for his ritual. He's not focused anymore. I don't know how we'll ever get this done, if he continues like that.

28 - Firesock - 592

Triel is really working hard on this cage project. She is determined enough to forget her spite for Cauldron for a little while.

4 - Flocktime - 592

Ι ρεαλλψ δο αππρεχιατε ηερ ιντιμιδατιγγ ωαψσ. Σηε ηαδ στοοδ υπ το Γρεηλια ανδ χοντωινηεδ ηερ το συμμοιον Δυγοβρασ ψετ ανοτηερ τιμε ασ ηε ωασονΞτ περφεχτλψ χλεαρ αβουτ ωηιχη σιζε τηε 5τη χαγε σηουλδ βεχομε. Ηε ωονΞτ βε ηαππψ, βυτ ιφ ωε αρε το φινιση τηεμ ιν τιμε, ηε ωιλλ ηαψε το χονχεδε το τηισ αργυμεντ.

18 - Reaping - 592

Triel went on another night trip into Cauldron. She's pretty reckless for someone who's sought for multiple murders. But I guess her appetite for male company must be quite difficult to stand down here.

23 - Reaping - 592

Today, I saw her again. She's so beautiful. I finally managed to place a token into her room so I can scry on her while she's taking a bath. I must find a way to show her the benefits of crossing the racial boundary. I owe that to all my halfling brothers.

24 - Goodmonth - 593

We've had a lava break in today. It seems to have trapped a predator from the underdark. I am intrigued to pay this fellow a quick visit.

13 - Harvester - 593

The dmergar have done a good job. We now can use the treasure caverns with a real treasure chest. Best thing about it. It looks scarily similar to a Vampire's coffin. If anyone gets near (which won't happen thanks to our new guardians which Tarkilar controls), he won't necessarily dare to open it. Pure genius.

15 - Coldeven - 594

Το δαψ Φετορ παψεδ υσ α πσισι ανδ ασκεδ αβουτ ουρ προορεσσ ωιτη τηε χαγεσ. Ιτ μυστ βε οφ σομε ιμπορτανχε ιφ τηειψ σενδ συχη αν ιμπορταντ μεσσηνγερ. Ωε βεττερ γετ ουρ τηινγσ δονε προπερλιψ.

5 - Wealsun - 594

Τομορροω ωεΞλλ φιναλλιψ δελιπερ αλλ οφ τηε ρεμεινινγ χαγεσ. Ι γυεσσ ωε μυστ βε χλοσε το ουρ παψδαψ. Ι ωιλλ ηαψε το σταψ βαχκ ηερε το μονιτορ τηε ΤριαδΞσ προορεσσ. Ανψωαψ, νοονε σαψε Γρηηλια κνωωσ ωηερε μψ ρεαλ αλλιανχε λιεσ. Ανδ ΙΞμ νοτ γοννα τελλ τηεμ...

7 - Wealsun - 594

Yipiech. Payday. Tomorrow I need to make some purchases. But today is time to party!

10 - Wealsun - 594

Fetor has left for good. I will follow when my duties here allow. But I will solve the remaining mystery still. Tarkilar has assumed leadership of the triad, which is fair, since he controls the treasure through his puppets.

17 - Wealsun - 594

Triel is not happy about the recent change of pace. She feels betrayed. But she could have expected this. She's neither powerful nor of any importance to the cultists. She should just keep her feelings to herself and take another bath.

20 - Wealsun - 594

Now we do have a problem. The skulvryn has escaped our control and has started to wreak havoc. For now we could calm it by feeding it some souls from Cauldron's streets but we'll have to find a more permanent solution. But it was nice to finally have someone to test this torturing equipment on. It was quite useless during all those years but it was fun getting to use it.

5 - Reaping - 594

There was a big explosion in Tarkilar's cavern. Something must have gone wrong. I don't know what happened to him. We have to find out tomorrow. I need at least eight hours before I attempt anything foolish.

8 - Reaping - 594

Damn. We're really screwed now. Tarkilar has completely transformed into something undead. I have no idea if he can be saved. He definitely has lost control over his giant bone guardian and also the two spawns of Kyuss, that now guard our treasure forever - even from us. We are broke unless we can somehow find another way to get some money in. The caves to the north are too dangerous now.

7 - Goodmonth - 594

Triel today made contact with the Last Laugh and learned that Sarcem Delasharn is going on a journey to Sasserine. He's planning to craft Wands of Control Water there to help in the possible flooding during the upcoming season. She suggested we get those wands and ransom them back to Cauldron when they are about to drown.

14 - Goodmonth - 594

At first I didn't like the idea much. I tried to talk her out of it. But then, in her bath, she used unconventional tactics to make me believe otherwise. It was wonderful. I promised to sry on Sarcem and find out about his return.

25 - Ready 'reat - 594

I finally found a first trace of the Cuthbert cleric. He stays at the Honeypot Inn in Sasserine. I could get a grasp of his room when I sryed on the maid. He must be pretty close to leaving the city as his stuff is already packed and prepared for travel.

27 - Ready 'reat - 594

Triel has certainly done her homework. Tongueater and his baboons have arrived. They'll wait for our command and then go assault the Lucky Monkey when Sarcem will arrive there.

28 - Ready 'reat - 594

Triel's contacts are paying off. She purchased enough weapons for our sellswords to bring down a dozen clerics. Artus will deliver them here first thing tomorrow.

5 - Sunsell - 594

Sarcem has left Sasserine. Triel and Tongueater have gathered the Alleybashers and some local tribesmen into a sizeable army and are also on their way. They'll take position at the hideout close to the Lucky Monkey and wait for our spy to confirm Sarcem's arrival.

11 - Sunsell - 594

It has worked. We have the wands. Triel successfully grabbed eight Wands of Control Water. She brought them back and divided them amongst several places. I received three, but I think I will hide one with the harpoon spider. I didn't ask about Tongueater and the others. Who cares about those idiots anyway?

12 - Sunsell - 594

Triel has lost one of the wands. She's furious but we can't help it. We'll have to improvise a bit as soon as we can indeed sell them back to the foolish town. 7 wands should be more than enough ransom.

14 - Sunsell - 594

Should I leave this complex now? Triel seems to be dead. With her sordid and colorful past, there was any number of reasons why a band of mercenaries would be hired to find her. Maybe with her dead, they will leave me alone to my research. I am sure these ruins hold secrets more than I know now.

It is possible though that they might return. I could, of course, just give the remaining wands to the mercenaries, but I doubt they will settle for just that. No, they will insist on dragging me back to the city to face some sort of trial and that I can't allow. My research is far too important. I will be forced to kill them, and that will not prove too difficult. After all, I am not quite alone. No, not alone at all.