

By order of Guildmaster Rashad al-Wabi, the following details are set down in order to allow those new to the Guild a quick and thorough understanding of the pressing matters at hand during the 50<sup>th</sup> year of the reign of Sulaiman II.

The Adventurer's Guild encompasses four main Chapterhouses, each led by a Chaptermaster or Chaptermistress. The oldest Chapterhouse, in the Low District, is led by Tzal Sun's Fire, a ruby-colored shar'vin notable for their scholarship. The second-oldest is in the Rice District, and is under the leadership of Xiu Mei Wen, often called "The Lioness", a high-caste human with a fearsome reputation in battle.

The Chapterhouse in the Docks District has perhaps been the most difficult to manage, having been under no fewer than four Chaptermasters in the last five years. After the loss of the previous Chaptermaster to corsair raiders, Guildmaster Rashad al-Wabi has personally taken charge, and the Docks District Chapterhouse has stabilized under his attention.

More than a year ago, the Ruby Sultan Sulaiman the Second (by the grace of the gods) issued a proclamation that recognized gnolls as a people. This declaration has been accepted throughout the Jeweled Cities and the adjoining nation of Embra-Jaka, with only Ulfdar, the Onyx City, refusing to acknowledge "mongrel Desert raiders as suited to join the enterprise of civilization". Gnolls of the Lightning Stones tribe are now increasingly seen in the Jeweled Cities as merchants, caravan guards, and even members of some Guilds.

Several months ago, Saleema aibna Sulaiman, Princess of the Blood and eldest daughter of the Sultan, wed Vishal al-Zarka, second child of the al-Zarka family. After a brief tour through the Ruby Cities, they have returned home to take up residence in the Badshahi Palace. The Princess is now a frequent fixture at court, and has been formally anointed as the Sultan's heir. The Sultan himself has entered the 50<sup>th</sup> year of his reign, and preparations are already underway for a Golden Jubilee to mark the auspicious occasion. The Princess had previously been in an ill-fated engagement to a minor noble named Del'ahari, who remains imprisoned below the Palace under suspicion of treason. The Princess' handmaiden, a high-caste human named Abina, fled and has not been found, although a sizable reward was offered for her capture.

Hassan ibn Sulaiman, a younger brother of Princess Saleema, was enmeshed in an unfortunate scandal when a trained monkey purchased for him through the

Adventurer's Guild turned out to be an ensorcelled hiwani. Members of the Guild had previously connected a rash of slave-takings in the Great Waste with the disappearances of gnolls and hiwani in this area. These illegal actions resulted in the introduction to Kishari markets of trained animal servants, each bearing a jewel upon their foreheads. The slaver responsible, Marta of House Zharudar, has been brought to justice, but she reportedly named a Magus of the Guild of Wind and Flame by the name of Kadar as the originator of this foul ritual. Due to the high rank and prestige of Magus Kadar, the Guildmaster has issued an edict prohibiting these allegations from being made public until such time as the Guild is able to gather sufficient proof of his actions. Those who can provide more evidence in this matter should seek out Trader Gossamer of House Lacewing. Marta's sometime ally, a human by the name of Cormack, remains at large. Any who have reliable word of his whereabouts are asked to bring this information to Sage or Takari.

Stories of unusual happenings during this last year's Ninth Moon Festival continue to circulate in the city, with a number of people reportedly experiencing some kind of mass hallucination that lead them to believe they saw true Fey or were otherwise subject to strange and foreign magics. As yet, those responsible have not been discovered. During the Festival, members of the Adventurer's Guild were exposed to two powerful nature spirits known as *shabba*, beings who can possess the body and abhor truth. One was captured, but the other escaped the Chapterhouse and remains unaccounted for.

There are people who have suffered a great calamity, or otherwise committed a great wrong, who elect to take action in this life so as to improve their spiritual standing in their next life. To do this, they sell not only their body into bondage, but also their self. The Night Market takes away their memory, and they are marked with a special symbol on their forehead: 命. These people are known as the Rewoven. The Rewoven, although technically slaves, are considered to bring good luck and should be treated with respect. One of them (a high-caste human named Mukhif) has come to serve the Guild under Scholar Ēlinyr.

Late last year, the Guild came into possession of a mysterious crystal star, etched and covered in an ancient language and clearly magical. It's still unclear what the object truly is or does, but Master Merchant Oreon, who brought it to the Guild, hasn't been seen since, nor have his normal trading partners heard from him. The object will require much study to unlock any mysteries it might

contain. Those with any scholarship on lost relics or ancient languages are asked to speak to Rowan, who is currently most familiar with the object.

Within the Ruby City, the eradication of the drug wisp has resulted in an overall reduction in the breakouts of violent crime previously seen due to its influence. However, concerning reports have also been coming in about an increase in less visible crime, indicating coordination among elements of the underworld. Renowned shar'vin Adventurer and member of the Jin Shi, J'ameishut, speculates that some person is gathering those of ill repute and aligning them to a more unified cause, but that cause thus far remains unclear.

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The Adventurer's Guild also includes one Chapterhouse outside of the City of Kishar – the Desert Outpost, which lies in the Great Waste. The Outpost is led by Rothomyr, called 'The Northman', a low-caste human farlander from Northreach. The Northman is a devotee of Maenir known for challenging foes to single combat. The Guildmaster reminds new members of the Adventurer's Guild that any allegations of cannibalism surrounding the Northman are but unproven rumors, and notes that the Outpost continues to flourish.

For some time, the Desert Outpost has experienced conflict with a number of other factions vying for control of the Great Waste. Most numerous of these are the Red Formians, a strange race of ant-like people that tunnel underground and fight with obsidian weapons. These Formians seem to have established an alliance of sorts with the Hematite Court, a group of true Fey with mysterious intentions. In response to this conflict, the Guild has brokered an arrangement with the Green Formians, master builders and alchemists who although few in number, have shown themselves to be capable in this endeavor. Salana, First Sergeant of the Post, trains the small army that the Guild keeps at the Outpost to ward off Formian attacks and other threats.

Undead of all sorts are also common in the Desert, no doubt the result of recent events in the Secret Valley. As far back as two years ago, Master Zhu of the Eyes (the Guild's scouting force) reported a significant build-up of forces assumed to be under the control of the Fist of Sulith, a group of servants dedicated to the will of the dark goddess. These lawless necromancers performed some feat of magic there, and have created a new type of skeleton imbued with the powers

of the elements. Adventurers have sighted these unpleasant combatants in all corners of the Desert.

The Secret Valley was also the site of a major archaeological expedition several years ago, when the Royal Scholar Ankhares uncovered the tomb of Hakad ad Ipek, the legendary Desert Lord and last prince of the Lost Ones. While this culture was thought completely wiped from the region some hundreds of years ago, it appears to have survived in the unlikely form of the spirits of Hakad's royal guard, the *Tari'khan* (or 'Swords of the King' in their tongue). These unfortunate souls came to an arrangement with Efreet in the area, which saw them bound in service to the beings of fire and smoke until their recent release by the Adventurer's Guild. While most returned to the Wheel of Rebirth, a scant few remained to fight with the Guild against their former masters. Those with an interest in history who are not unsettled by speaking to beings who have known hundreds of years of fighting may seek out Audun, the member of the *Tari'khan* most frequently at the Outpost.

The manner in which the Adventurer's Guild secured the release of the *Tari'khan* bears on perhaps the most notable news of the season – the unexpected return to the Desert Sky of the fabled Diamond City, a floating city of artifice and wonder. Many years past, the Guild discovered the presence of powerful wards placed upon the lines of power in the Desert and taking the form of large statues. These appeared to have connections to the forces of Air, Earth, Water, Fire, Life, and Death, and were collectively named 'the Shrines'. When one of the Shrines was damaged, the element of Water began to surge in the area, resulting in deaths and other unfortunate events.

Bey Suzuran of House Aomori was instrumental in engineering a solution. Together with Master Alchemist Durna, she developed a new theory of Fused Rituals, allowing people who followed different Paths to collaborate on effects of unusual power. The Ritual she developed was performed at the Water Shrine first, repairing it and transferring the power it transmitted to the control of the Guild. Over the last year, the Guild carefully gathered the components necessary to perform these intensive feats of magical power at each of the six Shrines, wresting control of them from the Efreet of the Desert. At the apex of this struggle, the Adventurers discovered a facility of ancient origin buried under the sands at the conflux of the lines of power to all six Shrines – the Hub. With the help of a scroll bearing a complex code that was the key to controlling the

Hub, and the restored power from the Shines, the Adventurer's Guild dispelled a shield hiding the legendary floating Diamond City in the skies. This city of wonders predates the War between the Efreet and the Djinn, and is the most intact piece of the ancient civilization of the Djinn yet found. The discovery and restoration of the Diamond City is a major work of scholarship, and it has raised the prestige of the Adventurer's Guild significantly, with the Guildmaster now reckoned as holding a fifth-tier Rank among the Organizations of Kishar.

More information has been provided about this endeavor in a letter circulated privately among the Adventurer's Guild and sealed under the Guild's oath of membership. While as yet there has been no overt conflict, a careful wager between the Respected Adventurer Flint and an Efreet known as the Prince of Swords has revealed information previously uncovered by Orcus. The war between the ancients came about due to a conflict in the desires of the most powerful Efreet, the Flamelord Hassud, and the Djinn who sought to bring artifice and civilization to the lesser races. In this war, most of the Djinn civilization was washed away in fire and blood, leaving behind broken relics, the Shrines, and the containment vessels commonly known as 'Djinn bottles', which seem to house the souls of Djinn bound to grant power to their holders. Several of these bottles are in possession of the Adventurer's Guild, but it was not until the Guild's recent actions that the Flamelord took notice of the situation. Reportedly, the Desert Outpost is making preparations for the inevitable counterstrike, but at this time it is not certain how mortals are to combat such a threat. Those who wish to contribute to this endeavor should speak to Orcus or B'hari.



Several months have passed since the discovery of the Diamond City, and following exchanges with the Ruby Court and other Organizations, a Pennant of the Sultan's Might has been dispatched to guard the fragile lifts that raise and lower to ferry visitors up to the city. Only those of the Adventurer's Guild, the Guild of Wind and Flame, and the Royal Academy are currently permitted access, and only with the express permission of those of the fourth Rank or higher. This restrictive circumstance is the subject of much rumor and complaint in the Ruby City, with those of other Organizations clamoring for equal access.

Sightings of a strange sinuous reptilian being made of tenebrous light have been reported in the Scholar's District (near the Guild of Wind and Flame) and in the Bone District (near the Temple of Suhl'Sekh). This being purportedly has the appearance of the *maha'lung*, or legendary wingless sky serpents. Some members of the Adventurer's Guild have speculated that these incidents may be related to the unusual death of Jiro Kuronuma, a follower of the Twins and alchemist-turned-druglord who was killed while fighting members of the Guild. Those with more information on this spirit are asked to bring it to the Docks District Chapterhouse, where an item of significance to the matter can be found.

Unexpectedly, the rising tide one week ago brought the sight of a mighty fleet to the Kishari harbors. Unlike the invasion of corsairs some years past, these ship bore the proud flags of the Foreign Expeditionary Armada. The Armada is under the command of Taslima aibna Osman, younger sister of the Sultan, Princess of the Blood, and Banner Admiral of the Sultan's Might. This notable warrior has not graced the shores of the Ruby City since she set sail almost a decade ago, and her return upon the anniversary of the Sultan's Golden Jubilee is surely a sign of good fortune and the blessings of the gods.



News from farlanders makes its way to the Adventurers Guild as well, through letters from foreign sources and the word of mouth of traders. Sailors docking in the harbors have reported an increase in missing ships, with no evidence of shipwrecks or debris from attacks on the waves. The Silver Sea itself has seen notable calm of late, with only gentle breezes reaching our shores.

Diplomats note that the Maha'virans, a reclusive nation set behind rocky peaks, have failed to complete their expected tri-annual expeditions for trade twice now, but as the nation remains wary of foreigners and the trek there is expensive and difficult, no more news is available.

Reports and refugees arrive together from Wuldkest, capitol city of Northreach. A great conflagration of unknown origin is believed to have burned the city to the ground, with only a small handful escaping. As the nation of Northreach is sparsely populated, exact casualty numbers are unknown.

The island nation of Kaewan, known for the unusually high concentration of dragonkin that live there, has taken the unprecedented step of ejecting all those

not of that race from its borders. Taking a new flag of black bearing a green dragon's skull, the nation has taken the name of the Nocturnal Empire. The reference to supposed progenitor of the dragonkin race, Noctus, is obvious enough. Kaewani goods have skyrocketed in price due to sudden fears of trade instability. The Ruby Court has decreed that any who wish to travel to the Nocturnal Empire must secure a pass from the Jin Shi, as well as retaining appropriate bonds of insurance with the Merchant's Guild.

The notorious hiwani pirate captain Blackfin continues to elude justice, despite the hefty bounties leveled against him by the nations of Prinya and Dessanora. The Prinyan Council of Ten Captains, commonly known as the Decade, has updated their own bounty to an offer that at first was not believed by our sources locally. It has been confirmed now that they have extended a seat on the Decade itself to anyone who can remove this scourge from the seas for good. While this suggests a member of the current Council is likely to retire, it is not currently known which one.

Finally, Farspeaker Mando, the ambassador from an'Dwapeh who resides at the Desert Outpost, has passed along the news that there is a Dessanoran ambassador who reportedly went missing along with his daughter in the last year. While their ship is assumed lost at sea, any who can provide more information can expect a reward from the island confederation.

Here ends this report. May you find shade and water on this day.