**Report from Rothomyr on recent events in the wastes:**

                Word of Del’Hari’s betrayal has reached us, many were skeptical at first however quickly changed their minds as they heard rumors of his transgressions.   Starting with the most recent and possibly most greavous, willingly calling for and accepting assistance from evil gods in order to escape rightful trial that he was asked to peacefully participate in.  Secondly undermining the adventurer’s guild attempts to rescue a Chapter Master and conspiring with the Onyx Sultanate in the matter, resulting in the failure of the mission, and the death of a guild member (Rolluck).  Thirdly grave concerns reguarding the disappearance of one Egil Ironsides, a Dock’s Chapter member, by possibly placing a body in a boat and setting it on fire in the bay.   There were also musings that Del’Hari is responsible for missing workers, soldiers, and the foreman of the Guild hall in the wastes, my guess is that he was possibly constructing something or working on something (a fortress or shrine maybe?) but people continue to go missing.  The only other option I see is that the gnolls are eating them, or possibly feeding them to their giant scorpions, the only thing swaying my opinion is that I believe the foreman went missing before we allied with the gnolls.

                There was also the matter of scouting the shrines to make sure nothing was going on with them.  Largely undisturbed, save for the lightning shrine, most sights were seen too and even some of their scripts translated by Kestrel. There was some noticing that the shrines all depicted different races and concerns relating to repairing shrines and how the Terra-khan seem to be the only ones able to repair them or even harness their power.

                The fae courts approached the guild members after some strange happenings with Ambassador Kira, something about “Alternate time” was said but I didn’t understand what they were speaking of, however it was “interesting” enough for the courts to come and offer trade.  All represented different cities of different courts and style, however the guild did decide to side with a court.  The court that was eventually chosen was Quartz, who freely offered warning and assistance previously with nothing asked in return.  However each member had their own reasons for choosing, some still did not wish to choose quartz, but majority seemed to be all that mattered.   She showed us an image of Gar in prison, while a masked figure killed some guards outside his cell leaving a sword at Gar’s feet to deal with the consequences.   I pray he knows better than to touch the sword.

                We explored a crypt, managed to kept everything that wasn’t trying to kill us, or that wasn’t a door, reasonably intact.  A piece of some magic staff was recovered as well as a second Djinn bottle, though I am unaware of its powers and abilities.  I am considering having my Slave teach me Samat (Sp?) since Prodromus has since become one with his desk and study.

                In other news, since I was the most experienced adventure there, I was placed in charge of the Military by Suzu (supposedly Gar’s second in his absence)  I have taken personal attention and care of a few of the sections that needed attention.  The Guardians fight well, and I trained two legions of soldiers, and gave some pointers to the First Sargent as well (all at my own personal cost of time and coin)  I hope this helps us and pleases Maenir.  I wish to remain in charge pending Gar’s return, should he not be imprisoned for much longer though my confidence on that wavers, however should he not then I plan to continue to make the Guilds standing army greater and better.