**Kishar Game Report March 2012**

Our search continued when we left the Theater district and headed towards the Bone District. We had figured out that this actor friend was behind the murders and the kidnapping of my Castellan’s son, and that strange activity had been happening in the graveyard, so we went to explore. Along the way we were briefly stopped to rescue a young lady who had been rashly accused of being a witch, and several of the citizenry were taking it upon themselves to exact judgment and execution by stoning.

With that matter settles, the adventurers continued on to the gates of the cemetery, where we chose to enter through one that was rather well traveled. There we were obstructed by those that appeared to be of the Jin Shi. They wore the robes of office, but none seemed to fit them particularly well. They tried to turn us away but eventually allowed us to pass. As we reached the gate to gain entry, the individuals pulled weapons from out of Aether space, as they were not visible prior to that and simply appeared in their hands. These false officials were dealt with and left unconscious to be handled by the proper authorities, and the stolen robes were taken back to the Jin Shi.

Once in the cemetery, we encountered several groups of the undead. Most were zombies and skeletons, and proved to be of little trouble, though it is disconcerting that such creatures would be wandering about the cemetery. With one group we encountered one that called upon the powers of destruction to harry us. Though a mere nuisance on our path, it was necessary to destroy the creatures and stop this caster before they brought harm to those less equipped to deal with it. Someone should really look into why the walking dead were moving about the cemetery without the presence of a Necromancer.

Finally, we came to a cavern, and within the depths of that cavern we found a hand full of cultists and their leader. We also found he whom we sought, laying on the ground unconscious but unharmed. The cultists were dispatched, but before we could deal with their leader, he threw himself into a chasm, offering himself to his dark god of Chaos and Destruction. Then everything shifted, and in the blink of an eye we were face to face with more cultists. We later found out that this was but another illusion, and out party of adventurers were turned on each other. We all survived this trickery, and met up with some followers of the god of Light, who we directed to handle the matter of cleansing the area.

Upon leaving the cavern, we encountered several individuals who were running in fear from the public baths. On our way to returning our rescued captive, we stopped by the baths and were overrun by fish people. Thankfully some fleeing citizens took pity on us and dragged us to safety. This mess will need to be dealt with by others or at a later date.

We returned the Castellan’s son to him, thus completing our mission, only to be informed that the guild chapter house which I visited to recruit aid from had been attacked. I offered service and followed the others to investigate. Along the way we discovered that individuals were being dragged from their homes to the Wharf district for some purpose. We got similar information at the guild house.

At the Wharf, we encountered even more cultists, one of which was performing a ritual. We dispatched the others who sought to protect him, but he had erected a magical barrier that redirected our attacks back at us in an unavoidable way. Thankfully our friendly Necromancer had acquired a ritual that was of great aid to us, and with my aid, we performed an arcane ritual to invert the gate he was opening. It sucked him in and then dropped the barrier. On that, peace was restored to that part of Kishar.

Castellan:

Here is the report you requested detailing all of the information concerning the return of your son.

Very little evidence was left of found in the house where the party was held. Several bodies were found, belonging to guests of lesser importance, and hopefully the house guard has dealt with those.

Our assailant, known to us as the actor friend of your son, had caused some sort of explosions. The source of these is still unknown, but they allowed access to the sewer system, which he used to make good his escape with your son. He headed towards the Bone district and collapsed the tunnel behind him to prevent others from following his tracks.

Several of the more prominent guests, including a member of the Jin Shi, were discovered along the way. All had been killed and left in some artistic manner for us to find. This seemed a rather gruesome way to kill and showed the depravity of our kidnapper. However, looking at this in light of what is known now of our kidnapper, that he was a cultist of the god of chaos and destruction, these creative deaths and cover-ups seem a bit out of style for his deity.

We followed the trail to the Bone district and the major cemetery there. Along the way we encountered a number of ensorcelled individuals of the various races in Kishar that sought to attack us. Their faces were painted in a ritualistic style, though somewhat hastily done. This may have been done in order to gain some control over their minds and we should watch out for further instances of this behavior.

At the gates of the main cemetery, we encountered several individuals claiming to be representatives of the Jin Shi. They wore the robes of office but all were ill fitting to the individual wearing them. This was odd, but eventually they allowed us access. Once we reached the gate, they produced weapons from out of Aether space and began attacking. Once defeated, the illusions surrounding them fell and we noticed that they also possessed the paint markings.

Our party encountered several groups of undead creatures that were not being directly controlled by a Necromancer. This seemed odd, but the creatures were dispatched and no further thought was given to them. We progressed to the cavern in which the cultists were held and dealt with them to recover your son. Before we could deal with the kidnapper, he thrust himself into a chasm, offering himself up as a sacrifice to his god of chaos and death. This caused a momentary illusionary effect that forced us to view our companions as more cultists.

Is should be noted that our adversaries appeared all along to be strong in the ways of illusion. I wonder if this is through formal training, a gift from their dark god, an innate power of the mind, or some other method. Other members of this group also seem to be responsible for the trouble caused at the public baths, with the summoning of the fish people using some strange gate linked to their underwater home, and to the strange symbols and abductions in the Wharf district. The symbols appear to have been part of some elaborate ritual to open a gate, but the destination of that gate is unknown, except though vague remembrance your son had to an eye below the sea.

In the end, we disrupted the ritual and dispatched almost all of the cultists. Several people were rescued, including your son. However, his request could not be met, as we were unable to find the book of stage magic that he mentioned as the cause of so much of this trouble. I believe that this book may contain many simple cantrips for use in theatrical productions, along with some heretical texts meant to drive individuals mad and bring them into the faith of the dark god of chaos. Those of the house should be careful and watch out for this book so that it can be destroyed.

Your son is safe, and we will work with him to learn what else he can remember and to help him forget this terrible ordeal. On that I conclude by debriefing.