Orcus September Report

Orcus, reporting for the events during the festival and the lockdown at the guild hall: Though I could not see them, there were reports from other guild members and citizens of the city that Fae were also celebrating a holiday at the same time. What this holiday was or its significance outside of Fae incursion, I was unable to find. No one seemed off limits, though many merchants did seem to be on the lists of the Fae.

Firstly, there was a brewer whose brews seemed to be meddled with, causing supernaturally long durations for intoxication. His establishment was, itself, tampered with. There was an oddity with space and time that connected his place to another establishment. A ritual done by Gossamer and myself indicated that it was not specifically malicious intent, but were unable to find a specific culprit and suspicions fell later toward both instances being products of Fae tricks. I am, as yet, not completely sure that is the case.

There were also some miners, the kind that dig in the earth for precious materials, that found a statue that seemed to put those too close in proximity to sleep. I found this out first hand several times. Bedrock, Gossamer, and myself accidentally destroyed the thing while attempting to take it here to the guild to be stored in the vault. Turns out, it did not like touching the Ethereal plane. One of our newer members, a guild mate from the circus group, said that a Fae had been hanging around the statue and feeding on those sleeping under it, presumably their dreams providing the Fae with something it needed. Removing the statue angered the fae.

There was another instance of Fae trickery with the head of the Merchants Guild. They had made a deal, way back in their years, with a Fae. This deal had led to wealth and seemingly a good deal of understanding of the market itself, what with always being ahead of turning trends in the area. It was revealed that this might not be entirely true, as some things simply show up noted to be in the Merchant Leader’s care or inventory. The deal still seems to have been favorable, but cost some amount of memory on the leader’s part.

A less happy memory made itself apparent, but I signed a contract not to discuss the details.

There were two demons/spirits, the proper name escapes me at the moment, but I do recall B’hari saying they disliked yellow, which made an appearance during the festival. The two had been sealed inside the masks in the vault. I seemed to have a knack for tracking them and dispelling them, but at least once, one came to me trying to get me to break the barriers and wards holding them in, perhaps thinking me strong enough or maybe there were just desperate. Eventually, with their combined efforts, one of them was able to escape.

I have suspicions that with the timing of the Festival and the Fae also celebrating, there is something important about the day, the timing, something we have overlooked. Add in the Spirits/Demons breaking free, and the Lord of Flame feeling that roughly now is a good time to return, I am curious what piece or pieces of the puzzle I cannot grasp or do not see. Time will tell.