Sis -

Bandits in question attacked ambassador from an’Dwapeh. Was able to attain admission of guilt from a captured bandit, though this only serves to confirm suspicions. No description was able to be extracted beyond generic explanations. Will inquire further among nobility. The adventurers seem to have determined on their own that there is more to this than an angry Onyx City noble. Surprising, but I will not complain.

Non-sequitur to this: Adventurer’s guild is focusing attentions on several shrines around their outpost. Each one seems to be tied to the elements. Explanation from new chaptermaster is that each holds a potent elemental of some form, which anchors the lands and keeps them stable. This bears further investigation, but it seems an effective means to keep their attention unfocused around political arenas.

[side-note: Chaptermaster elections were held during the previous gathering. I assisted in the election of a Dragonkin known as Gar. Gar is manipulatable to an extreme degree, and swift to succumb to emotions. I suspect I will retain a high amount of influence within the guild so long as he is it’s master. His general absence from Kishar will also allow me greater freedom to move in support of Sultanate goals]

Contemplating the prospects of ingratiation further into Kishari society. More details as they become relevant, but my hope is that further encouraging perception has a courtier will keep attention off necessary activities.

Would like more information on De’lahari if available. His name is spit upon within the guild, but his influence is undeniable. Potential for meeting for mutual assistance should not be discounted, as he appears to have prior history with the guild.

Until we are able to speak again,

Al