

12 – Aug – 595

Sasserine is really getting on my nerves now. I need to escape this filthy place. I need to find a more quiet place for my studies. I have been thinking to get on board a ship and leave this land for good, but there's too many mysteries around here that I yet have to solve.

14 – May – 596

I finally decided to move to Cauldron. They have a several big libraries and maybe even secretive places that would help a lot with the not so proper investigation techniques that I might have to employ. I already contacted that merchant Maavu, who travels regularly to Sasserine. He agreed that I could become his student. This should get me into Bluecrater academy and their library.

20 – May – 596

Arrived at Cauldron. Not so bad a place as long as one stays away from the stinking Crater lake. Many nice taverns and a healthy underground life to boot. I think I can make do here.

25 – Feb – 597

Pywakit is really adorable. She always makes me feel comfortable when I start to get frustrated over whatever puzzle I'm pondering. Just to stroke her back will always calm me down enough so that I can concentrate anew.

7 – Oct – 599

How am I going to solve this crazy riddle. Let's start from the beginning. Gnomes. They build a city. Then they desert it. How does that make sense? Magic should be just fine to cope with a cough or a sneeze. Why on earth did they abandon that neat underground city? I have to return to the Academy – invisible, if necessary – and solve that mystery once and for all. Maybe I should really concentrate on the scrying instead of all those illusions. Maybe if there was a spell to scry into time... hmm.

9 – Mar – 600

I knew it. Scrying is the way to go. I would have never found the Ebon Triad if not for the occasional scry into the nearby underground. And Grehlia is such an intelligent

leader. And she worships Vecna. How great is that ?

14 – Mar – 600

Today I've met Triel Eldurast. She is really nice. A lot of contacts to the Last Laugh and probably even some with even more secret knowledge I can tap into. She offered me her assistance to get to know the right people. Quite amazing for a cleric of Hextor and a really useful ally.

16 – Mar – 600

I don't like Tarkilar. He's so cheesy. And always knows everything better. But usually he's right. Unfortunately he worships Erythnull. I better pretend to also do to sooth him. He'll trust me and I can cut down my time to research the things he already knows. That's gotta be useful.

24 – Apr – 600

We've relocated our base to an old Kopru settlement. We have to install an alarm to keep us from nasty surprises. There are also a few traps that we can reuse, but we definitely need to build a few new ones. I've told the others to start in the passageway to the caverns where we'll put our treasure hoard.

18 – Jun – 600

Today I had to settle an argument between Triel and Tarkilar. Triel still wants to punish Cauldron for treating her like the way they did. She never got over that incident with the traitor within their own ranks. Now she plans for the big payback. But Tarkilar is right. We have to take care of that other task first.

3 – Aug – 600

Δυγοβρασ ωασ ηερε τοδαψ. Φορ τηε φιρστ τιμε ωε σποκε ωιτη τηε γιαντ ιν περσον. Ηε ωιλλ βρινγ τηε χαγεσ ηεεσ βυιλδινγ σοον. Ηε αλσο παψεδ. Τηατεσ εξαχτλψ ωηατ ωε νεεδ. Στεαδψ σουρχε οφ ινχομε. Ι χαν προβαβλψ σοον γετ νεω βοοκσ φορ μψ σηαρε ανδ χοντινυε μψ λονγ-οπερδυε προφεχτ. Ωεελλ σοον ηαπε το δο τηε φιρστ ριτυαλ το φιναλιζε τηε προτοτυπε. Ωε αρε πρεπαρεδ.

14 – Dec – 600

Tarkilar's really a nerd. Today he has managed to bind a quasit to his service. Now I guess I'll have to spend one of my daily spells for a see invisibility or I'll risk being a toy of this heretic.

22 – Feb – 601

Tarkilar is getting over himself. Now he's building a T-Rex just from the bones that he brought and a few he found down here. I wonder if he'll succeed animating his own private bone guardian.

8 – May – 601

Now he's completely mad. He's not satisfied with his bone pet. Tarkilar's going to turn himself into an undead. He just doesn't want to tell us which one.

17 – Oct – 601

Typical. When we have nothing but stress at our hands, Tarkilar goes on a trip to the jungle to find some more ingredients for his ritual. He's not focused anymore. I don't know how we'll ever get this done, if he continues like that.

31 – Jan – 602

Triel is really the driving force behind Grehlia now. She is determined enough to forget her spite for Cauldron for a little while.

4 – May – 602

Ι ρεαλλψ δο αππρεχιατε ηερ ιντιμιδατινγ ωαψσ. Σηε ηαδ στοοδ υπ το Γρεηλια ανδ χονπινχεδ ηερ το συμμον Δυγοβρασ ψετ ανοτηερ τιμε ασ ηε ωασνэт περφεχτλψ χλεαρ αβουτ ωηιχη σιζε τηε 5τη χαγε σηουλδ βεχομε. Ηε ωονэт βε ηαππψ, βυτ ιφ ωε αρε το φινιση τηεμ ιν τιμε, ηε ωιλλ ηαπε το χονχεδε το τηισ αργυμεντ.

18 – Jul – 602

Triel went on another night trip into Cauldron. She's pretty reckless for someone who's sought for multiple murders. But I guess her appetite for male company must be quite difficult to stand down here.

23 – Jul – 602

Today, I saw her again. She's so beautiful. I finally managed to place a token into

her room so I can scry on her while she's taking a bath. I must find a way to show her the beneficiaries of crossing the racial boundary. I owe that to all my halfling brothers.

24 – Aug - 603

We've had a lava break in today. It seems to have trapped a predator from the underdark. I am intrigued to pay this fellow a quick visit.

13 – Sep – 603

The dwarves have done a good job. We now can use the treasure caverns with a real treasure chest. Best thing about it. It looks scarily similar to a Vampire's coffin. If anyone gets near (which won't happen thanks to our new guardians which Tarkilar controls) he won't necessarily dare to open it. Pure genius.

15 – Mar – 604

Τοδαψ Ορβιυσ παψεδ υσ α πισιτ ανδ ασκεδ αβουτ ουρ προγρεσσ
ωιτη τηε χαγεσ. Ιτ μυστ βε οφ σομε ιμπορτανχε ιφ τηεψ σεנד συχη
αν ιμπορταντ μεσσενγερ. Ωε βεττερ γετ ουρ τηινγσ δονε προπερλψ.

5 – Jun – 604

Tomorrow we'll finally deliver all of the remaining cages. I guess we must be close to our payday. I will have to stay back here to monitor the Triad's progress. Anyway, noone save Grehlia knows where my real alliance lies. And I'm not gonna tell them.

7 – Jun – 604

Yipieeh. Payday. Tomorrow I need to make some purchases. But today is time to party !

10 – Jun – 604

Grehlia has left for good. I will follow when my duties here allow. But I will solve the remaining mystery still. Tarkilar has assumed leadership of the triad, which is fair, since he controls the treasure through his puppets.

17 – Jun – 604

Triel is not happy about the recent change of pace. She feels betrayed. But she could

have expected this. She's neither powerful nor of any importance to the cultists. She should just keep her feelings to herself and take another bath.

20 – Jun – 604

Now we do have a problem. The skulvyn has escaped our control and has started to wreak havoc. For now we could calm it by feeding it some souls from Cauldron's streets but we'll have to find a more permanent solution. But it was nice to finally have someone to test this torturing equipment on. It was quite useless during all those years but it was fun getting to use it .

5 – Jul – 604

There was a big explosion in Tarkilar's cavern. Something must have gone wrong. I don't know what happened to him. We have to find out tomorrow. I need at least eight hours before I attempt anything foolish.

8 – Jul – 604

Damn. We're really screwed now. Tarkilar has completely transformed into something undead. I have no idea if he can be saved. He definitely has lost control over his T-Rex and also the two spawns of Kyuss, that now guard our treasure forever – even from us. We are broke unless we can somehow find another way to get some money in. The caves to the north are too dangerous now.

20 – Jul – 604

Triel today made contact with the Last Laugh and learned that Sarcem Delasharn is going on a journey to Sasserine. He's planning to craft wands of control water there to help in the possible flooding during the upcoming season. She suggested to get those wands and ransom them back to Cauldron when they are about to drown.

14 – Aug – 604

At first I didn't like the idea much. I tried to talk her out of it. But then, in her jacuzzi, she used unconventional tactics to make me believe otherwise. It was wonderful. I promised to scry on Sarcem and find out about his return.

25 – Oct – 604

I found a first trace of the Cuthbert cleric. He stays at the Honey-pot Inn in Sasserine.

I could get a grasp of his room when I scried on the maid. He must be pretty close to leaving the city as his stuff is already packed and prepared for travel.

28 – Oct – 604

Triel has certainly done her homework. Tongueater and his baboons have arrived. They'll wait for our command and then go assault the Lucky Monkey when Sarcem will arrive there.

30 – Oct – 604

Triel's contacts are paying off. She purchased enough weapons for our sellswords to bring down a dozen clerics. Artus will deliver them here first thing tomorrow.

5 – Nov – 604

Sarcem has left Sasserine. Triel and Tongueater have gathered the Alleybashers and hillfolk into a sizeable army and are also on their way. They'll take position at the hideout close to the Lucky Monkey and wait for our spy to confirm Sarcem's arrival.

9 – Nov – 604

It has worked. We have the wands. Triel successfully „borrowed“ eight wands of control water. She divided them amongst several places. I received three, but I think I will hide one with the harpoon spider.

10 – Nov – 604

Triel has lost one of the wands. She's furious but we can't help it. We'll have to improvise a bit as soon as we can indeed sell them back to the foolish town. 7 wands should be more than enough ransom.

14 – Nov – 604

I should have left the complex, now Tarkilar is dead, Triel is dead or captured. With her sordid and colorful past, there were any number of reasons why a band of mercenaries would be hired to find her. I had hoped that after disposing of her, they would have departed, so I could continue with my research uninterrupted.

Alas, this appears to be a persistent lot, I guess they are looking for the wands. Triel was a fool to have taken them in the first place. This is all about Triel's ego, and her obsessive hatred of her former city for their perceived persecution of her. Never mind

that she had earned it. I could, of course, just give the remaining wands to the mercenaries, but I doubt they will settle for just that. No, they will insist on dragging me back to the city to face some sort of trial and that I can't allow. My research is far too important. I will be forced to kill them, and that will not prove too difficult. After all, I am not quite alone. No, not alone at all.