

**By order of Guildmaster Rashad al-Wabi, the following details are set down in order to allow those new to the Guild a quick and thorough understanding of the pressing matters at hand these last few months.**

In news that affects all of the Jeweled Cities, the Ruby Sultan Sulaiman the Second (by the grace of the gods) issued a proclamation eight months ago that lifted the city-wide ban on gnolls. This declaration was timed to coincide with a similar announcement in the neighboring nation of an'Dwapeh, and has resulted in a slow but steady influx of these new citizens into the lands of the Sultan's rule. As of now, all but one of the other Jeweled Cities have followed suit, with only Ulfdar, the Onyx City, currently dissenting.

The Adventurer's Guild finds itself rebuilding from recent setbacks on some fronts, while successful on others. The Guild encompasses four main Chapterhouses, each led by a Chaptermaster or Chaptermistress. The oldest Chapterhouse, in the Low District, is led by Tzal Sun's Fire, a ruby-colored Shar'vin of note. The second-oldest is in the Rice District, and only recently rebuilt after an unfortunate fire burned it to the ground over a year ago. This Chapterhouse is under the leadership of Xiu Mei Wen, often called "The Lioness", a high-caste human with a fearsome reputation in battle.

The Chapterhouse in the Docks District has perhaps been the most difficult to manage, having been under no fewer than four Chaptermasters in the last five years. Several months ago, the low-caste human Chaptermaster Eadric Olafson Senshi was lost. He is presumed to have been captured by orcish corsairs when they sank his ship, the Wolf's Bite, during a daring assault on the partial blockade outside of Kishar's harbor. In his stead, Guildmaster Rashad al-Wabi has personally taken charge.

Lastly the Guild has added their first Chapterhouse outside of the City of Kishar – the Desert Outpost, which lies in the Great Waste. Currently the Desert Outpost is led by Rothomyr, called "The Northman", a farlander and devotee of Maenir known for challenging foes to single combat.

The Ruby City of Kishar has been through quite a lot in the last year. A former Adventurer of little note named Del'ahari had a meteoric rise to fame that saw him named an Emir and engaged to Saleema aibna Sulaiman, eldest daughter of the Sultan and his presumed heir. Joining forces with Hassan ibn Sulaiman, a younger brother of Saleema, the Adventurer's Guild compiled extensive evidence of Del'ahari's dealings with the Hidden Court, and much more damning proof of his

involvement with the Twins, a pair of evil deities. The pretender was clapped in chains at a celebratory banquet, and his influence networks disbanded, although his handmaiden (a woman named Abina with her own connections to the Guild) remains at large. The subsequent engagement of Saleema and Vishal al-Zarka, second child of the al-Zarka family, has brought a welcomed calming influence to the city's noble houses. The Great Council, led by Samiyah Zhao al-Zharka, will reconvene sometime in the next few weeks.

This is not to say that Kishar is free of troubles, however. The city is still recovering from a year-long blockade of the city's harbors by orcish corsairs in a fleet called the Jagan Temur, or Iron Hundred. The Adventurer's Guild was instrumental in resolving this situation. A substantial naval battle led in part by members of the Guild (including a sailor from the Pearl City named Flint) did result in a significant number of orcish ships being captured. Ultimately it was determined that the fleet's commander, Ula'slan, the Red Lion, was looking to retrieve her lover, the sun elf Ellarin who had been deposed as the head of the Cinduril Houses. The current Speaker, Varolil, had imprisoned him without contact with the outside world. Members of the Adventurer's Guild managed to get a message to Ula'slan and negotiate with her, and her fleet has since departed. As of now, a splinter faction of the corsairs led by an orc named Raluf, who wields an anchor as a large weapon, maintain a small fort on a peninsula near the Lady's Forest.

Also plaguing the city were small incidents of unexpected but extreme violence that cropped up at irregular intervals. According to Guild scholars, these were the results of a ritual performed by the Cult of Gorgath that had placed several menacing glyphs in the Ethereal Plane. The sites where these overlapped with locations in the normal plane of reality became the epicenters of this unfortunate violence. Guild etherealists spotted these glyphs in Ethereal plane locations corresponding with areas in the Sorrows, the Moonlight District, alongside some of the docks, the Jackal, and in the Zhan-shi Arena. The intersection of all of the glyphs was found in the Temple District, and it was there that Guild forces and numerous clerics confronted an avatar of Gorgath. After lengthy combat, this powerful adversary was dispelled, and the ritual's effects ended.

While largely stamped out due to the efforts of several Adventurer's Guild members who are also members of the city's bureaucrats, the Jin Shi (including the Stoneborn Officer Gaalith and the Shar'vin Special Investigator J'ameishut), the scourge of Wisp continues to crop up occasionally in the city's streets. This addictive drug

imbues its users with elemental powers, while slowly eroding their will, and it appears to have been linked recently to a member of the Kuronuma family named Jiro. Bey Suzuran Aomori, an Adventurer of some note, has mentioned that her wife, Hanako Kuronuma, has also reported Jiro as being a thief in possession of an important family relic – a sword with a dragon-carved hilt.

In the Great Waste, the Desert Outpost has played host to a large number of important personages from around the world, including several Ambassadors. Ambassador Kira of the dragonkin nation of Kaewan is no longer in residence, having left along with her consort Gar, a former Chaptermaster himself. Still at the Outpost is Farspeaker Mando, an ambassador from an 'Dwapeh who is also an expert at droving reptiles. The Lightning Stones gnoll tribe makes their home here, and they have opened an inn for travelers known as the Oasis Den. Those with questions about the gnolls should consult Emberclaw, the Guild's first gnollish member, who is also serving as an Ambassador to the Ruby City from the tribe. Finally, the Outpost is the current home of the Sah'Jann, a tribe of strange blue-skinned beings claiming descent from the Djinn of legend. They have been assisting the Adventurer's Guild in understanding the strange statuesque artefacts known as the Shrines, which seem to control the flow of the elements in the desert. According to the Aetherite Shaman Zhubin, the elements have experienced severe fluctuations and imbalances connected to these Shrines.

The Shrines are also believed to hold some important linkage to the Tarikhan, beings of animated sand who appear in black robes, and have usually been seen attending to the business of the Efreet who inhabit the desert. Often coming into violent conflict with the Guild, they have spoken only twice, asking the assistance of Bey Aomori and the other Adventurers in freeing them from their servitude. To that end, the Guild's alchemists have been assembling vast quantities of special reagents for a series of planned rituals to restore the original functionality of the Shrines. Already Bey Aomori has performed the first Fused Ritual in living memory in order to repair the badly broken Water Shrine. The Shrines seem to draw the attention of numerous hostile beings, and require regular patrols to keep these areas safe.

Salana, First Sergeant of the Post, trains the small army that the Guild keeps at the Outpost. This army has occasionally been called into battle, mostly against the innumerable hordes of the red Formians – an antlike race with primitive but effective obsidian weapons. These Formians seem to have established an alliance of sorts with the Hematite Court, a group of true Fey with mysterious intentions. Opposing them,

the Guild has relied on the assistance of Quartz and Malachite, two Fey from other Courts who have been helpful if not always forthcoming. Lastly, Master Zhu of the Eyes (the Guild's scouting force in the desert) has reported a significant build-up of undead and other forces assumed to be under the control of the Fist of Sulith, a group of servants dedicated to the will of the dark goddess. While the Adventurers drove the bulk of them from the area in a long engagement several years ago, they remain a serious threat to the region's security. Recently they have been spotted in what was formerly called the Secret Valley, where the Royal Scholar Ankhares uncovered the tomb of Hakad ad Ipek, the legendary Desert Lord, last prince of the Lost Ones.

Those with an interest in the lore and history of the Great Waste are encouraged to speak to Royal Scholar Prodrumus, a former Chaptermaster of the Desert Outpost, who has since become one of the foremost scholars of the history of the area, or Bey Suzuran Aomori, who is currently leading the efforts with the Shrines. As both of these individuals can be very busy, questions can be passed along through the person of Ahmad, a Scribe of the Guild who can be found traveling between Kishar and the Outpost, or Ëlinyr, a sun elf student of the Royal Academy who is also in the Adventurer's Guild.

May you find shade and water on this day.