

Salan's Journal

Mirtul 4, 1371: Sharla has given me this diary to record everything about my mission to Faerun, she has such an insatiable appetite for knowledge! She boasts openly that I was chosen by The High Prince himself for this mission but she is inviting danger, especially if we fail. I am confident though as Gelephor is leading us and he is as shrewd as he is ruthless.

Mirtul 14, 1371: Our first night in Faerun, and my first night outside the City of Shade. I suppose it isn't that special, a night in the Desert under the stars, but I can't help feeling so much more alive! I have never travelled between planes before and it invigorates me.

Flammerule 10, 1371: The first tower is in tact! We had to clear it of some disgusting Yuan-Ti first, but it has now been activated, and it seems that one of the Northern Towers is still operational as the beam connects! That will be easy to find. Gelphor has an object he calls the "Tear Key". There are Fourteen in all but we do not have them all. Gelphor will not say how many we have, when I asked him he avoided the question.

Flammerule 15, 1371: We have chosen to split up, Gelphor and myself with 3 guards are going to look for the Southern Tower.

Flammerule 25, 1371: Gelphor had confided in me that this is not the first mission to locate the towers. Last year another group was sent and they disappeared. It worries me to think what might have happened to them.

Eleasias 10, 1371: We arrived last night in Soubar, a real warren filled with the flotsam and jetsam of Faerun. There is no law here only one's own sword and skill, however I don't think we will be troubled as Gelphor made quite an impression when he had cause to cleave a man in two. Gelphor has hired 11 local rabble as guards. They seem competent enough but I detest having to live with them and their coarse manners.

Eleasias 15, 1371: We have secured the nearest of the Southern Towers. The region is very dangerous but that should help keep people away. We have also located a tomb, however Gelphor has forbidden me to enter it saying that we have no time for frivolous personal pursuits.

Eleint 28, 1371: Gelphor has left with two of the Guards from the City of Shade. He is looking for the Forge and then plans to find the Northern Coastal Tower depending on what he finds at the Forge. We decided to leave the island tower to last as to obtain a boat and crew will probably take us more time and Gelphor wants to report successes early to The High Prince. That way should the island tower take longer than expected to find he will hopefully not be too concerned.

Uktar 20, 1371: I decided to enter the old tomb today, but a trap was sprung and we lost one of the Guards. I can cope with one of those scum dying but now it will be obvious to Gelphor that I have disobeyed a direct order. I can only hope other events take his mind off this incident.

Uktar 22, 1371: I had a strange dream last night where Gelpkor came and spoke to me to tell me that, The Tower on the coast was activated while he was at the Forge, he is travelling with all speed to investigate. I never realised he was so accomplished a wizard.

Uktar 26, 1371: No news from Gelpkor, I hope nothing has happened.

Uktar 27, 1371: A dream message from Gelpkor at last! He has found the tower and in it the animated skeletons of our comrades who came on to Faerun before us. There were signs of fighting with the skeletons inside and with lizardmen outside the tower. The message also says that one of the tear keys was taken from one of the bodies of our comrades. Gelpkor has heard of a walled town to the North East called Daggerford and is travelling there to see if anyone has been talking about having gone to the tower.

Nightal 5, 1371: Another dream message, Gelpkor has found out that a local wizard has 5 tear keys and plans to bring them under his control tonight. He warns that he will have to move quickly and may not be able to send messages for a few days. He also made a comment I did not fully understand, "be vigilant 4 friends of the Wizard may be travelling in your direction and they have the final key". Our camp is hidden from view but we have been patrolling the area. I have given orders for us to remain in camp until Gelpkor returns, I don't want to be discovered here.

Nightal 7, 1371: I caught one of those pathetic brigands asleep on his watch. He was suitably punished but I have become concerned at the general lack of professionalism and skill

Nightal 15, 1371: Two stupid Halflings were caught this evening snooping around. They claim to be farmers that live nearby and that they came to investigate who was on their land but I cannot afford to take risks. I will stake them out for a few days until I am sure they have told me everything, we cannot risk even the remotest possibility of our mission being discovered.