Another Anguron Chronicel from November 15

Here's that promised update!

This week's missions were
* Mediate a meeting between the Archmage and Coronet
* Help Anguron city guard protect emissaries crossing lava river
* Help Anguron Mage School take back the teleport hubs
* Guard merchant guild caravans leaving the city
* Strange occurrences near the Cunning God temple
* Search through ruins near lava river for Historical society

The meeting between the Archmage and Coronet is the product of one of my teammates spending his free time setting it up, and we knew that our participation was necessary if not mandatory. We decided to leave that mission until later, though.

We started on the way to the Cunning God temple when we were ambushed. We, unfortunately, could not hold our ground. When we awoke, none of our things were taken and all that had changed was that someone had a note tucked into his shield. It read 'Reconsider -Your friend, Joe Smith.' I take it that their meeting last week did not turn out how "Joe" would have liked.

When we arrived we tried to find the secret side entrance, and there were some blood stains and tracks, and two bells and two feathers. When they held against what we were, at that point, fairly sure was the door, a song played in our minds. Even I, deaf, could hear it.

It was 'Fire burn and Fire bright // turn the darkness into light.' There were two more verses, and the whole thing was repeated twice. Unfortunately, we can't remember what they were. I wrote down my best guess at terms or words that were repeated. It may have had the words 'light the pyre' and/or something about night and/or 'fire high' and/or 'fire light fire bright' If you have any ideas at what the song may have been, and are able, please share them with me.

We held the objects up to the door once more, but the tune did not play. We are of the impression that the song is related to either the Court of Twilight or Light, but upon reflection, it may have just been a hint on how to enter. Eventually our Pyromancer, Felixian Mort, was hoisted up and mage torch high-fived a hand print, which caused the door to open.

Inside there were Necromancers! They were wearing black cloaks and killing someone in a white cloak, as well as our party. Only Felixian and I escaped. The party, including myself and Felixian, then got a "blessing" Our souls felt heavier than usual.

Back at the inn, we got some info of which I only understood a snippet: If we figure out where someone is going and what they follow, then something.

Finally moving on to the Archmage and Coronet's meeting, on the way we were surprised by duelists, upset at our indirect cause to the dueling ring being shut down because of the Caspian affair. We managed to knock them out and brought them with us to try and tell who they are and search them for papers.

At the actual meeting, the Archmage was all the mage types, including necromancer, and used some sort of sorcery to create floating translation hands for me. There was much talk back and forth, a few mild insults, if memory serves, and the cause of the problem seems to be that some of the guards were unjustly searching the caravans full of explosives for the mage school, and they were not careful, so something exploded. We did not end up learning all that much of use, and eventually decided to take the matter to the capital city of Bellmorn. What we did learn, however, is that "Joe Smith" is the leader of the Undermarket. The Mafia. Oh, and he also tried to get us to sell him the mages and guards' mail so he could distribute it to the wrong people. We declined and gave it to its rightful owners at the meeting. That's probably what 'Reconsider' was referring to earlier.

What a day!
~Amysri