Anguron Chronicle from November 15

Hello!
I have a bonus update for you today!
While we were waiting for one of our innkeepers, a mysterious figure arrived, so some of us followed them, myself included.

They were tall, with ears too pointy to be human and too dull to be elf. Their eyes were light blue, and they had shoulder-length red-brown hair. They said their name was Alquin, and they were from Syenon. They wore white robes.

Alquin said that he/she (Alquin's gender was not brought up, and I won't assume anything) is trying to help us. We are apparently not the only ones having this problem. Alquin is going around to find out why this has happened, and we now know that it is also happening in Syenon in the north and Tuton southward. It is apparently NOT happening in Eldar or Harmini.

My notes were not clear, but either the party or, less likely, Alquin, were asking for the cipher papers and the black glove we got from the possessed dueler a while back. The glove is an outline of a challenge, someone said. It also apparently Moriganti strangled someone.

It was asked how we get the other paper pieces. Some similar ones were found in Syenon, and some verses appear to be the same. They also claim to have a solution for the cipher.

Somehow the discussion turned to prophecies and it was stated that you can't make a prophecy not come true, but you can change what the prophecy means.

Alquin said that they need to know how to help us; how the power is manifesting in our city.

My translator forgot to inform me when we first learned this, but there was a vision from someone with the shell-shuffling con game, and when one was picked, there was something black underneath? We know the Court of Twilight is at play, because the hand choosing the shell was gray. I learned that chess is a metaphor for the courts. The COT is mysterious.

There was a paper piece in Caspian's coat, which I'm only now being informed of. Alquin said they'd try to be back soon, hopefully, though it may be weeks. Maybe the code is a COT messaging script. My party mates think that the entirety of the city guard is possessed, but I find that highly doubtful. We are all influenced by the "Cod-Fish" sometimes, and they steer us even if we are not directly possessed. The things happening are a symptom of the "Big Bad's" influence, and we shouldn't run away, we should accept the challenge, the glove is an opportunity; a challenge. Don't let the glove get power over us or the city, and keep it somewhere safe.

Our parting advice was to find the papers and uproot the presence of the powers. Alquin will return, someday, they hope. We need to challenge these, piece by piece.

Keep in mind, this was a pre-inn encounter. The week's adventure will be sent in another letter soon. Also sorry that the story is imperfect and may be missing details. My interpreter kept leaving.

~Amysri