

## Convocation of Guilds 1104

*This year's convocation of Guilds had a substantially lower turnout than in previous years. In attendance from the Scout's Guild were the following:*

- *Grand Master Fitz (arrived Friday evening, departed Saturday night).*
- *Master Urlin (arrived Friday evening, departed Saturday night)*
- *Silk (arrived Friday evening, departed Sunday afternoon).*
- *Thomas Maleer (arrived Friday evening, departed Sunday afternoon).*
- *Rook*
- *Lando*

*Other members of the Guild were present, but mainly spent time with their primary guilds.*

*I arrived with Master Urlin at the Ustica transport circle and proceeded straight to the guild hall. Grand Master Fitz and Silk had already arrived and set up a desk (smallest in the room, but most popular).*

*Soon after moving to a covering outside, Master Urlin, Silk, the Grand Master, Rook, Lando and myself went out into the darkness to look for some shrines that were on the isle a year before.*

*We first discovered a shrine of Light, then found the shrine of Dark. The next shrine we found (Air) seemed to have a sash nearby which had magic within. Silk tried it on and became incorporeal but unharmed. We then decided to retrace our steps and see if the other shrines we had found also had sashes.*

*Lucky us. They did.*

The sashes found were Light, Dark, Air, Earth, Void, Time and Water. Our search for Fire was to no avail.

It was decided we would look for the Fire sash in the morning but not tell anyone of what we had already found (being as the sashes proved very powerful items indeed).

For our reward, Grand Master Fitz allowed us to visit the Storm Hut Bar, where we remained for the remainder of the day. Silk and I stayed out of trouble and at no point did the Grand Master threaten us with a knife.

Whilst we took our reward, Master Urlin asked me to attend a meeting with the chancellor to the Empire, Vaspasian (sic) and Azik (sic) of the Incantors regarding the events at Caer Danon. Master Urlin wanted to know how and why the Ritual Circle was destroyed. Azeek seemed to be aggrieved that the Empire should attack a neutral guild. Vaspasian insisted that it was not the intention and that as far as they were aware, Caer Danon was Dragon lands. Azeek informed him that Caer Danon belonged to the Guild. Vaspasian also stated that if his intention was to kill Incantors, why did they not attack the Holy Citadel. As Vaspasian is concerned, the Empire ritualists arrived at Caer Danon to perform a ritual for which he could not clarify and discovered a large contingent of Dragon troops present on the island. Owing to the fact that these troops were some of the Dragon Command Group, he saw the chance to take them down. The explosion at the circle was nothing to do with this attack nor the Empire's ritual and as such the ritualists and many of the Empire's battle mages were killed. Azeek could not explain why there was a Dragon Command team on Caer Danon (a guild land) and Vaspasian could not explain what the ritual was for. From what I have heard (although propaganda is very hard) I do not believe the Empire caused the blast, but think that it is more likely the Conclave have more to gain from it. I will save my final judgment when I have more information, but think it would be unwise to charge into a battle based on Haagen's account.

The next morning, the same party (Urlin, Fitz, Silk, Rook, Lando and I) went out searching for the Fire sash. Eventually we found it, but there was no sash and there was another party of people out looking for shrines (a party of people not associated with the guilds).

Silk and I had some vital things to discuss and set up an office away from the guildhall.

Archangel spent most of the day with Silk and myself. We tried some Arcadian drinks for research purposes.

In the day, we discovered that the Fire shrine was moving toward the volcano and a ritual group was assembled to try and prevent it from reaching it's goal. Terwin headed up this group and I was instructed to contribute my power to the ritual (something I was most disgruntled about, not liking Terwin's rituals). In removing my guild items before the ritual, the group entered and sealed the circle without me. Luckily the ritual appeared to work, although there was some casualties and some Fire Elves seemed to spew from the circle afterward.

During Saturday, a group of vampires appeared in the transport circle and performed a ritual claiming Ustica as their own. Silk tried shouting abuse at them, but I don't know if this made the ritual successful or not.

Later that evening, a party of Fire Elves turned up in the circle and marched toward the volcano. I told Nym where they were going, to which he stated they would not get that far. He then realised his folly, and jumped into action to go and protect the Salamander eggs inside the volcano. As Nym took so long to muster a defence, I ran ahead past the Elf unit and cast a forbidding at the volcano entrance. This stopped the Fire Elves, and gave Nym and the others time to reach the volcano where a battle ensued. We were victorious.

*That night I also experienced some fluctuations of magic which caused my magic items to damage me. I was however saved by some nearby people.*

*Sunday was mainly spent preparing for a battle with the Fire Elves to protect the resident Salamanders and their kin. The Scouts present formed a skirmish and retrieval unit during this battle.*

### *Points of Note*

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- It was noted (and not just me) that Nym needs to reel his neck in a little. As a representative of the guild, he needs to find his balance or topple... He needs to stop acting like he is immortal, non-expendable and untouchable before it gets him into trouble.*
- Rook is proving to be a useful asset, although can be a little lead astray.*
- Lando also appears to be useful, although he needs to find his voice, and not loose 'gifts'.*
- The sashes were found by the guild, although I am unaware as to whether they still retain their power away from Ustica.*
- Arcadian beer can be dangerous or useful*
- Vaspasian is not immune to diseases (or Arcadian beer).*
- Archangel is a valuable asset to the guild and should be protected and attain some respect. Her father is Void.*
- The Bank want to strengthen ties between their guild and ours.*

*This is the end of the report, although there are more things to be said off the record...*

*Thomas*