**Guild Chronicle – Game 35 (September 2015)**

 The Adventurers Guild was as bustling as ever in the Desert Outpost chapter late this summer, although it has been in a manner different than normal. After the disappearance of the former Quartermaster for the Desert Outpost and Char’trin, it would seem that many of those in their employ have also left the Guild. As such, many of the remaining members have been put to double or triple task in order to keep things running. While this might have been manageable otherwise, Gar’s arrest has put a further strain on the already understaffed members.

 Many of us were disappointed to find that the grand majority of the kitchen staff was missing when we arrived. Kira assigned me to cook most of the Chapter’s meals—apparently not familiar with preparing dishes common to this area. The rest of the guild rejected Rothomyr’s offer to simply ‘burn some meat’ for everyone. Rothomyr and I split Gar’s duties over the standing forces within the outpost. The Northman took to training the troops, and I noticed a marked improvement within several units. The Quartermaster’s duties fell to me, including much of the paperwork Prodromus cannot attend to at this time.

 The guild’s storehouse is a chaotic mess, and it is impossible to tell if our inventories are correct at this time. While the accounting books have finally been tended to, it appears there is more work to be done before this mess is up to our Guildmaster Rashad’s standards. J’ameishut is investigating the storehouse in the docks district chapterhouse in Kishar, and will be in charge of settling inventory matters and Quartermaster duties there.

 A strange event took place even before we could leave for the first mission. It was as if our own world was overlaid with a scene of gory destruction—our own bodies visible either already fallen or fighting a futile battle against a ten-foot tall Efreet-like creature with red plate armor, oozing creatures of living magma, two-headed dogs that breathed fire, and other horrors. A strange blue-skinned figure with glowing runes under its skin appeared behind Kira, the Ambassador, and said something to her in Sah’mat, which she spoke back to it. What follows may be confusing, but I will attempt to explain.

Due to the shifting sands from earthquakes, a strange and ancient ruin was revealed. We planned to investigate the ruin early that day—but were attacked by waiting Efreet , which lead to a battle of several days in which the Outpost was destroyed. From what I could understand, Kira found a Djinn bottle within that ruin and was able to convince the Djinn to use his power to bring her knowledge of that ‘present’ to us before we even set off—in essence, time travel. Kira’s knowledge of that ‘future’ began to fade quickly, and so we questioned her.

From a combination of her advice and several Forseeing rituals, we were able to determine that we could likely avoid destruction by investigating the ruin at night—bypassing several ‘triggers’ in time that would assure our destruction. In the meantime, the majority of the guild did a patrol of the Shrines we have discovered, along with one recently discovered. Thus far, the Fire Shrine, Water Shrine, Earth Shrine, Lightning Shrine, and Life Shrine have been discovered and patrolled. The Lightning Shrine appears to be under the control of the Tarikhan. The Tarikhan have been seen using a strange ritual involving a circle of metal rods and air elementals to repair the Shrine. Still, their motives remain unknown.

We were also approached by a Fey courtier from the Quartz Court—a loose faction associated with the Diamond City. She told us that each of the Fey Courts (each similarly associated with one of the Jeweled Cities) would meet with us later, and ask us to pick one of them to ally ourselves with. We decided instead to ally ourselves with the Quartz Court—if only to avoid the infighting and politicking between the other five courts. The Fey seemed to exist out of time – they remembered the events of the alternate time line, and described to some of us how we had ‘died’ there but were still alive here.

Under the cover of darkness, we explored the unearthed ruin—which was a Tomb to an ancient high servant or priestess of the Djinn. Inside we found the Djinn bottle that Kira had used to travel back in time, although the Djinn inside was exhausted by the power he had used. To retrieve the bottle, we had to fight a large ancient construct of some potency, as well as solve a strange puzzle that fused magical and mechanical elements.

We were attacked several times by the strange angry water that we have encountered in the Great Waste. It seemed to flow up and over the Outpost walls, resulting in elementals that would possess the bodies of those they overwhelmed. Borgun was overcome and had to be defeated to be rescued before he drowned. The second time we fought, a blue-skinned being with fins and gills appeared alongside the water, seeming to ride over it. She disappeared once we fought off the elementals.

 On the final day this report covers, the Quartz Fae showed us a vision of the Khayal that is Gar’s enemy murdering the guards where Gar was held—and trying to frame Gar for their destruction. It is unknown if this has come to pass, will come to pass, or will only possibly come to pass. Time is very strange, and there is never enough of it.