

Well we decided that we had done all we could here and it was time to be getting back to the Guild. The trip back was uneventful. We were at the Chateau on the night of the 18th.

21/07/91

Arrived Port Artz that morning, just before lunch and met with Jonathan Smythe at the inn. We told him what had happened. He agreed we had covered everything we had set out to do and told us that there was a boat leaving for Seagate and points beyond tomorrow afternoon. He also said that the truesilver casket (the one that Tyrone's bones had been in) was worth 75,000sp and they claimed it as their share of the treasure. After some discussion we agreed. We wouldn't get a better valuation anywhere else. The rest of the treasure was:

Band of clasping (10,000)

Consecrated water from casket (10,000)

49 bottles of old wine (5000)

Vial each of river water. Restores either fatigue or endurance (1000).

Stone of recurring sleep ward (35,000)

Aquamarine stone. Collects water out of atmosphere. Can be shaped to be a power amulet for a water mage (10,000)

That night we spent enjoying ourselves. The drinks were on the house. Hargan went off to enjoy the night life of Port Artz. I was tempted to join him.

22/07/91

Boarded the boat and began the long voyage to Seagate.

01/08/91

Finally arrived at Seagate. The trip back had been very uneventful. I visited the Guild Divinators for a checkup and was told that we didn't actually die. However it had been touch and go for a moment. It seemed like that the river water had managed to protect us in a similar manner to a TrollSkin spell. Also my aspect was now Autumn/Water instead of Autumn/Earth. Spellcasting was going to be a little harder from now on.