

A good fight always puts me in a good mood. After we defeated the bird-reptiles, the count asked Enna to fetch someone named Penelope. I'm surprised she is taking so well to being so subservient to someone. Then again, I suppose she was always better at hiding her intentions than I. While we waited, I had the smallest urge to knock Rinor over to see what would happen. Unfortunately, Rinor is far too good of a friend to let my scientific curiosity overcome my rationality. In addition, the baklava that Bane brought out was delicious to the point of distraction.

It was not too long before a flash of light announced the return of Enna with Penelope. Penelope seemed like a nice enough woman, though she complained that she really didn't need to be rushed over as Rinor's condition would have been temporary. That is good to know if we run into more of these creatures. In no time at all, Rinor was restored to flesh.

After that, the count mentioned that we should visit Rupert in the morning for some gifts. Apparently, he was impressed with everyone's defense against the bird-reptiles. He also gave Rinor some more of those fancy mushrooms and offered Puck an entire raw lamb. Though it seemed to be quite a generous gift, Puck was offended on account of his physicality. Perhaps he was concerned it could be cannibalism? I do not actually know what sort of creature he is. I suppose there could be some lamb in his ancestry. Or perhaps he is just a vegetarian? I didn't pay any attention to what he ate at dinner. Either way, the count looked very embarrassed and gave Puck some lamb jerky instead. I'm not sure how that is any different, but Puck seemed to find it not worth arguing over.

I made sure to give a farewell to Enna before we left, and she seemed to be in a good mood. I suppose the fight had probably put her in a better mood as well. Or maybe she really was just happy to see me! Eh, that's

probably wishful thinking. I noticed after we left that Ka'ali had stolen the tray of Baklava. Well played.

We had a long discussion over where we should sleep. Honestly, it was exhausting. Ever since Rinor and I went to the Free Isles, we picked up a habit of sleeping outside. I suppose Puck must have been equally tired of the debate as I was, as he offered to pay for everyone's lodgings. He seems to care that the people in town have a good opinion of him, which he seems to be under the impression is influenced by how much money he spends. He promised not to insult us about being poor, but that in itself kind of irritated me.

We made our way over to the Flirty Mermaid, an inn on the beach. The people there seemed to make Puck uncomfortable, so I immediately knew we had to stay there. They were quite a laid-back trio. The inn itself was quite expensive, and they charged per person. Nevertheless, we did end up staying there, and Puck seemed to have no problem covering the cost. Puck needed some alone time, so he had a room to himself. They were very nice rooms, with a great view of the ocean. I didn't spend much time looking at it, because watching the waves started to bring back some nausea.

The next morning, Bomiz seemed very determined to go to a bakery. We walked past Julia's bakery – but decided that we would come back a bit later as there was quite a long line. Instead, we headed over to Rupert's to see why the count had wanted us to stop by.

Rupert did in fact give us a couple of items, a fancy crossbow that Bomiz took, and a scroll of fireball (which sounds very impressive) that Puck took. Apparently, everything else Rupert had was given to the previous set of adventurers who had yet to return.

When we left, we got into another long discussion over whether we should pursue the lead on the sisters, go to the pineapple tree, or skip both and go to the mines. It seemed a bit dishonest to me to take the items from

Rupert and then go do a different job first, so I preferred to go after the sisters. Rinor seemed to want to go to the mines first to get some experience, or perhaps after as we would already be on our way there.

The solution presented itself to us in the form of Kristofer Salamis, who informed us he knew where one of the sisters was living. Apparently, he and a group of four others had gone out in search of Dorian's house and had managed to find it. The other four had gone in to explore the house and had not come back. It is possible they met the same fate as the other party of adventurers that Rupert had sent out.

The group why Kristofer did not simply bring this information to Rupert. Apparently, they were on quite bad terms. Rupert seemed nice enough, so I wonder what had caused the conflict. After a bit of an interrogation, we decided Kristofer seemed trustworthy enough. We decided to meet back up with him in a few hours to go and see if we could find the house again.

Bomiz wanted to sell his old bow and purchase some crossbow bolts. This led us to Blacksmith Goodsword's Good Swords. This was quite the entertaining experience. After Bomiz had completed his purchase, I feigned interest in one of the weapons that was on display, leading the shopkeeper over to it. I took advantage of this opportunity to trip the person(s) in the coat. Their ability to keep their act together, or at least their dedication to try, in the face of my trick has certainly raised my opinion of them. Though I doubt I will be picking up a new weapon anytime soon, if I needed one I would try this place first.

We also revisited the bakery, again at the behest of Bomiz. There we found some cinnamon rolls, which did not compare to the Baklava. Still, they were satisfying enough—especially because they were free.

With that, we set off on the two-day journey to Dorian's house. I assisted Kristofer with navigation, hoping to use my map skills to get some idea of where we were going and how to get back. Bomiz did an impressive

job scavenging the forest for food and managed to get enough for all of us to eat for the day. Ka'ali and Rinor kept watch. About a third of the way through the day, Ka'ali alerted us to something in a clearing a little way off. I stayed with Kristofer at first. However, the sounds of battle led me to join the others. I saw Rinor and Ka'ali fighting nothing other than a tree! How odd. The tree created a mass of entangling branches that trapped the two of them, and Ka'ali had taken a significant amount of damage before I was able to reach the clearing to help.

In fact, though I was able to kill a couple of bushes (bushes!), and everyone else was doing the same, the tree still managed to knock Ka'ali unconscious. Puck healed him, however he remained trapped. Rinor shoved him out of the way, taking his place. He then immediately went unconscious as the tree attacked again. This is the second time Rinor has been incapacitated since we got to this island. I'm getting a bit concerned. Maybe being so far away from Flomb is getting to him. Before the tree could eat Rinor, Ka'ali managed to land the finishing blow. Bomiz and I examined the remains of the tree, and he had heard of something similar called a blight before.

Afterwards, we kept walking until dusk when we made camp. At some point, I felt Rinor shake me awake. He alerted me to what sounded like the cries of a dying animal. If there was an animal in pain, I could not simply let it suffer. We decided to let the rest of the group sleep and go investigate. It did not take too long to find the source of the noise. It was a bear that seemed to have a serious injury to its foot. I decided to end its suffering, and quickly dispatched it. If it had been daytime, I would have done a thorough autopsy, but this forest seems quite dangerous, and I was not interested in testing my luck anymore. As I made my way back towards Rinor, something reached out of the ground and clawed at me. It hurt a lot, so I moved back. Rinor moved in and attacked it, which seemed to scare it off. We decided to take the bear carcass back to camp.