

So things didn't go as well as they could have, but that wasn't on me, it was those Cannith guys... so perceptive... Anyway, it started great – dinner with Maagrim and Degaan. That was good... chicken, or pheasant, or goose or something, I wasn't really listening, but it tasted great! People talked about dragon marks, but no one mentioned me having one previously, which is odd because I'm pretty sure they all bought it when I said I had one but it disappeared. Oh well.

Can't believe Pepper never told me about the caravan... if they didn't make it back, then was it worth saving them in the first place? Johran might still be leading Hawthorne around instead of me if we'd never saved the caravan, that's all. This is starting to read like how that dinner party sounded before I brightened it up with that tale about killing three dragons... or was it giants? I should really keep track of these things or someone will probably catch on.

Regardless, after dinner me and Anemone had to scoot, because Pepper and Leonus were talking about *secret stuff* that *you* can't know about; sorry, Mrs Fortune, but I'm pretty sure Pepper would do to me what I said I did to those giants if I told anyone else about what we're doing. So anyway, we took a nice walk to the docks and found ourselves at the Cannith ship. Of course, my expertise with the magic of the druids got me onto the ship *easily*, with a little help from panther form. Unsurprisingly, I got down below decks no problem, but someone left some kind of angry snake wire on the floor and I was so busy investigating that weird clinking metal room that I forgot to notice it. Somehow the Cannith guards heard me get pinched by it – they probably have magic earpieces or something – so I pulled some expert deception and fooled them all into thinking I was one of their own! Apparently they'll just hire any old thick-skulled dimwit to guard their ships; honestly, even if I wasn't a master of stealth and disguise, I'd have been able to trick them.

With a little puff of smoke and a very... uh... *skilful* shot with my trusty grappling hook, I got out of there before they suspected a thing. I'm pretty sure I was meant to set the ship on fire, but I hardly had the time, being so busy excelling at everything else. So of course I glide down to the ground, nice and easy, and I'm met by Hawthorne. *Funny*, I think; *I thought I left him with Anemone*. Well as it turns out, the guards somehow knew she was helping me break and enter, and they were shooting at her! Now, I could have taken them all on myself, there's no doubt about that, but I was thinking that, one, they might manage to take down Anemone before I could get them all, and two, the halflings might want in on the action.

Well, maybe I should have risked it – I'll admit, perhaps it wasn't the best choice to leave her alone with all those guards – because by the time we got there, she was gone and they had practically quadrupled the guards! I suppose quantity over quality works there. Now, maybe Anemone got away! Maybe she escaped and we just missed each other on the way back. But that dark stain on the docks near where I saw her last, plus the trail of blood leading back to the Cannith ship, and that parrot whose been flitting about on Hawthorne for a while now... they're not making a lucky escape look likely, so I get the feeling I might be going back onto that ship sooner than I thought...