

*We have discovered the entrance to the dwarven tunnels. The remnants bear the rune of the Axeforger clan, just as Jagris foretold. Our warriors make headway into the tunnels and are met with little resistance; the place appears to have been abandoned for some time. It will make a suitable camp to explore and conquer this area.*

*Jagris has made arrangements to have our warriors collect a shipment of gems and metal that will further serve our cause. I have dispatched a team of warriors to collect the goods from ruins in the pines across the river. We have been instructed to serve as couriers for two of the three containers. I send my fastest, strongest and most trusted warriors to this difficult task – it sends them to the center of the dreaded marsh... Kuthalah will make use of the container that remains here.*

*After much exploration into the mine, the warriors have discovered the crystal cave and what we believe is the entrance to the tomb. We are unable to gain access to the tomb – there are no obvious doors. I have instructed the wardrummers to copy the dwarven script that lines the wall and translate it. Perhaps then we will learn the secret to entering the tomb and completing our quest.*

*We have discovered the lair of a mated pair of dragons not far down the path toward the marsh. They enlist the aid of lizard slaves who fear them. Karsh has developed a plan to capture or kill one of the dragons – he has observed it for some time and he says that it is careless with how it roams the area. We are setting an ambush for the beast and will use its hide to arm our men and feed our soldiers. Kufthalah has designs on turning it into a formidable guardian for our tribe...*

*Oofah and Moorak have translated the dwarven runes to reveal a riddle -- they have not discovered its meaning. We cannot access the tomb without the answer to the riddle, and my soldiers are injured or killed by the magical forces that protect the tomb.*

*Our encampment in the mines has been breached by surface dwellers. We lost many warriors in the battle but the invaders were beaten back with the help of the guardian and the priest that controls it. We captured one of the invaders and tried to force it to reveal the secret of the tomb, but the captive appears to have little knowledge or understanding of it. I release the prisoner to Kuthalah - he has plans to use the prisoner in a way that will be useful for our cause.*