

I'm scratching this quick so it gets to you quick.

There's a band of unconquered who were trying to knock over one of the Druj pillars in southern Proceris in Zenith. Something's got to them. They're alive but there's a creature that whispered in their ears and now they all hate each other. They've been violent to one another already and threatened me.

I'm a Guide from Therunin. I managed to calm one of them down with the Proof of Loyalty. The rest won't come out of the bushes. And the one I got to calm down doesn't stay calm more than a few hours. I reckon it'll only work if you did it to them all at the same time, 'cos of the magic.

Can you send a gang of hard nuts who help me give them some kind of spiritual strength? Maybe Consecrate the grove in the woods, that might help? I reckon we'll have to beat them up to get them all together again.

We're at the foot of the path leading up to an abandoned Spire called Ophis-in-the-Heights.

I'm sending this to the General of the army here, the captains with it, and the senators who put the motion through. These people need help!



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PID: 8963 Silus



To those in command here,

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