

PLAYER HANDOUT: KYSSITH'S JOURNAL

I have found Icar to be a trustworthy ally, since each of us prospers only when working with the other. From him, my tribe gained ready access to slaves (and therefore food), gold from the coffers of the Slavelords and those we capture, and a secure place to live. The presence of the Slavelords here ensures that I need not worry that others will attempt to contest our control of this place; they fear the Lords too much.

Icar speaks little of himself, but I have managed to glean some information from him here and there. Likewise I have heard rumors from the visiting emissaries of the Slavelords. Icar seems to have been blind since birth, and was trained to be able to perceive as well as any sighted man by a militant order of monks who have a monastery somewhere along the Wild Coast. He was once the second-in-command to a Slaver garrison in the Pomarj, but he was slain and the place routed by the same adventurers that drove Blucholtz and his orc slavers from this place. He was revived by the efforts of a priest sent by the Slavelords to ascertain the disposition of Icar's operation.

Supposedly, he returned to the monastery but was drawn out of self-imposed retirement when the monks there told him of yellow-sailed slavers' ships once more straddling the Wild Coast. The Slavelords must have respected his work, since they have sent no other agent but Icar to establish and run the slavery ring here.

I have found Icar to be quiet and sometimes pensive, but he is a fine leader and has earned the respect of my tribe. He has even trained some of our younger hobs in the fighting style of his monastery, with my permission of course.

Kyssith