

AD & D prep planning

renovate mansion

Alexian Duke: map is embedded, reports that HLG isn't powerful, doesn't mention spikes, considers other trusts him

4000 sp @ mansion [here found it] present mention
→ research it K the creatures
wants to control the thing, beg some how either

Rezel: selling iron flasks to Thieves Guild, sp. to cover any connection to Ches Derizad.

→ examine politics w/ Shesvar, w/ steer clear of it

* Follow up on Dryad + her mother, and the shoot
of our henchmen necessarily
→ going to HLG re: Dryad's call for help

careful follow-up re: Carnation

Morden Krown: set up goblin subjects in Zynos sewers

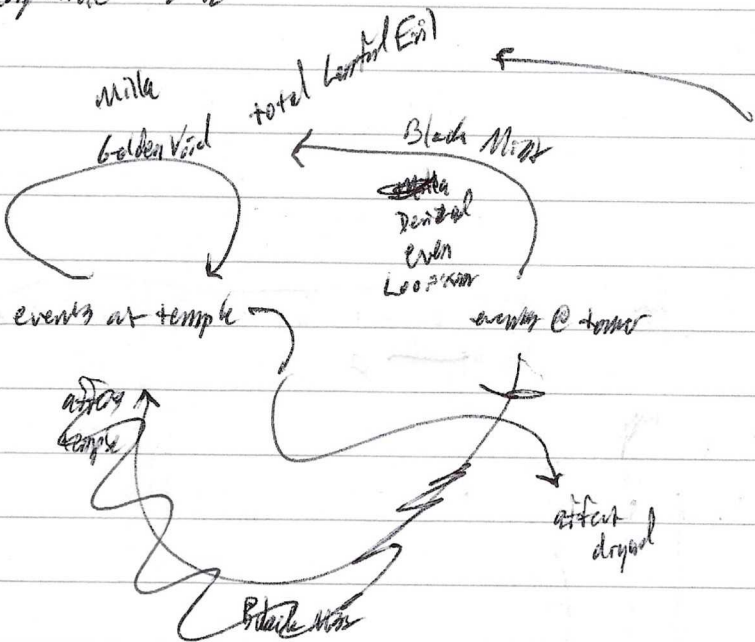
liberate horrimax's wealth w/ them; raise council

w/ Church support - not telling Magar Shush about goblins

Horc: proselytizing, spreading the word, copying Sko and detect evl.

Robert: following up on the local hab, getting a better idea of the politics of that corner and on this section of the temple district.

Lincoln/Oracle



other control Evil
subset
 has faith
 gobkins / zynos