

Compilation of the News of the Year 595 – Kingdom of Stonegate

The News of March 595

Prisoners Rescued

In the second month of the year 595, Captain Flanagan of Stonegate Keep led multiple groups of brave and mighty adventurers into the ruins of an ancient fortress near the Green Mountains. These parties successfully freed many prisoners from the orc-infested catacombs, including Flanagan's own brother. Stories of enormous poisonous spiders, nasty orcs, and menacing ogres were told by those who returned. The danger was great but the copper was plentiful enough to make the risk worthwhile.

Ug Dethroned !

Also at a small town nearby it was once again time for the annual Arena of Death competition. Many entered the arena in hopes of gaining fame and respect, but only two emerged to challenge the residing champion, a monstrous Hill Giant known simply as Ug. Although one of the brave young warriors fell victim to the mighty giant, one prevailed as champion and was recognized as such by all of the judges who presided. The modest champ left without leaving his name, but none shall forget the heroic battles that he won nor the bravery he showed in the face of the much larger and stronger Ug.

Mercenaries Wanted

Lord Balladan of Stonegate Keep is seeking mercenaries to assist in the clearing of new territory near the Forest of Tears. Each will earn copper for completing specific tasks which will aid in the settling of this hostile border land. All hands are welcome, but beware that there are known to be orcs of the Fractured Skull tribe in this area and they are not likely to be very friendly to any humans who are caught roaming in their homeland. A representative from Stonegate will be present at the Lumberton mining camp on the twentieth day of the fifth month of the present year to coordinate the effort and to offer commissions. Come one, come all, but be prepared to fight!

The News of May 595

New Outpost Formed

A new village has risen just north of the Forest of Tears. Morgan Scenarious was commissioned by Captain Flanagan of Stonegate Keep to secure the area near the Hobbling lumbering camps. She headed a crew of young adventurers who, after a few initial troubles, were able to establish themselves as a potent fighting force. The new village, which is yet unnamed, sits at the crossroads on the trade way between Dollos, Mythamber, Stonegate Keep and the Forest of Tears. This is a high-traffic location should attract many artisans within the next few months.

Come to the Mystic Highlander

A stranger named Artemis Silvertree started the first tavern in the new village. This tavern and trading post offers the finest ales, beers, and wines along with many fine culinary delights. Artemis, a Mystic Wood Elf, is a good man who is extremely courteous and welcomes all customers with open arms. The Mystic Highlander is the first business started in the new town, but many more will surely follow.

Dark Dwarves Defeated

A group of Dark Dwarves had settled into the area and were terrorizing the local farmers and Hobblings. They had acquired a magical pendant which controlled undead creatures produced by a diseased piece of ground known as the Dark Earth. These Dark Earth Wraiths were hideous creatures which had the ability

to stun their victims and could also generate an aura of fear. The adventurers found the Dark Earth and had a great battle with the Dark Dwarves on the site. After a long struggle the Dwarves were defeated and the Dark Earth was healed using an artifact known as the Pitcher of Tarathax. The pitcher was returned to the Hobbling leader who is known simply as the Great Old Guy, and he promised to supply wood enough to build the village in return for protection over the next three years. Lord Balladan has agreed to these terms and the contract is valid through the end of the fifth month of the year 598.

The Blade's Plans Foiled

A letter from the Broken Blade found among the Dark Dwarves' loot exposed to the adventurers a plan to assassinate the Great Old Guy. Thanks to the group's alertness the would be assassin was discovered and the Blade's plans were unraveled. Although we cannot be sure why the Blade is interested in this area of Dyllaria, it seems certain that we have not heard the last of them.

Militia Forming

Lord Balladan has made it known that a standing militia will be maintained in this new settlement. This surely comes as a reaction to the repeated assaults on the town by the Fractured Skull Orcs. Only those best suited will be asked to serve. The duties will be light and the pay will be adequate. Captain Flanagan, who has been put in charge of the town for now, will be in the area at different times during the month of June to establish this militia and insure that everything is going smoothly. Details of pay and duties will be made available to all those who are interested.

Thank You

This is a letter from Morgan Le Fay Scenarios, the healer, to the brave young adventurers, I believe your party is called the order of the Dragon's Claw, that I met in a tavern called The Mystic Highlander. And to the very brave and courteous Mystic Wood Elf, Artemis. I thank you all for your bravery in accepting the tasks given by Lord Balladan. Thank you for making sure the duties given by Captain Flanagan were carried out as ordered. I am sorry I could not pay you in copper, however, I hope the experience and knowledge of the land, you received was payment enough.

Thank you again my friends. Until our paths cross again.

-Morgan Le Fay Scenarios

The News of June 595

Fractured Skull on Rampage

In the early morning of June 20, the Fractured Skull Orcs performed the ceremony of spilled blood and declared war on the new settlement on the fringe of the Forest of Tears. The ensuing battle was hard fought and led to victory for the humans and elves who defended the town. The Orcs proved resilient however, and many pitched battles were fought throughout the day between members of the town militia and small groups of Orcs. Only a few casualties were reported during these raids and the Orcs did not successfully threaten the main part of the settlement until much later in the day.

This occurred when the Orc King himself led his personal guard in an assault which was met by the militia on the outskirts of town. The Orcs had a siege weapon which fired exploding missiles and these bombs held the militia at bay for quite some time. Eventually the Orcs ran out of ammunition and charged. The slaughter that ensued was gruesome. Not one orc fell during the battle and the militia was routed. Some time later a second wave of Orcs marched on the main town with the intent to burn it down. They made it to the door of the Mystic Highlander, but were at last defeated by the militia. Throughout the day the Orcs were constantly out matched by the bravery of Sergeant Kelindil, the spell casting of Morgan Scenarios and

the expert bowmanship of Azrael Bloodstorm. It is good that such allies are available because it would appear that the War of the Fractured Skull will be a long drawn out affair.

Earth Circle Formed

A permanent earth circle has been formed as part of the new settlement. This important asset was a gift from Lord Balladan. It is payment for all that the citizens of the new town have sacrificed to keep the outpost safe against orc attackers and bandits. A man from Stonegate Keep identified as Alex Cotterban was traveling in to perform the ceremony which would allow the circle to be formed. Alex never made it to town, but was killed on the road on the way in. His body was found along with a note from Lord Balladan and a gem. The note gave mention of the gem and of a hammer as well. The hammer was missing.

After much trouble with the Orcs and other problems, the townsfolk decided to seek the Rune Seer. He examined the gem and determined that the hammer was essential to the formation of the earth circle. To the dismay of the adventurers, he did not know where this hammer could be found. The Seer did describe the ceremony which was required to form the earth circle with the gem and the hammer.

A bizarre twist of fate brought the hammer to the group. On their way back from visiting the seer they were attacked by Orcs along the road. One of those bandits carried the hammer! Hurrying back to town, the group entered one of the newly constructed buildings to perform the ceremony. Morgan Scenarius cast the necessary magic and shattered the gem with the hammer. A burst of light filled the small chamber and when it faded, the permanent circle of power remained.

Militia Formed

The now familiar face of Captain Flanagan arrived in town in the morning hours of the seventeenth day of June, 595. He started a militia which will be funded by Lord Balladan and Stonegate Keep. Each man was paid a starting sum which will be their monthly salary. In return, they will protect the town, patrol the roads, and protect the citizenry. These duties are especially necessary in times of war. If you have any questions see Sergeant Kelindil for details.

Strange Creature Sighted

Members of the militia and other townsfolk were visited by a strange and foul beast after dark. This creature did not show itself but spoke to the people out near the lake. It talked of attacking the town and killing all the people who have chased its prey away by moving into the area. Even the stoutest of hearts were afraid of the beast's blood thirsty howl and glowing red eyes.

Hobblings Declare War !?!

In response to the orc declaration of war in the ceremony of spilled blood, the Hobblings also declared war. On the night of the assault on the outpost the Hobblings held the ceremony of the clean feet. They all sat and washed their feet and told stories to each other until no odor remained on anyone's feet. General Thistlethorn (formerly Ambassador Thistlethorn), led the army into the field. They took a wrong turn and marched almost to Stonegate keep itself before turning back.

At one point the weary Hobblings did engage the enemy. On the journey back there arose cries of painful agony from a farm house not far from the road. Thistlethorn decided that the Orcs must be torturing these poor farmers and so he immediately ordered a charge. The Hobblings stormed the building and broke down the door to save the day. The midwife was extremely angered by their intrusion, and her labored patient was no less surprised. Wielding a straw broom, the grizzled nurse quickly dispatched with the Hobblings in time to perform her duties. None were hurt and Thistlethorn decided that the Orcs must have fled when they saw his army closing in. Lord Balladan has requested audience with the Great Old Guy to discuss a more advantageous utilization of Hobbling forces.

Balladan Visits

Lord Balladan will pay a visit to his new territory on the twenty-first day of the upcoming month. He is expected to name the town and visit the Great Old Guy at this point. He wishes to inspect the militia and

tour the new territory in the days that follow. He is very excited about the new outpost and is looking forward to meeting the people who have made it a success.

Brave Men and Women Needed

Brave man and women are needed for the Brotherhood of the White Bear.

My name is Artemis Silvertree, I own the local tavern. I am forming the brotherhood as a Force independent of the militia to defend the economic interests of the town and the healer's guild. After what occurred last month in my tavern, I felt this is called for. Two more enterprises have started in town already, a weapon shop and a general shop. The Brotherhood will be backed by these businesses and will protect them. The Brotherhood will provide training, armor, weapons, spells and lodging for its members. Fighters, healers, mags, rogues, weapon smiths, armor smiths, and alchemists wanted. All applicants will have a two-month trial period before joining. Pay will be four copper per day plus room while in training and then varies upon entering the Brotherhood. Apply at the Mystic Highland Tavern.

New Shop Opening

Dear settlers, I, Ahua-Can Achi, mystic wood elf, am presently making plans to open shop in your fair land. I am interested in hiring anyone with the following skills:

Armorsmith
Weaponsmith
Alchemy
Create Scroll
Create Potion
Create Trap

Anyone with these skills can meet me for an interview at the tavern the morning after Lord Balladan's visit. Bring Examples of your work and an eager mind to bargain. I will want to meet as well with my three hired men. Until we meet . . .

Ahua-Can Achi

The News of July 595

Earth Circle Flawed

On Friday eve Stormwin, Lord Balladan's advisor, discovered that Lumberton's Earth circle was flawed. During his investment of Morgan Scenarius into the circle he sensed that the circle was an Earth circle/chaos rift and that undead could use it to enter this plane and seek prey. Shortly, he gave to Morgan and Artimus the necessary items to perform the Formal ritual to destroy the flawed circle and create a new one. The feathers of the red-crested fallow bird were found in the lair of the Naga, where four brave adventurers took a death in the fighting. The Rod of Marshwalking was found there later on by a wandering dwarven explorer who brought it to town and sold it. The needed pine cone was easily gotten from the local forest. Some time Saturday a farmer was chased into town by some orcan raiders. The farmer know of the existence of an ancient Barbarian healing potion called the Fire Root Elixir. The farmer studied his great-grandfather's journal and then led the adventurers on their quest for the elixir. On the way they encountered and fought a troll and three hobgoblins. A short time later the party entered a valley filled with cobwebs. There they encountered a giant spider which webbed Falgar and Breelen and dropped Sgt. Kelindil before it was defeated. At the end of a trail in a magical part of the forest to the south of Lumbertown the adventurers encountered what appeared to be a living plant. With its grappling tentacles, the plant pulled in several members of the party and began to consume them. After defeating the plant, the group found an elixir and some copper. When a group of celebrating gypsies arrived at the tavern there

was a touch of dread in the air, but as they bought ale for all and spoke of the reason of their celebration, the eyes of all began to sparkle. The gypsies had found the gem which their founding father had created...the Jewel of Rabidian, the last missing component to reform the Earth circle. After bargaining with the gypsy leader Bigger Jake, Lady Morgan and Artimus made a trade to gain the use of the gem. When Bigger Jake discovered that Lady Morgan had been the one that his cousin had cursed earlier that day, he left with heavy threats against Lady Morgan should any harm befall the jewel. After getting the advisor, the ritual was begun. As Stormwin performed the ritual, undead came pouring out of the flawed Earth circle. The adventurers in the area fought well and defeated all of the undead moments after the destruction of the flawed circle. As the flawed circle sealed and disappeared an explosion took place which damaged all in the area. A surprise to the town was that the new circle was not visible. Stormwin caught wind of it and realized that the explosion of the Earth/Chaos circle caused a flawed effect upon the new circle. The next night Stormwin returned under the cover of night and spoke a single word which gave form and visibility to the new Earth circle. Stormwin then checked the new circle and saw that the circle itself had not been flawed by the explosion.

Lord Balladan's Visit

Lord Balladan visited on the weekend of the 21st. That evening he met with Morgan Scenarios and Artimus Silvertree and discussed the problems that faced the newly established town. After this meeting, Lord Balladan went to the tavern to speak with the citizens, at this time, he named the town Lumberton Shire in honor of the Hobling's mining operation and named the lake above the healer's guild Lake Scenarios in honor of Morgan Scenarios. Shortly after this, undead believed to be under the control of the Overlord Tilicaf attacked the lord and infected him with a dread disease. Lord Balladan didn't recover fully until Saturday evening. At the time, he named Morgan Scenarios a noble in his lands and presented Breelen Silvertree, Sarathan Ebonbert and Sgt. Kelindil, with medals for excessive bravery in the face of extremely difficult situations. Lord Balladan left for Stonegate Keep later that night.

Farmers cheer for Lumberton Shire

In the afternoon of July 22, a group lead by Morgan Scenarios, Artimus Silvertree and Sgt. Kelindil, went to investigate a report of an orc attack on a farmer's home stead. Upon arriving, at the farmhouse, they encountered a large group of orc and their catapult. They did not use it, however and were defeated quickly. This was done in part to the fighting skills of two initiates from the Order of the Raven. Deven disarmed the orc leader while Rhea Skylark dispatched him. Their bravery was equaled by the dwarf Sarathan Ebonbert who volunteered to open the chest found at the base of the catapult. Only his dwarven fortitude allowed him to survive the gas released from the trap. In the end, Artimus set the catapult a flame, thus ended its threat.

Lord Balladan Infected

Lord Balladan's visit was cut short by a group of undead who entered town on the night of his arrival. These hideous creatures cut down many of the townspeople and eventually infected Lord Balladan with a fatal disease. The advisor Stormwin diagnosed the affliction and worked diligently to keep Balladan alive. He could not cure the sickness without acquiring a certain extremely rare herb. This plant could only be found on another plane of existence and the adventurers needed to find a key to open the door to that plane.

Through the course of events which occurred next it was determined that this plane would be an underwater world. Five artifacts were collected which would be used to allow underwater breathing for limited periods of time. The limited number of items necessitated that only five could go, but there was still the problem of how to get to that plane and time was running thin.

Soon an ancient Dwarf came with the story of a horn which might be able to open the gate to the water world. He knew where the item could be found and led a sturdy group of townsfolk under the leadership of Falgar Shinglefoot to the ruins of some ancient chambers. Within this place the group encountered falling debris, slimy living puddles, living statues and a giant serpent with a humanoid head. The only member of the company to return intact was Sergeant Kelindil, the commander of the Lumberton Shire garrison. He had acquired the horn.

After some discussion the group to travel to the other plane was chosen. These five brave men used the horn to summon a boat which would take them through the portal. On the other side they encountered creatures made of mud, fish men. As the party descended into the depths of the water world the adventures lost what little light they had. After some time of searching the adventures discovered a narrow cavern and began to search it. The cavern was so narrow the adventures had to crawl in and out of the various chambers. Breelen was attacked by a large crab with powerful pinchers in one of the small chambers. Breelen fiercely over powered the crab and discover the herb growing near it's nest. The party rushed back as the old artifacts were wearing off and under water breathing was becoming very difficult. As the party reached the water front they stepped out of Lake Scenarious victorious. Lord Balladan was saved and the threat had been defused for the moment.

The Raven Grows

I, Falgar Shinglefoot, am pleased to announce that the Earth Caster Devin has chosen the path of chivalry and has become an initiate to the Order of the Raven.

We Shall Never Forget
Falgar Shinglefoot
Order of the Raven

The News of August 595

DARK BEING UNLEASHED!!

Late Friday night in Galavast, a young woman was out for a stroll alone when a ghostly apparition appeared before her. The spirit begged for her help and led her to a small ebony stone near the river. This stone had a keyhole in it. The spirit claimed he had been imprisoned here by evil doings and told the girl to seek the Dryad of the forest to gain the key to unlock his cell. Upon revealing this, the vision faded and the girl found herself alone by the river with the stone. She returned to town and relayed what she had seen.

The next day a group led by Dakota Ironbane, Ranger of Vindale, and the Dwarf Sarathan Ebonheart, sought the Dryad. A pair of strangers claiming to have had the same vision as the young woman joined the company. They encountered the Dryad and she promised them the key if they would rid the forest of a terrible evil moss creature. The bravery and swordsmanship of Angus Helped the group overcome the foul beast, as did the marksmanship of many archers. Dakota was paralyzed by the creature, but the effect soon wore off and he recovered unscathed.

After recovering the key, the group followed the two strangers to the ebony block. Upon arriving, Dakota and Sarathan began to question the intentions of the two strangers. Sarathan suggested that perhaps this was not a good spirit and the two were in service of it for whatever reason. These two stuck to their stories and eventually convinced most if not all of their good intentions. One of the strangers was given the key and he unlocked the secret of the stone.

What happened next was horrific. A great undead lord arose from the tomb and the two strangers revealed themselves as necromancers. A small combat occurred in which the two underlings were slain and the evil spirit flew away. Not before Dakota was able to use his magical medallion to enflame the creatures sword,

however. Apparently wounded severely by this the undead lord has for now been driven away, but most suspect that he shall return.

PORTALS OPEN AS TOWNSPEOPLE SLEEP

Early Friday evening the inhabitants of Galavast were affected by a strange sleep which occurred simultaneously with the opening of a magic portal on the outskirts of town. From this gateway of swirling mists and colors emerged a pair of would-be thieves. These two were caught in the act of robbery by a few townspeople who were awake and were quickly discouraged. Things began to quiet down as most people in the town began to awaken.

Suddenly a new portal appeared. This one was much closer to town and the citizenry eventually decided to enter it and try and discover what power was behind these intrusions. The group that entered embarked on a long journey which took only a few brief moments. At the end of this exodus was a light which gave way to a chamber. Within this chamber there were a few spell casters and their guards.

The company that traveled through the portal was led by the archer Flint and the two Drae and their Hobbling companion. Upon arriving in this chamber, they fought a difficult struggle to overtake their opponents. All of the bandits were killed save for the leader. After a brief parlay it was determined that he would not divulge any information and he was killed while attempting to flee. Returning through the portal, the group found some small treasure which included a gold-plated arrow. Those who returned via the teleportation were marked by an eerie glow which was annoying but did not seem to harm them.

GALAVAST'S TOP HEALER WELCOMES VISITORS

Kellimon Pree, the head earth caster of Galavast, personal healer to Lord Arianus, arrived in town to welcome Lady Morgan and those who journeyed from Lumberton. He greatly aided the new comers and gifted Morgan with a ring which allowed her temporary use of the local earth circle. In a dazzling display of magical prowess, Kellimon also defeated a group of Gargoyles almost single-handed. Although his stay was short, all agreed that Kellimon was very helpful and friendly toward the obviously weaker visitors from the north.

TOMB FOUND

A pair of Gypsies entered town late Friday night and told of a curious sight. They said that the tomb of a local hero was opened by an unknown source, perhaps by burglars. Only fools would enter the burial place of such a beloved person claimed the Gypsies. Although they could not remember the inhabitant's name the pair of informants knew that they could lead a group to the entrance of the tomb.

The company was led by Sebastian Coe, Rhea Skylark, and Dakota Ironbane, Ranger of Vindale. These three veteran adventurers foolishly ignored the warnings from the two Gypsies that the ceremonial candle could be the only light source to enter the tomb. Certain members of the group, including Sebastian and Rhea, acquired the curse of fumbling. This meant that no spells could be cast without flubbing the incants, and no weapons could be used effectively in combat. This severely hindered the town's ability to deal with threats later on that evening and the next day.

Within the crypt the adventurers discovered a journal. After fighting the tomb's guardian and overcoming a collapsing ceiling the group was somewhat disappointed at the lack of treasure. The journal was written by the Knight Sir Serilas Wolfhurst and contained an interesting story of a necromancer named Dannacus. After taking some notes from the tome Sebastian Coe returned it to the tomb in the dead of night in hopes that he could avoid incurring any further curses.

WHITE BEAR

On Saturday, September 30, at 12 noon, the Brotherhood of The White Bear will initiate Angus Ebonheart, Sarathan Ebonheart & Dubba of the Blade into the Brotherhood. After the ceremony, a reception will be held. All are invited to the reception. Also, I would like to put to rest the rumors of a conflict between the

Brotherhood & the Lumberton Militia. This conflict exists only in the minds of a few individuals. The initial conflict was resolved between myself & Sgt. Kelindil two months ago. I will be in Galavast this month to talk with anyone who disagrees with me.

Sincerely,
Artimus Silvertree

The News of September 595

Strange Rock Baffles Citizens

On the night of September 29, 595 a grizzly group of skeletons and zombies attacked the Yawning Dragon. Only through the extreme bravery of many townsfolk was the tavern defended from this assault. Soon after the attack was repulsed a man entered town issuing a warning. He was a Mage's apprentice who said that his master was in the process of attempting a formal magic ritual when something went wrong. The mage was attempting to repair a flawed stone which acted as a gateway to other worlds. There was an explosion as the master was killed and a group of undead emerged from the portal. The apprentice fled for his life and later entered town to warn the citizens. He arrived after the undead had already attacked, but he directed the townspeople to his master's dwelling.

At the cabin the adventures discovered a book which described the workings of the stone and what items were needed to repair it or destroy it. At one point Friday night some brave souls journeyed to the stone and touched it while examining it. Strange magical effects happened each time the stone was touched, some of these effects were good and some were bad. The quest to destroy the stone was never completed and so it is still a problem facing the town of Galavast. Hopefully brave adventures will find a way to neutralize this potentially deadly threat.

Lord Arianus Visits

Lord Arianus and Killimon Pree entered Galavast late Friday night and met the adventurers who who had been defending the town. Arianus was insulted by a young healer named Chalene Silvermoure and as punishment he chose to charm her and humiliate her. This was rather mild since the penalty for insulting a high official is banishment. Sebastian Coe and Angus Ebonheart met privately with Lord Arianus and Killimon in the discussion is unknown but Angus emerged with the title Sheriff of Galavast.

The next day when Lord Arianus returned the town had been laid to waste by three powerful mages who sought a golden arrow. Lord Arianus was furious, and after publicly disciplining Angus he took the sheriff into the Celestial Circle at the Yawning Dragon for a private talk. When they emerged they were joined by Kellimon and Artimus Silvertree at a table. After taking their supper Arianus and Kellimon left town.

Golden Arrow Returned

Saturday afternoon saw the return of the powerful mage who sought his golden arrow. This time the citizens offered it up without any hesitation, but the mage proclaimed that one person must die as a punishment for his trouble. Angus Ebonheart offered himself as did Diven Davere who had been holding the arrow. Angus and Diven were promptly killed by one of the mage's underlings. Artimus Silvertree, angered by the death of his friends, cast an errant spell at one of the apprentices which started a battle of catastrophic effects. Artimus was killed almost immediately while most of the others ran. A few wandering Barbarians happened by and joined the fray. One was quickly imprisoned and the other was eventually killed after severely wounding the head mage. Before leaving the mage and his apprentices destroyed some buildings and shattered many weapons which were laying about.

Bandits Defeated

A young Drae archer entered town Saturday afternoon with the story that he had been robbed the night before by a group of Dark Dwarf

bandits. Sheriff Angus and a group of adventurers accompanied the victim to the spot of his alleged ambush. At first there was no sign of any bandits, and many became suspicious of the Drae's intentions. Eventually, however the scoundrels emerged from their hiding place to assault the group.

During the battle everyone fought bravely. Aided by the Drae's bowmanship and spells the group made short work of the Dwarves. After an extensive search of the area, Sheriff Angus found the Dwarves' cash box. Everyone stood back as the minstrel Fenswick volunteered to open the chest. As he did a large black cloud of smoke quickly filled the entire area and putting everyone to sleep except for Aelandar. This young Elven warrior remained awake and defended his fallen comrades valiantly against a group of Dark Dwarves who were returning. The rest of the group woke up, but not in time to save Aelandar. After dispatching of the rest of the Dwarves, the Drae said his farewells and thank yous and headed west to Helmwood.

IMPORTANT PROCLAMATION

I, Arianus, Lord of Galavast, do hereby proclaim that Angus Ebonheart has been awarded the title of Sheriff of Galavast. He is to uphold the laws as they have been posted, as well as any other petty laws that he sees fit. He is an extension of my authority. Any action against him will be considered an injustice to me personally and will be dealt with accordingly.

Lord Arianus
High Wizard of Galavast

The News of October 595

KELLIMON LEADS REVOLT

On Saturday afternoon, shortly after the trial of Sebastian Coe, the Healers' Guildmaster Kellimon entered town leading a large group of undead. He began to shout challenges to Lord Arianus who was still within the Yawning Dragon with most of the townsfolk. As the groups confronted each other outside of the tavern it became apparent to Lord Arianus that his group was overmatched. With Sheriff Angus Ebonheart and Sebastian Coe nowhere to be found Lord Arianus led the citizens to the upper town in order to regroup.

Once Kellimon arrived with his underlings the town defenders formed a defensive position and began casting. Surrounding Lord Arianus were his body guard, Dakota Ironbane, and Dinen. The undead were held at bay for sometime. At one point Sheriff Ebonheart rejoined the battle and made a valiant charge into the midst of many undead in an attempt to reach Kellimon. He was not successful and paid for his bravery with his life. Seeing that the battle was at an apparent stalemate, Lord Arianus called another retreat to back to the Yawning Dragon.

Next came a lengthy shouting match in which Lord Arianus and Sebastian Coe taunted the earth caster and confirmed Coe's belief that Kellimon was truly the famed necromancer known as Dannacus. Having grown impatient with this Dannacus ordered his undead army down the stairs to the Yawning Dragon. To everyone's horror this army of walking dead was led by the recently deceased Sheriff Ebonheart and Ambrosia Hera.

The battle which ensued was a grueling match which saw many lose their lives. Lord Arianus eventually destroyed many of the most powerful undead himself and the tides of battle began to weigh heavily in the town's favor. Finally Lord Arianus made a break for Dannacus, effectively flushing the necromancer out

and getting him away from his undead. The chase ended in Dannacus being imprisoned by Lord Arianus and being carried back to the Celestial Circle at the Yawning Dragon. The necromancer was later found dead by his own hand.

RAVEN ON TRIAL

On Friday night Sebastian Coe, an initiate to the Order of the Raven, was accused by a local spice trader of murdering the merchant's brother. The trader claimed that he had seen Coe fleeing the scene. The man had also found a ribbon which was the mark of the initiation of a pending member of the Order of the Raven. Upon seeing his accuser Coe began to assault him verbally and with spells. Lord Arianus was nearby and quickly turned the tables on Sebastian by demonstrating a superior mastery of magic and skills not possessed by the dumbfounded Coe.

After moving into the Yawning Dragon Lord Arianus heard both sides of the story. He knew that the trader's family was respectable but doubted Coe's honesty. After speaking with Sheriff Angus Ebonheart, Lady Morgan Scenarius, and Coe's fellow initiate Rhea Skylark, Lord Arianus decided that the accused was either very honorable or a good liar. He decided that Coe would be confined in a Wizard Lock for the night to be tried on the next day.

At the trial Lord Arianus heard the stories of both the accuser and the accused again. Many came to see the trial including farmers, townsfolk, and Coe's friend Dakota Ironbane, Ranger of Vindale, Lady Morgan Le Fay Scenarius spoke on behalf of the accused claiming that Sebastian Coe was not capable of such crimes in her eyes and that she did not believe it. After many minutes of deliberation between Kellimon and Lord Arianus the verdict was given. Lord Arianus proclaimed that he would pay the spice trader coppers to help ease the pain of his loss and that Coe was free to go. Kellimon was noticeably upset at this and he left the Yawning Dragon immediately.

FARMER'S DAUGHTER RESCUED

A group led by Rhea Skylark and others helped a farmer recover his daughter from the clutches of a witch. They found the cave with the help of the farmer and quickly eliminated the guards and the witch herself. The farmer and his daughter were very happy and the girl gave her deceased mother's necklace as a payment to the group for her rescue.

RENEGADE APPRENTICE SLAIN

Lord Arianus came into town Friday night offering a mission that paid well but was very dangerous to any group who would take it. He told the takers that he would send someone for them when the time was right. The next day Lofton Krate, a high ranking member of the Galavast Healer's Guild entered town to lead this group. He explained that an ex-apprentice of Lord Arianus named Vance was trying to kill his former master. Vance was the mage who owned the infamous golden arrow.

As the group entered the field near the Traveler's Stone they encountered Vance and two of his apprentices. The battle was hard, but was eventually won by the group thanks to the fighting abilities of Lofton and Sheriff Ebonheart and also the healing of Chalene Silvermoure. Although many members of the group fell all were healed except for Ackron Shadowcloak. This brave warrior took a death at the hands of the foul scoundrel Vance, but his loss was avenged when Lofton delivered the blow that sent the caster to his grave.

HEALING OF THE STONE

The healing of the stone was a sordid and bloody affair. I hold none but the bard and possibly Lady Morgan at fault. I am however just a Drae and my recollection of the events that took place that cold night will most likely be written off as a lie or just some plot formulated for my own benefit. But I digress. As I remember it, we had set out in hope of healing the stone. As we neared the crest of the hill, we were surprised by a group of lesser undead. We quickly disposed of them with only one fatality. One being our precious and wise healer Chalene's spell book. She had lost it valiantly fleeing the battlefield despite several cries of agony. In time, we moved on. Reaching the crest of the hill we heard the familiar call of the gargoyles echo from their lair. Consulting Sheriff Angus, the party decided it would be best if a party confronted the gargoyles while another healed the stone. Angus appointed himself to lead the first and I the

ladder. As we approached the stone, I felt the crystal surge with magical energy. I must say, it nearly burned my hand. All else afraid of the task, as usual, I placed the crystal upon the stone. The stone surged, flashed briefly, and became dormant. As he began to argue about whether the stone was in fact healed, cries of battle went up behind us. I decided the only way to be sure would be to take the crystal. Touching it, I found it to be dormant. I knew our job was done. The bard, however, believed his magical knowledge to be greater than mine. He informed the party I was just a Drae, and by that fact I could not be trusted. Lady Morgan agreed and the party decided to stay and play with the stone some more. Convinced I was surrounded by fools and the idiot that leads them, I dashed off to help my comrades. I arrived moments too late. Many lay fallen, but they had defeated the gargoyles. We returned with the spoils. Eventually, the bard and his group caught up. They informed us the stone had in fact been healed.

TRAGEDY IN RIVER'S END

On the night of October 31, the Screaming Lantern, River's End's only tavern burned to the ground. Ariel Landstorm, its owner, took her final death in the fire. Lord Mangus has issued a proclamation that he will give a tavern license to start a new tavern within the next month. Anyone interested in this should contact Lomas Cary, minister of trade. (See "Own a Bar").

LORD ARIANUS SPEAKS

I, Lord Arianus, High Wizard of Galavast, offer to all of those who helped to defeat the necromancer Dannacus my most sincere thanks. I have decided that each of you will receive a payment of twenty coppers, and although this is a small amount compared to the great deed which we have accomplished I hope that it will serve to in some small way reward your loyalty to me. I shall not forget what happened and the occasion from this day forth shall be known as the Rebellion of 595. I am currently seeking an historian to write a history of Galavast to record such events. If anyone is interested in the endeavor please contact me.

DRAE LETTER

I'm writing this as a forewarning to all who would listen. I know many of you do not trust me. I know many others who would have me dead, but take heed. Just because one has been defeated, we should not leave him forgotten. Souls freed may wander where they wish. Revenge is a most sought after prize. Never let our tainted healer stray far from our thoughts, for I fear we shall never be far from his. I owe my archer friend Nightshade a great debt of gratitude. Had it not been for him I fear I would not be writing you on this cold night. He tore me back from death's grasp in our fight against Daccanus. I owe you my life good sir. If in any way I can pay you back, do not hesitate to call on me. I will do anything in my means to aid you in any way possible. You are one of the few people that has shown this untrustworthy scoundrel an ounce of compassion. I thank you for your kindness. I fear I must bid you all a farewell for the time being. My old master requires my attention. Until our paths cross again, may all your nights be as silent as mine once were.

Sincerely,
Dinen

The News of November 595

PHANTOM ESCAPES

As it was nearing dusk on Saturday an extremely powerful being known simply as The Phantom entered town to take over. He led a large group of Orcs and trolls out of the forest and toward the tavern. Byron Evergreen ordered a full retreat to the fortress and everyone gladly complied. Unfortunately the Arm of Mangus, an ancient weapon designed to capture the spirit was incomplete. All of the parts were recovered

but the hurried exit to the keep saw two of the four left within the tavern. Realizing this dilemma Falgar Shinglefoot, Angus Ebonheart, and a group of brave souls made a break for the tavern. They were immediately spotted and had to fight to stay alive.

Meanwhile back at the fortress Larus Wolfhurst attempted to prepare the townsfolk for the oncoming battle. Eventually the Phantom dispelled the Wizard Lock which held the gate and forced its way inside. What ensued was a slaughter. By the time that the group returned with the two other pieces of the Arm of Mangus everyone had perished. Falgar and Angus charged in to investigate. Falgar scanned for survivors and immediately headed for the second floor. Angus wisely found the chest which contained the other two pieces. Unfortunately Larus had the only key to one of the chests and Falgar found him downed just at the top of the stairs with The Phantom standing over him. Enraged, Falgar immediately attacked but he was no match for The Phantom. He perished with the rest. Miraculously, Byron Evergreen managed to Banish The Phantom before taking his death. When the Arm of Mangus was later put together it mysteriously vanished.

LURKER UNLEASHED

Another frightening occurrence was the release of a foul spirit known as The Lurker. This dark being could control the actions of helpless adventurers and make them turn on their allies. It is unknown who unleashed this creature but it was surely a dastardly act of malevolence. Be warned that The Lurker remains at large and it is unknown how it can be stopped.

WEARY BROTHERS SAVED

Two brothers were found fighting near the old tavern on Friday night. Upon closer inspection it became apparent that they were semi-corporeal apparitions. They continuously begged for help from the adventurers and after a brief parlay their problem became more clearly defined.

The brothers were bound by a particular gem which condemned them to fight eternally. It seems that their bickering originated over a mutual love. This woman had long since perished but the brothers' feud continued. The problem was believed solved when a rather large gem was found among a small pile of loot in a Troll's Lair. The gem was later destroyed in hopes that it would free the brothers, but the result remains to be seen.

RUMORS AT RIVER'S END

Travelers from Dollos have seen a large winged beast flying above the mountains to the north.

Lord Negeon has a fatal disease and will die by the spring.

Near River's End there is an ancient well which will grant one wish.

There is a secret guild of assassins in River's End.

The cursed treasure of Lord Negeon's dead father lies buried within the keep.

Sarathan Ebonheart is a Fallen Dwarf who was cast out by his family and taken in by the kind-hearted Angus.

Lord Balladan is supplying the Orc tribes of the Green Mountains with weapons.

Dollosian Brandy is made with slave labor.

The Green Mountain Drae's numbers have been reduced by half due to a particularly vicious and fast-acting disease.

RAVEN GROWS

We are pleased to announce that Angus Ebonheart and Glenstorm have chosen the path of chivalry and become Initiates to the Order of the Raven.

We shall never forget

Falgar Shinglefoot
Larus Wolfhurst

Order of the Raven.

LETTER

To all those who assisted in the quick and efficient dispatching of the being known as the "Lurker," I wish to express my gratitude. Therefore, I hereby name Proteus, Dwarven Templar and Perianna, Hobling Adventurer, "Heroes of the Hammer and Shield." To the "Lurker's" unfortunate victims, you have my sympathy, and I will work to see that such occurrences never happen again.

Sincerely,
Sarathon Ebonheart

SGT. KELINDIL:

You are hereby summoned by the courts of Lord Balladan to appear in the town named Rivers End on January 27, 596, at high noon in the town's tavern. If you fail to recognize the summons, you are commanded to send all of your armor and weaponry that was given to you by Lord Balladan as Sgt. of his militia for Lumberton Shire by messenger on the same day. If you ignore both of these orders, corrective and immediate action will be taken.

I will be awaiting you, however my time is valuable and I will not wait.

Long live the Lord !

Until then,
Lady Morgan La Fay Scenarios

THE TIME IS NEAR

When the stars are at their brightest we will meet at the secret place my friend and then they will pay.

The Stalker

MEMORIES

My dark friend, we will remember some day. And when that day comes, revenge will be taken and it will be the sweetest of all sweets.

Faded Memories

