

Meeting With The
New Priestess Of
Garioch Assigned
To *Fortune's Bend*

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Draws Curiosity -

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*Rumors indicate that
a strange "Twenty
Gallon" Galleon has
been sighted with the
Vascoll fleet*

*"Heart of a Warrior"
is still the number
one song in Fortune's
Bend!*

Attention All:

The *Garioch Gazette* is a
independent newspaper,
or "circular" dedicated to
bringing news and
information to the people
of *Fortune's Bend* and
Rues as a whole.

Writers Wanted!

We are now accepting
articles for coin. Please
contact Beatt Cutler for

The Garioch Gazette

- *Bringing You All The News That's Fit To Print Since 1214* -

Weather: Forecast Calls for
Vol. 2

Plenty of Rain and Spiders Friday, September 4th
Issue 2

Powerful Water Elementals Attack *Fortune's Bend*



Another massive
attack on the city of
Fortune's Bend has
occurred, this time
with assistance from
Water Elementals.

Water Elementals
and creatures from
beneath the waves
have been a growing
source of concern

since the massive raid against the nation of *Volbrecht*
during the spring last year.

As loyal readers may recall, casters attempted to destroy
the very nation of *Volbrecht* by drowning it beneath the
seas but were defeated by a loose confederation of noble
soldiers and heroic citizens who had traveled from
Fortune's Bend to stem the tide.

However, though the threat against *Volbrecht* was halted,
there have been other similar attacks.

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Wild Nations Seek Formal Lands and Sanctuary

During the last Gathering a group of citizens from
Fortune's Bend were invited to meet with *Quiet Eagle*, the
Chief-of-Chiefs of the Wild Nations broke bread with these
citizens and feasted with them, thanking them on

behalf of his people for the help that Fortune's Bend has offered the Wild Nations so far.

In addition to the thanks that Quiet Eagle has expressed, he also asked them for further assistance with his people from the people Fortune's Bend.

The Chief-of-Chief's is asking for help with the establishment of a formal place inside the bounds of the Empire with land that is set aside and protected as land which is reserved specifically for the people of the Wild Nations.

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There's A New Priestess In Town!

The Church of Garioch Recently Appointed New Reverend Mother to *Fortune's Bend*

The loss of Father Edward Giovanizzi to the citizens of Fortune's Bend is indeed a grievous one felt by all of the Faithful.

Although we shall certainly miss his cheerful enthusiasm, the Church has appointed a new agent to watch over and guide the people on the teachings and the will of The Shaper.

The newly appointed priestess is one Gralen Leatherby, a noble Elf from the Federated Kingdom of the Selda'niré; of the Arcos Caste.

The Reverend Mother spent only a short while in Fortune's Bend during the last Gathering. However, during that time this reporter was struck with her calm dignity and pleasant demeanor. Exploring the town and its somewhat unusual landmarks such as Death's Gate and the various



Gralen Leatherby: Priestess of Garioch

ancient landmarks near the five temples just south of the river's mouth.

As of yet there has been no word about the particular tenets of the Faith that the Reverend Mother shall be preaching; whether or not her sermons will focus more on *The Doctrines Of Unity* or perhaps other more specific homilies dedicated to the particular needs of the more unique difficulties that Fortune's Bend often endures.

With the Church of Garioch becoming larger and more diverse with each Gathering it is certain that whatever her she has to say and teach there will certainly be an audience eager to hear her wisdom.

Citizens wishing to identify the Reverend Mother should keep their eyes open for an Elf with honey-colored hair; a long, turquoise-colored jacket, and well-crafted spectacles.

For those of you who are interested in learning more of the beliefs of the Church of Garioch, or exploring your faith in general, all are urged to find and meet with the Reverend Mother.

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– *From the Editor* –

Well, it's been an exciting year. For those of you who aren't in "The Know", this is the first copy of the Garioch Gazette to be delivered to Fortune's Bend formally, and I have to say, I'm pretty pleased with the results so far.

Of course, I'd like to offer my thanks to all the people who made this edition possible – of course, you all know who you are, but for now I'll keep things quiet so as not to spark any "Imperial Entanglements", as they say. But accolades and pats on the back aside, I've been doing a lot of thinking about what we've seen so far, especially some of the more unusual issues and have begun to wonder about possible connections. Of course, there's no point in hinting at details when I could just lay them out, so let's get to it!

So in the past year we've seen some nasty attacks from forces related to water elementals and aquans; and problems like with water threats have kept on coming, from the attack on Volbrecht about a year ago and up to that attack when the Alentina rose up and caused all that havock during the last Gathering.

So here's a thought; is it possible that folk from Drakkenspar are doing a lot of attacks that seem to be trying to shift the waters around near certain places for a reason besides just causing trouble? Of course, I'm no expert here and I'm probably way off, but I'm curious if it's possible that all this nonsense they're causing is just so that they might be able to unearth more arcane fonts and maybe try to gain more magical power to become more powerful.

Now that's just a hunch; I don't know that for sure, but if my magical power was augmented by arcane fonts, you can be sure I'd like to find more of them, especially if they were destroyed or maybe hidden when the land was shifted around.

Here's another fun idea to "tinker" around with – what if they're maybe looking to shift waters around to find the location of the location of Valya Seere? You know; that island that's surrounded by magical storms that prevent ships from entering it, and the same island which protects the magical citadel in the center? And in case you forgot, Valya Seere was also the same island that heroes traveled to and discovered the Ritual of Life (which was a pretty powerful ritual).

Now again, this is all just guesswork; but if I was an Arcane Caster looking for a stronghold filled with magical power (or a place I could learn how to boost my power) then I might just think of heading there. And if that island was protected by magical storms on the surface of the water then I might think of learning to travel under the waters using aquans and water elementals to do it.

While I'm at it, here's another fun tidbit to chew over: as brutal and horrible as the Entropic Pulse was, and as much as I dislike the Sparrians – the Entropy Sphere's real handy to have when fighting Undead. Right now we're dealing with a lot of Undead and all of a sudden we see a lot of Sparrians (you know, the same guys who used the Entropic Pulse in the old days) popping up all over the place who may be looking to find a way to do another magical ritual.

Is it possible that a ritual similar to the Entropic Pulse might be used to deal with the growing threat of Undead that's rising, kind of on a global scale?

So now I got to ask myself – “Are all Sparrians evil, or just some of them?” – “Are there casters, both good and bad, that are looking for ways to boost their magic using any means necessary, including looking for new arcane fonts by exploring underwater?” – “Is it possible that some good casters are also looking to boost their magic so they can combat the growing Undead threat by possibly performing a new Entropic Ritual even though the end results may be ugly?” and (assuming these questions might actually be on the right track), here's the big question:

“If casters have a plan to get rid of the Undead using a powerful ritual that utilizes Entropic Magic, would those same casters come forth and lay their cards on the table, trying to get help from the Empire and the Federation; or, are they still so nervous about hate and prejudice against their craft that they keep their motives quiet simply out of fear, thereby confusing everyone?”

Anyhow, like I mentioned before, I don't really know much here, all that you read above is mainly just me making a few hunches on some crazy theories. But I'll say this: the only thing I know for sure is that you don't find out answers without asking questions.

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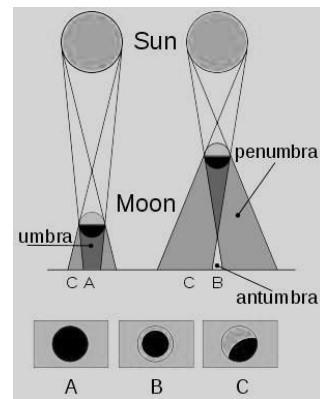
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Rare Cosmological Events Draw Curiosity

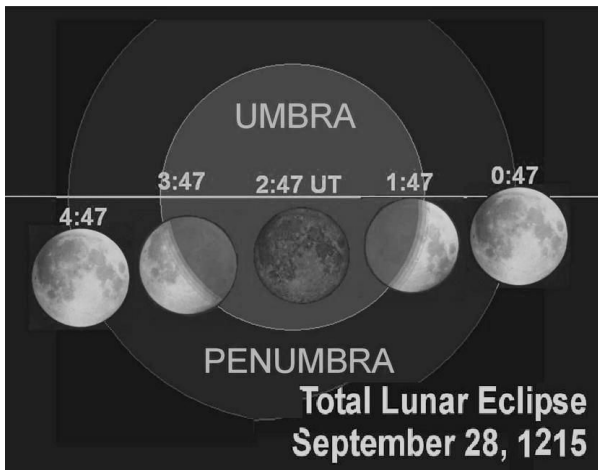
With many threats rising all over the face of Rues, one wonders what may be prompting the sudden emergence of these strange and dark powers. Naturally there are many theories that are grounded in solid proof; but some speculate the inspiration from attacks and other threats could be motivated by elements that are more unorthodox and possibly bordering on the metaphysical.

Many scholars in Rues are finding themselves looking toward the skies more frequently; studying the stars and noting the constellations and strange occurrences that have happened in the heavens. Of course, there are many things that occur in the heavens besides just the stars and perhaps the most noted of them is the moon itself.

As everyone knows, there will be a partial Lunar Eclipse shortly after the next Gathering; specifically on the 13th of this month. While it is true that most of the



people of Rues will not be able to see this astrological occurrence, this partial eclipse can best be seen below the equator; the path of which expands in a gentle arc over the eastern side of the lower hemisphere.

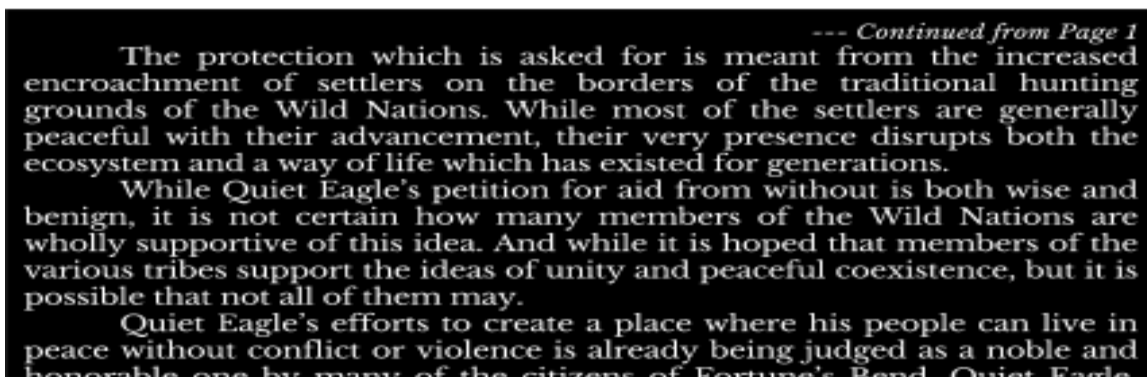


In short, it will be best noticed over the very same land that was once a kingdom long ago, before it became a desert.

If these occurrences are not enough to interest you, consider that on the 28th of this month a Blood Moon shall be visible. This is a rare astrological occurrence, in which a Total Lunar Eclipse has occurred. This shall be the forth such Total Lunar Eclipse since April 15, 1214.

Is there a possible connection between this event and the sudden discovery of an active private organization seeking for rare artifacts (often considered cursed) which was kept at a museum and had the symbol of "The Cult of the Moonless Night"?

If there is indeed a coloration between a sudden interest in this dark cult and the actual appearance of four Blood Moons in roughly eighteen months than it is likely that members of the Faith who wish to hunt cultists should keep their eyes open



and explore this possibility carefully.

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Knowing the Types of Undead and Their Powers

In the past year the citizens of Fortune's Bend have been attacked by more and more undead. During these attacks the citizens have noticed a marked consistency with both the nature of the undead and various powers connected to them.

A special thanks to the wisdom and lore of one Darthurus Swiftfoot, sometimes known as "Swift", a Veteran Warrior with the 505 Division of the Empire as well as a self-proclaimed "Ultimate Bad-Ass"; his information have helped to identify the Undead, and hopefully to better understand them on the field of battle.

When fighting Undead, remember that their abilities are linked to how they died. Therefore, a Purposed Race who had bled to death, either because of battle or simply through an accident, is one that comes back as "The Bled". Of course, there are other ways to die and all of those deaths come unique powers to plague you if you encounter them.

Anguished: Those who have suffered and whose suffering led to their ultimate demise. Their power is to cause "Agony" in those who assail them.

Bled: Those who have bled to death. When they are damaged they can "heal" that damage by regaining their "health" by tasting fresh blood that is on their weapons.

Mangled: Those who have died as a result of massive internal injuries or broken bones. Typically these are covered with bruises; often their rotting flesh seems "Black and Blue". Be careful of them, as they can Maim those who they attack.

Ravenous: Having starved, they hunger in death; some say they can "Frenzy" and other say can use "Disease". Whatever the case, be wary when fighting with them.

Smothered: These have died from lack of air. Some have drowned, some have been smothered by mud and rock (such as being buried alive) and some simply have died from smoke inhalation. They are able to use "Silence"

More Attacks from Aquatic Creature Continue Across Rues

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"Savage Aquans raid Vascoll boats in the night leaving adrift flotillas covered in gore and viscera with few survivors to tell the tale," writes one unnamed scrivener about those attacks which have persisted throughout the Winter Solstice and on even before the last Gathering.

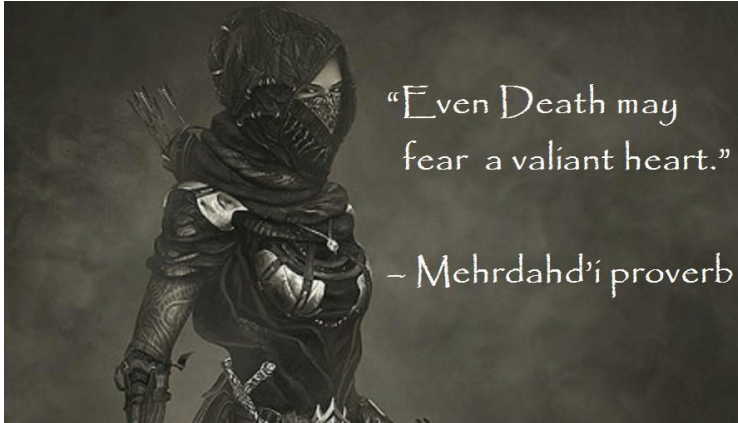
As of yet there are no specific reports about attacks on additional Vascoll flotillas, however, whatever the nature of the attack on Fortune's Bend, especially the use of Aquatic Elementals, seems somewhat consistent with the methods used in the recent past.

Historians will certainly recall that the Alentina River was diverted from a heavy rockslide from the Batterklast Mountains but what caused Fortune's Bend to be swallowed by the river in the first place? The uncovered ruins date back more than hundreds of years, yet there have been no confirmed motivations for what caused the original mudslide which buried the town.

Is it possible that the original inhabitants of the town of Fortune's Bend, as well as the town that was constructed here, were defeated by a group of magic users powerful enough to change the very nature of the rivers and seas to drown the entire town long ago?

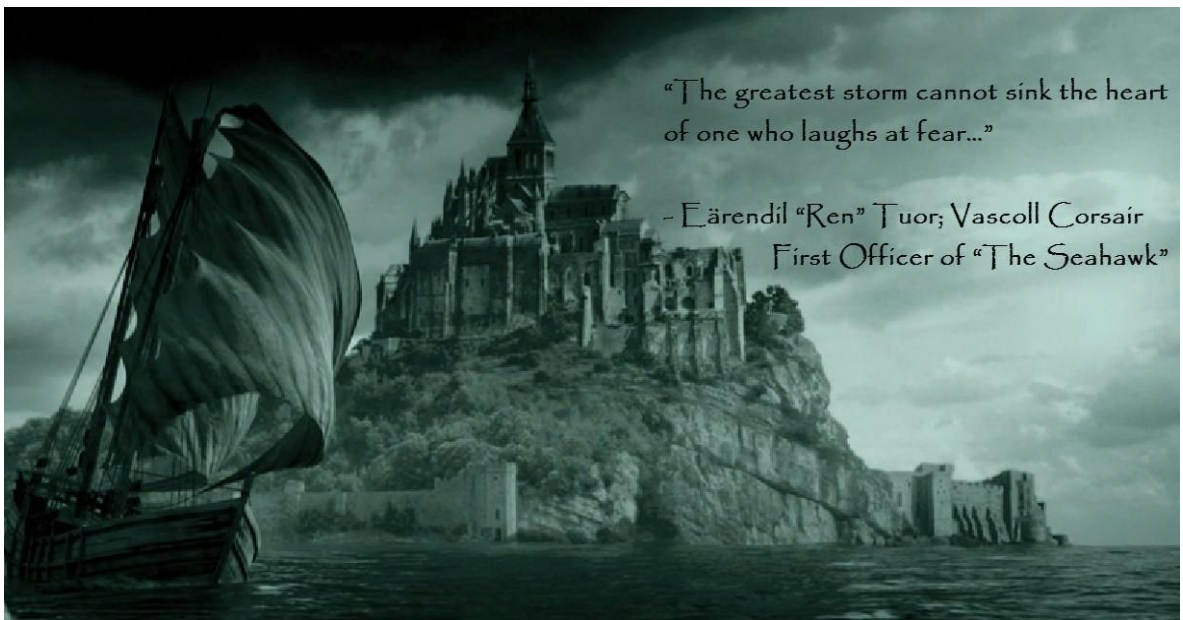
If this is correct then one may wonder who in Rues today might possess the power to so affect rivers or seas and possibly drown a town, or even a nation. And why would they?

on you.



“Even Death may
fear a valiant heart.”

– Mehrdahd’i proverb



“The greatest storm cannot sink the heart
of one who laughs at fear...”

– Eärendil “Ren” Tuor; Vascoll Corsair
First Officer of “The Seahawk”