

Church of Garioch  
consider new direction  
for the Church in  
*Fortunes Bend*

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Missionary Tacticians  
Meet and Discuss  
Combat and Tactics

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Mysterious Cultists  
Continue Attack

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Lost Relic Discovered  
from founding of Town

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*The Princess Bellasara  
Mercurio is still missing;  
people demand action!*

*A copy of the Siren's  
Lullaby to the Leviathan  
was transcribed. Will  
Bards be able to use the  
incantation in more  
mundane situations?*

*Merry Brother Otis Day!*

**Attention All:**  
*The Garioch Gazette is a  
independent newspaper,  
or "circular" dedicated to*

# The Garioch Gazette

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

Weather: Absolutely Wonderful!  
Vol. 2

Just kidding, it's *Fortune's Bend!* Friday, November 20<sup>th</sup>  
Issue 3

## Ravvin's Recent Assault Defeated

During  
town of  
upon to  
Ravvin;  
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Archangel,  
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itself.  
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solid,  
old-  
fashioned,  
combat  
fundamentals.

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## Leviathan Attacks *Fortune's Bend*

During  
the  
last  
Gathering  
the  
people  
of  
Fortune's  
Bend  
were  
attacked  
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a  
massive  
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beneath  
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called  
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Leviathan.

The  
citizens  
who  
helped  
beat  
back  
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monstrous  
creature  
were  
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aid  
a  
pair  
of  
Sirens  
in  
the  
rescue  
of  
their  
sister,



Berryl, who had been held by what were called “Dark Sirens” and other creatures which were called “Corrupted Water Elementals”.

The people of Fortune’s Bend rallied to the aid of these innocents and did what they could to stop the assault from the Leviathan. After an

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# Leviathan Returned to *The Shade*

- Continued from Leviathan Page 1

epic struggle the Sirens were successful in their efforts in soothing the Leviathan back into its slumber by using a powerful Incantation.

During a brief interview with Berryl, the recently recovered Siren sister, it was revealed that the Leviathan is a creature from The Shade. Those citizens who are interested in learning more about the Leviathan would likely be able to find out more by questioning scholars who have studied that subject.

Further questions remain, however.

This is the second attack on Fortune’s Bend in the past two Gatherings from creatures that live below the surface of the sea. In addition, the use of “Corrupted Water Elementals” seems consistent with the assault on Volbrecht roughly a year ago when a powerful caster seemed to have attempted to try to drown that nation with massive storms and flooding; flooding which was augmented by Water Elementals.

In addition, the presence of Sirens moving on the surface of Rues and interacting with the citizens of Fortune’s Bend, as well as the multiple seemingly coincidental attacks on the land of Rues from undersea threats begs a series of questions about what citizens truly know about what is beneath the sea.

Various Priests of Garioch are considering preparing a formal request to the Emperor to fund and sanction a proper expedition to explore the depths of the waters. Minor expeditions have occurred in the past as specific tools crafted by Tinkers allowed heroes to explore the depths of the ocean floor for brief amounts of time.

But with multiple attacks from the oceans coupled with threats from the waters are increasing it might be useful for both the Empire and The Federation to find new allies beneath the surface of the ocean. There is also substantial circumstantial evidence which suggests that the seas and waters of Rues had been altered on a global scale in the past to seriously affect the surface during cataclysmic times. With so many dark issues looming, it seems very likely that a concentrated expedition beneath the sea might prove useful in the future.

the community of Rues as a whole.

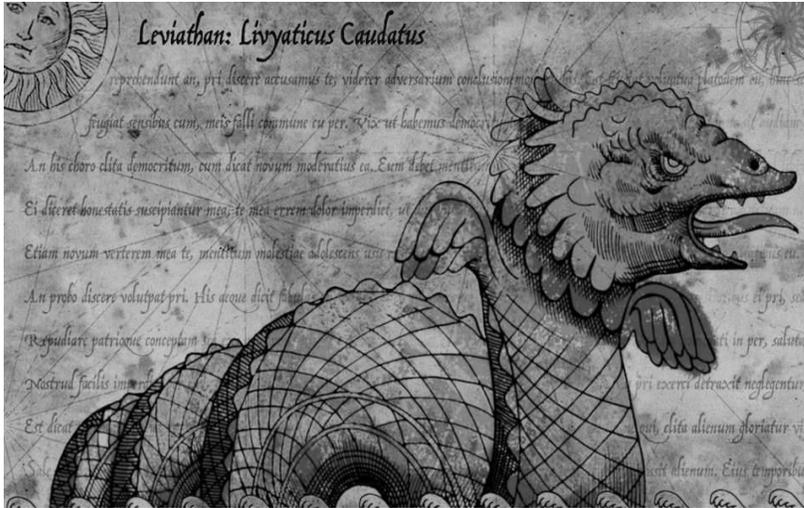
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All authors who wish to be recognized shall have their name noted in a byline above the appropriate article.

The Garioch Gazette exists to promote free thoughts, ideas and the exchange of said ideas and thoughts without any bias or prejudice.

All the information that is published in this circular conforms to *The Rules of Piety*.

*The chief publisher, scribe and owner*



# Church of Garioch Considers New

## Direction in Town

During the most recent visit from the Reverend Mother the patrons of the Church of Garioch met to discuss their goals, dreams and ambitions for the future of the Church in *Fortune's Bend*.

Several ideas were brought forth, including the possibility of creating or discovering an artifact of power which could be carried into the field of battle and used to fuel the powers of the Faithful when their powers start to wane far from Holy Temples.

In addition to these efforts the clergy also discussed the possibility of having a more direct connection with Imperial matters and the government of the Empire on a national level.

A final point of discussion centered on the issue of slavery in the Church as well as the Empire as a whole.

One of the Faithful took a surprising position and extolled the virtues of slavery, much to the consternation of the other parishioners. In response to the open support of slavery, Father Cutter argued that slavery was the denial of free will, and therefore preventing Purposed Races from pursuing their Purpose and should be opposed with any means necessary.

However, the majority of the Church seemed to be of a more neutral ground on this matter.

"I stand opposed to illegal slavery, but am tolerant of legal slavery as the law demands," said Godrick Dwyre when asked on his opinion about slavery and the suggestion of using direct action to prevent it.

Dwyre's position reflected the feelings of most of the Parishioners, who were opposed to the evils of slavery, but showed a level of courtesy for the values of other nations and respected the integrity of Imperial Law.

the possibility of having a more direct connection with Imperial matters and the government of the Empire on a national level.  
*"We respect the values of other nations and their beliefs regardless of our own."  
- Braous of the Church of Garioch*

## Another Victory for the Living Against the Dead

- Continued from Ravvin Attack Page 1

Shield walls were well positioned and utilized; holding the line firmly so that casters and range fighters could attack from safety. Healers continued to move back and forth behind the wounded, taking an injured warrior from his position to minister to his needs while his brothers shifted positions to hold the line and field commanders kept their squads in check, but they also made sure that the company that they worked with was in sync with the other commanders and units on the field; none of them advancing too far forward and opening the lines to being breached, and none of them letting a gap open up or the citizens as a whole feel pressed, but in the end, Ravvin's forces were pushed back and the saved for another day.

Congratulations to all of those who fought that day; your efforts shall not be forgotten!

Meanwhile, during the time between the last Gathering and this one Ravvin's armies have responded and pushed through lands that are not as well defended with the winter months coming. As

Ravvin pushes his armies forward to achieve his dark ends the general consensus is that Ravvin is seeking power and is trying to usurp Severrin and take his place.

In one of the skirmishes during the last Gathering some citizens had challenged Ravvin verbally telling him that the Genesori listen to the faithful and hear our prayers. According to witnesses on the field, Ravvin gave the scornful response – “No he doesn’t!”

While this seems like the mocking from an enemy trying to erode hope, could it also be a valuable clue regarding Ravvin’s motivations? Is it possible that Ravvin himself feels somehow estranged from the Genesori? Perhaps Ravvin no longer feels that the Genesori hear him, or value him, as they once did? With so much focus and attention placed on Death herself, perhaps Ravvin has felt that his own duties and efforts have been forgotten and ignored?

While defeating Ravvin outright in pitched battle may be the most logical solution, another possibility may be to attempt to create a true reconciliation between Ravvin and the Genesori as a whole; to convince Ravvin that the Genesori do hear him and that his Purpose with them does matter.

The idea of helping Ravvin reconcile whatever issues which he may have with his creators and healing Ravvin’s own inner wounds may seem far too lenient a judgment on a being who has committed such heinous crimes. But if the Faithful are truly dedicated to healing the troubles of Rues, the possibility of helping Ravvin recognize his sin, repent of his deeds and seek absolution may be one worth considering.

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# Considerations on Combat and Tactics

A recent rash of assaults has begun on the townships of both Western Braeus and Inlyrico near the borders of the Batterklast Mountains. The attacks are largely from Ravvin’s forces and have been spreading out quickly and to devastating effect along the border between these two nations.

Many folk will recall that Ravvin’s army had attacked many places throughout the Underholme recently; specifically Ereskial settlements. While the Ereskial’s main thoroughfare between the Underholme and the surface is near Anbara, it is not too surprising that if Ravvin’s forces had been under the Batterklast Mountains assailing the Underholme that the Usurper would elect to have his army push onto the surface in the north of Rues and far away from heavily guarded exits near Anbara. Further, his advance would put the main thrust of his army right between two nations and their lightly manned borders.

As to why Ravvin’s forces have not pushed harder during the winter months so far, most tacticians would suspect that Ravvin is likely planning on spending the winter “recruiting” more warriors. After all, given the massive amount of Undead who have been seen in his ranks that were created from Disease lately it is not surprising that during the winter months when famine and plague are more prevalent that Ravvin can afford to slow his advance for a time and let natural causes do his recruiting for him, though certainly this would suggest a larger assault in the spring, assuming that this is not merely the calm before the storm.

Meanwhile, as the Imperial capital is on the western side of Rues it seems unlikely that heavy support dispatched from Pyredom will be able to curtail these advances in the north-eastern side of the Empire fast enough.

This leaves citizens of both Inlyrico and Braeus in a difficult position as Imperial troops are already spread thin and a lack of immediate support from the capital is likely to create a further strain on diplomatic relations which could have a negative impact on the war effort in the future.

These concerns leave the common citizens wondering what it is that they can do to help.

The first suggestion might be to get to the bottom of the mysterious plagues that have been causing so much concern in Rues. After all, if more of Ravvin’s forces are being enlisted by a strange plague it seems likely that the plague and Ravvin may be connected. However, even if they are not connected at all, eliminating a plague is certainly a task that responsible citizens should consider pursuing.

The next obvious choice is to enlist the support of military aid closer to the problem and the most logical choice being aid from the Wild Nations. As the Wild Nations border both Inlyrico and Braeus it seems logical to suspect that if their support was enlisted it could help contain the thrust of the army which threatens the borders of those two nations. But whether or not the Wild Nations will offer formal support to aid citizens who encroach on their borders remains to be seen, but if all the citizens of Rues do not unite against this threat as a whole then it is likely that in a very short time all of them will perish one by one.

Citizens interested in helping should petition their Churches and local sources of learning to find what, or who, is responsible for this plague and what specifically needs to be done to end it. After all, if the plague can be fixed soon, it may be that Ravvin may have less troops in his army in the future.

In addition, citizens should also consider petitioning their local Imperial diplomats and encourage them to take more direct steps in establishing better relations with the Wild Nations as a whole in an effort to create a better relationship with our neighbors. Followers of Severrin and Koreel should also consider taking direct to petition the Order of Lost Hope to do more direct work with the Wild Nations as well.

As for any neighbors of the Wild Nations; settling on the land of your neighbors without so much as a "By your leave" is not likely to encourage the trust or support of your neighbors, and both of those things will be needed to form a better alliance against the dangers of Ravvin's army.

**Correction: A headline in Issue Two claimed that the Wild Nations were seeking "Formal Lands" from the Empire. This was an error. The Wild Nations already have formal lands which are recognized as their own. However, in the past several years an influx of settlers from Inlyrico and Western Braeus have been encroaching on their ancestral hunting grounds. It's become clear that Quiet Eagle fears that these borders are not being respected and is asking the Empire for support in seeking a peaceful solution to the encroachment on the formal lands of the Wild Nations.**

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# Attacks from Mysterious Cultists Persist - *Divine Casters and Sorians* *Targeted* -

During the last Gathering there were a collection of Cultists who had targeted and attacked Divine Casters and Sorians.

During such skirmishes these Cultists were able to expose such Casters by using either magic or some other special ability, which suggests that their training in combating casters is much more intensive than that of simple bandits.

The Cultists could be identified by the strange marks or tattoos that were



**Ancient Ruins Near the Former Kingdom of Drakkenspar**

painted on their faces and some have suggested that they are Sparians; or more specifically that they have come from the former nation of Drakkenspar.

Drakkenspar was once a mighty kingdom but was destroyed long ago when it was reduced to a country less inhospitable than the desert of Byse. It has been suggested that the destruction was connected to a concentrated attack on Arcane Casters on a global scale and this attack not only destroyed Arcane Casters and multiple Arcane Fonts, but it also destroyed thousands of innocent people and reduced Drakkenspar to a land more inhospitable than Byse.

As of now the true origin of these Cultists has not yet been determined. However, if the theories are correct and they are indeed Sparians Spellswords then this could suggest that these cultists may have an alternative plan or purpose then a few isolated attacks on faithful citizens.

The nation of Drakkenspar was destroyed long ago by the Entropic Pulse and it is very possible that a modern group has determined to take deliberate steps in destroying the spread of Arcane Magic in general. However, a more mundane theory suggests that a common tactic of any paramilitary organization is to first eliminate any unit which can heal or revive opposition. In other words; once the healers have been destroyed then the warriors will not be able to last very long.

Currently there is circumstantial evidence which may link this Cult with another organization known as “The Cult of the Moonless Night”. Given the recent astrological phenomena this year (including multiple Blood Moons and various Lunar Eclipses which could be witnessed over the former ruins of Drakkenspar) it is possible that such a cult may be engaging in these acts for some dark ritual or evil purpose.

Meanwhile there have been increasing issues with Arcane Sanctums which have been noted and reported. It is possible that the instability of the Fonts may be related to a more subtle attack from Sparian Spellswords who seek to damage or destroy any Arcane Casters.

If you, or someone you know, are interested in combating threats from the “Cult of the Moonless Night” then speak to Church Authorities or any citizen who might specialize in fighting dark cults.

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## **Lost Relic Discovered on the Border of *Fortune's Bend***



**Coast of Alentina River  
Near Fortune's Bend**

For nearly three years there have been persistent expeditions to discover the location of a stone which was used to mark the original borders of Fortune's Bend when it was originally founded during the time of the Al'tiesh.

The stone was discovered by Bea of the Alved and Father Cutter of Braeus during the last gathering near the edge of the Alentina River which flanks the eastern edge of the town.

The discovery of the marker stone will likely lead to possible further new and exciting discoveries from the Archeologist Guild, as well as giving valuable clues regarding the nature of the former citizens of Fortune's Bend.

One of the more unique elements of the location of the stone was its very placement.

If an interested party was to draw a straight line directly from the entrance of Death Gates across the northern thoroughfare of the town it would reach the summit of a hill that houses the remains of a powerful Gate which has runes and carvings on it which are ancient. If a perpendicular line was drawn at the halfway point between these two places and traced to the east then the stone marker would be discovered.

Theoretically, if a person was to draw a line in a western direction from the same point it is possible that they might find a similar stone on the town's western border.

While this theory has yet to be confirmed, further excavation may be forthcoming in the following months.

## Incantation of the Siren Sisters



The following is a copy of the song used by the Siren Sisters to lure the Leviathan to sleep.

Go to sleep you little baby  
- Go to sleep you little baby -  
Go to sleep you little baby  
- Go to sleep you little baby -

You're mama's gone away and  
your daddy's going to stay  
Didn't leave nobody but the baby

Go to sleep you little baby  
- Go to sleep you little baby -  
Go to sleep you little baby  
- Go to sleep you little baby -

Come on lay your bones  
on the alabaster stones  
And be my ever loving baby

Go to sleep you little baby  
- Go to sleep you little baby -  
Go to sleep you little baby  
- Go to sleep you little baby -