

Stonegate News of the Year 597

Lord Of Chaos Strikes

On Friday, February 28, the town of River's End was alerted to the presence of a few people near the town fort who were apparently engaged in some sort of formal ritual. Led by the Elysians, the town's more adventurous defenders promptly gathered their arms and went to see what was afoot. Upon arriving at the scene, the citizens encountered a woman who was apparently not involved in the casting. She promptly warned them not to interfere. After a brief discussion the Elysians, including Lord Eldris and Baron Kyrian Drakemoor, decided to attack.

As the townsfolk unleashed their assault the man and woman became quite angry. A being which also accompanied the two took the brunt of the damage while the furious counterattack of magical energy unleashed by the couple soon sent the Elysians packing. While Lord Glenstorm and the others regrouped and tried to decide on what to do next, the Elysians hid in the woods and taunted the self-proclaimed Lord of Chaos and his companions. The so-called Baron Kyrian Drakemoor was among the cowardly group of hidden Elysians and showed much bravery by being the loudest and most childish taunter.

Finally, after the Lord and his Lady captured the town fort, by ordering all who were within out, Lord Eldris showed a true bit of courage and rare amount of intellect by inquiring what the two wanted. The essence of the insult-laden conversation that followed was that the Lord of Chaos wanted the town and would return to claim it. True to form, the Elysian "nobles" continued to taunt the obviously more powerful beings and may have greatly endangered the town in the process. It was not sure if the ritual was stopped and the Chaos Lord cursed the town because of the interruption or if the ritual was the root of the curse. The curse that infests the land will not allow the powers of earth magic to be called upon anywhere within the town. The incident ended with the Lord of Chaos rifting out with his companion. As he left he promised to return.

The next day brought no clues as to the exact nature or remedy of the town's affliction. Lord High General Seth Farrius of the Free City of Mythamber entered town on Saturday evening and showed much interest and sympathy toward the situation. He was accompanied by a healer named Arial who was an instructor at the Mythamber Earth Academy. She listened to the accounts of several townsfolk and promised to research the incident upon her return to Mythamber.

New Alehouse A Success

The Dragon's Armpit, River's End's newest alehouse, has been opened in the old market building. The proprietors are friendly and serve good stout ale at a rather reasonable cost to the common citizenry. Although they do not serve food, the atmosphere is much more hospitable to adventurers who enjoy gambling, swapping tales, or drinking. Unlike The Hammer and Shield, which seems to attract a snobbish clientel, The Dragon's Armpit welcomes all travelers and citizens who seek a good drink at a fair cost.

Orc Settlement Razed

Late Saturday afternoon the town gathered to deal with a large group of Orcs and Trolls which was planning on setting up a dwelling near town. As the group arrived they were set upon by an enormous mob of assailants. Only after a long and strenuous battle did the citizenry, with the help of several Evendarrians, finally defeat the threat and send the few remaining Orcs scrambling for safety. All told the death count totalled nearly 200 Orcs, 50 Trolls, and 0 Townsfolk.

New Creatures Encountered

Several creatures which have not been seen before near River's End have been recently spotted. Many townsfolk have reported seeing enormous winged serpents within the past few months. They reportedly spit deadly venom and shoot lightning from their eyes.

Northern Drae Seek Aid

The Northern Drae settlement at Trader's Peak is seeking capable groups to escort various traders to a nearby Rock Troll village. Any who wish to seek employment as a caravan guard need only arrive at Traders' Peak on March 22 to receive their assignments. The pay is 20 silver Dyllars per group with each guard supplying his or her own weaponry.

Posted At River's End

Good People of River's End:

I am Lord High General Seth Farrius of the Free City of Mythamber and I have recently visited your town. I would like to commend everyone there on your hospitality and courtesy. All of your people showed my companions and I the utmost respect and for that we thank you. Hopefully my visit will open the door for future correspondence between your fair people and the good citizens of Mythamber. There is one concern of mine in regards to your situation that I feel must be dealt with, and therefore I am circulating this open letter among you.

By now everyone knows of the terrible hex which has been placed upon your fine settlement. Even as I write this the Earth Sages and Mystics at the Mythamber Earth Academy are studying your dilemma in hopes that it may soon be remedied. While all of this goes on I would ask one simple question: Where is Lord Balladan? Does he sit idle at Stonegate while your people suffer through this malady? Or is it simply that he is too busy trying to gain control of the rest of Dyllaria to give your current predicament the proper attention? According to Lord Glenstorm, Lord Balladan has recently withdrawn his support of your town. Have things become too difficult for him to deal with? Why would he desert you in your most pressing time of need?

I believe that I know the answer to these questions. Lord Balladan is a man who will stand tall in proclaiming his leadership during the good times, but who shies away from any bad situation. I know that many of you may have seen him fight and know that he is a fair warrior, but that is not the most important quality of a leader. Standing up for what is right is ultimately the point at issue here and Lord Balladan has failed you. It is not the first time that this has happened. You only need talk to the citizens of Barris, Remin, and Aelin to find the true nature of Lord Balladan.

Hopefully everyone who reads this will pass its content on to those among you who are less skilled in the written word. Many of you may at first reject my ideas, but I can assure you that I am only trying to help. I have seen Lord Balladan promise his support many times and then be unable or unwilling to deliver when the need was there. I hope that I am wrong in what I have written here, but I do not feel that I am. In any event I will be seeing you in the coming weeks, hopefully with a remedy for your current situation. Luck be with you.

Sincerely,
Seth Farrius
Lord High General of the Free City of Mythamber

Posted Throughout Dyllaria

Good People of Dyllaria:

I, King Grell II, have decided to modify the Dyllar to show the unity between Lord Balladan and myself. This new coin will completely replace the old Dyllars. On one side will be the five pointed star, which is the traditional symbol of Dwarven unity. On the other side will now be both the symbol of the Dwarven Royal Family, and the symbol of Lord Balladan.

The new coins are more pure than the metals we are getting from the east. The new Gold Dyllars will be even more pure, and even though they are smaller than the old coins they will be worth twice as much. Within the coming months we are hoping to totally remove the old coins from circulation. You can trade them in for new ones in any lands that Lord Balladan controls. Also, any of the numerous Dwarven Lords will trade them.

Thank you,
King Grell II
King of the Dwarven Nation,
Lord of Bloodhammer Forge,
First Smith of Steelhaven,
Wielder of Hammerfist

Rumors At River's End

Lord Glenstorm is going to pledge allegiance to Evendarr.

Lord Balladan has deserted River's End.

Cornelius wishes to expel the Elysians and rebuild River's End for the people.

The Northern Drae are angry with Lord Glenstorm because he has not contacted them at all since his ascension.

The White Stag is a mystical beast.

No crops will grow near town.

A large winged beast has been spotted by outlying farmers.

A spectral image of a man with a half white and half black face has been seen walking through the woods.

Lord Hanson is really a jester and is guilty of claiming false title.

A large undead giant was spotted just outside of town.

Around Dyllaria...

Lumberton Shire: The return of Field Marshall Urik and Lady Morgan has done much to deter the Orc uprisings. They have not been able to eliminate the scattered bands completely, but the garrison has won many small skirmishes with the Fractured Skull. Many outlying farmers have returned to their abandoned homes since the garrison has begun patrolling regularly again.

Remin: Lord Balladan's men have closed the borders to this town and no caravans are allowed inside. Balladan's men buy the traders' goods at a fair price and take them in themselves. No citizens of Remin are allowed to leave and reportedly Mayor Asht Grot has fled. It is rumored that Lord Balladan will not release control of the town until Asht is brought to justice.

Dear Urik and Seudor:

I need you to come back to Stonegate early from your furlough. We have important business that I need to discuss with you immediately. As soon as you get into town, come and report to me. I am sorry I have to cut you short on your little time off, but I would not ask unless it was not important.

Lady Mogan La Fay Scenarius
Lady of Lumberton Shire
Vassel of Lord Balladan


The News of July, 597

Lake Grows in Lumberton Shire

Despite the fact that so many brave adventurers went on quests last month to successfully stop Lake Scenarius from growing, trouble with the lake's inhabitants continues. Many times in the past month the fish men have come ashore seeking Tonella the lake maiden who has aided the town on several occasions in the past. Many hard battles have been fought in order to protect Tonella from the scaly rascals. Thus far the Garrison and other townsfolk have been able to defend the town, but the attacks seem to be growing in strength and usually occur at the most inconvenient of times. Hopefully a plausible solution to this recurring problem will put an end to the threat once and for all.

The Scarecrow Master Defeated

Last month on Saturday afternoon a crazy wizard with his army of Scarecrows entered town to try and take control. The Lumberton Garrison stood against this invasion as did several others. The group of travelers from Therendry fought well as the town's defenders cut through the attackers with little difficulty. In the end no one was seriously injured in the encounter except for the mage and his minions. Let this encounter be a lesson to all those who would seek to control the town in the future, and maybe anyone else will think twice before undertaking such a ridiculous endeavor.

Battle of The Orcan Portal

Lord High Marshal Jarn Shanodin of Stonegate Keep has declared the two engagements with the Orcs in July to be significant in the turning of the tides of the Lumberton Orc War. He has decreed that in the next several months he will be personally reviewing accounts of the encounters in order to more fairly distribute decorations among the combatants. He has declared the two engagements to be named the Battle of The Orcan Portal, and has resoundingly pronounced the battle a victory thanks to the leadership of Field Marshal Urik and the Lumberton Garrison.

The Lord High Marshal has publicly commended the Dyllarians who stood in defense of their homes, while he also has condemned any who refused to aid the combatants.

A Fool In Helmwood

Upon visiting the town of Helmwood on the 16th of this month, Lord Arianus created a permanent Celestial Circle. The first attempt to erect this circle was interrupted by a pack of wolves. The hungry beasts made it past the guard and into the building in which Lord Arianus and Lord Chancellor Bledsoe were performing the ritual. After a brief delay which saw Lord Arianus storm through the town insulting the citizenry and in general making a fool of himself, the two finished the ritual without further incident. Lord Chancellor Bledsoe, although a known Necromancer who is not proficient in Celestial Magic, will be the acting head of the Celestial Guild of Helmwood until further notice.

Celebration Planned

Field Marshall Urik and Earth Guildmistress Alahna Moonbrooke will be holding a small festival for their friends and acquaintances at the Fallen Comrade Alehouse on Friday, August 29. The gathering is to celebrate their recent marriage. The newlyweds will be providing food while alehouse proprietors Dakota Ironbane and Falgar Shinglefoot will be providing refreshments as a wedding gift to the couple.

News From Barris

Scouts from the Army of Stonegate have reportedly entered the razed city of Barris and have found no survivors among the destruction. High Marshall Dorin Bloodreaver has been sent with a force of nearly 5,000 men to oversee the search and rescue of any survivors. Lord High Marshall Jarn Shanodin has downplayed the suggestion from several critics that the situation is beyond his control, but it is a growing sentiment among the commoners that Shanodin is not nearly as competent a leader as Lord Balladan. Many fear that the Lord of Stonegate is dead, but several officials from Stonegate Keep have denied this rumor.

Letters

This letter serves two purposes.

- 1) It is an apology to you who have been hurt or offended by the Order and by members of the Order and
- 2) it is a public statement that the Order has renewed its efforts to serve all in the quest for chivalry and honor in these uncharted lands.

It has been brought to our attention that the Order and members of the Order have offended some of you and have caused problems in these lands. We ask you to accept our apologies for these incidents and allow us to rectify situations and friendships.

It is also known that the Order, of late, has not been an effective force in promoting the code of chivalry in these lands. We publicly make it known that the members of the Order have renewed the goals to fight evil in all forms and work for the good of all people. We offer our services to any and all who desire the same goals- the promotion of chivalry and the elimination of necromancy. The Order of the Raven once again will be a strong force fighting for the weak, looking out for the oppressed, and supporting and honoring the friends we have made in these lands.

We are also taking this opportunity to call any of you who wish to fight for chivalry, for the code, and for our friends to join the Order of the Raven. Please see Sebastian Coe or Rhea if you feel a calling toward the Order.

The Order is back, and we shall never forget
Rhea and Coe

I have recently been informed of the resignation of our Lord Chancellor, Kern Darkway. Kern was a good leader and will be sorely missed by myself and many of you. In his absence I will be appointing a new Mayor in September and any who are interested in the position should see me personally at that time. I would also like to announce the appointment of Lorik Blixar as the Head Celestial Caster of Galavast. He will be in charge of the Celestial Guild and all serious wizards and sorceresses should contact him about joining the best guild in all of Dyllaria. Any who are interested in a similar position in Helmwood should also contact me in September.

Arianus
Lord High Wizard of Galavast
Lord of Helmwood
Defender of Ancient Marthia

This proclamation has been scribed and posted throughout Dyllaria by the order of several lords of various lands.

Unto All Citizens of the Vale of Tyrangel and the lands beyond
From His Excellency, Count Roderick Daleron

A traitor known by the name Dark hath been sighted in the Vale. He is wanted for acts of Treason in numerous Duchies and for acts of murder and attempted murder in Tyrangel. He and his party have many magical items and are quite strong. Those who sight this party should likely withdraw and advise the nearest soldiery of the County of Tyrangel or the Kingdom of Evendarr of his party's location. A reward of 50 gold sovereigns is hereby placed for his capture for OBLITERATION.

Signed with seal affixed this 7th day of July

Roderick Daleron,
Count of Tyrangel

News From June, 597

Rune Seer Stops Vanishing

A being came into town Friday night using a strange magic which caused those inflicted with it to vanish. This vanishing was a long drawn out affair in which the subjects slowly diminished in materialism until they actually totally vanished. As Saturday evening drew nearer the group of people had almost totally vanished. The Rune Seer entered town and performed a ritual to see what could be done.

Apparently the beings minions were aware of the Rune Seer's attempt and they attacked him in force. Several townspeople rallied around him to try and protect the ritual and were only partly successful. After several interruptions the Rune Seer finally completed the ritual. He told the assembled townsfolk to find a lantern near the lake. Extinguishing this lantern would bring back the diminished individuals. Everyone ran toward the lake at breakneck speed.

Upon arriving at a small building on the lake the searchers were set upon by more of the shadowy minions. Quickly the people were rallied by Field Marshall Urik and the Garrison. Fighting as a unit the town repelled repeated assaults and gained entrance to the building. Guardsman Cage extinguished the lantern effectively ending the threat.

Orcs attack

A large war party of Fractured Skull Orcs attacked town late Saturday night. Most people were asleep during the attack and the orcs destroyed several tables in both the Mystic Highlander and the Fallen Comrade. The Garrison was reportedly unable to be roused from their drunken slumber. Many farms were burned by the same party and the people are quite upset about the Garrison's inaction.

Battle of North Field

An entire regimental division of the Army of Stonegate under the command of Field Marshall Jagindon Thinblade engaged an army of unknown composition at North Field, just between the southern mouth of the Devil's Gate Pass and the city of Barris. No

messengers reached Stonegate with news of Thinblade's movements after his leaving the pass. A few days ago scouts returned with stories of horrific slaughter. Many of the soldiers were found unmarked by any apparent wound, but died in their tracks with horrified looks on their faces. Field Marshall Thinblade's body has not yet been found among the dead and there is hope that he still lives.

Rumors at Lumberton Shire

The Locathah have been raiding the town since the people invaded their lair.

Some townsfolk have mysteriously fallen in mud and injured their ankles.

The Rune Seer is dying from the ritual backlash.

Ghostly figures have been seen wandering through town.

Lord Balladan is dead.

Huntonno has been seen in the area with a large tribe.

The town Garrison has division in their ranks.

Dakota is in love with Tonella the Sea Maiden.

Lumberton bandits are running rampant, unchecked by the drunken garrison.

The war is a creation of the nobility so that they can have an excuse to raise taxes.

There is a traitor among the Lumberton officers.

Around Dyllaria...

Free City of Mythamber:

An entire regiment of light infantry has been dispatched under General Larin Zifflaren. They are reportedly heading to Barris in support of the town to try and clean up Lord Balladan's mess.

Bloodhammer Forge:

King Grell II has sent envoys to Stonegate Keep and has asked to be kept informed of any developments in Barris or Remin. The Royal Dwarven Army has been mobilized and a large portion of their number stand poised to aid the Army of Stonegate in any future engagements.

The News of November, 597

Around Dyllaria

Stonegate Keep:

The last word from several people who escaped the besieged castle is that the outlook was extremely grim. Reportedly the outer wall had been breached and the Army of Stonegate was forced to fall back and defend the inner walls of the Palace against the horde of attackers. Reports on the nature of the attacking force have ranged from Goblins and Barbarians to Dragon Riders.

Torrent:

This small lumbering community has been set upon by bands of Ogres and Orcs. The town garrison is inadequate and ever shrinking due to casualties and desertion. They have asked Stonegate for assistance but have yet to receive any word.

Aelin:

With the siege of Stonegate the town of Aelin was deserted by its usual standing regiment. A few days ago Erlunn Elven envoys from the North Wood entered the town to speak with High Merchant Guthenor and they have been in private council since that time.

Galavast:

Guild member Dinen Davere has traveled as far north as River's End to try and put together an army to aid Stonegate. He has met with mixed success. Lord Arianus has supported Dinen's efforts, but has ordered his sheriff, Lord Chancellor, Lieutenants, and Sir Anselm Poleho to remain in Galavast for the protection of his people.

Free City of Mythamber:

The High Council has declared a state of emergency and all trade caravans are searched and no one who is of Orc, Barbarian, or Minotaur blood are permitted within the walls of the Old City. Lord High General Seth Farrius has doubled the watch throughout the town and a strict curfew has been enforced.

Lumberton Shire:

Artemis Silvertree has been sent to help run the town and to inform Field Marshal Urik that Lady Morgan is missing and that the town's defense is his sole responsibility. Sir Flint is still the judicial head of the town, but Artemis will advise him and act in his absence.

Dollos:

This sleepy little town continues to conduct business, but Lord Trader Cyrus Ashington has personally addressed the town garrison in ordered them to ready themselves for war.

Rumors At River's End:

Lord Oakmoore is going to remove Lord Coalbaron from River's End.

Lord Fooz is a Doppelganger.

Dragunda is an ancient being who casts odd magic.

A force of Trolls and Orcs are amassing north of the town.

Olos has joined forces with The Overlord.

A secret and ancient treasure belonging to Lord Negeon has not yet been found.

Captain Morpheus never sleeps.

The Order of the Raven is planning the takeover of several other Dyllarian Lordships.

Sheriff Gili Rockcrusher and his men are the only good people in Lord Fozz's hierarchy.

Laws of River's End

Anyone witnessing a crime or having knowledge of a crime should report it to the Sheriff or Watch member. If requested by the Lord or Magistrate, the witness will accompany the Sheriff to the trial.

The accused has no right to confront his or her accuser(s). If the Lord or Magistrate believes the accusations of the accuser(s), then for the witness' protection, their identities will be kept secret.

These are the base penalties. They may increase or decrease depending on the situation. Crimes against town officials will be considered as multiple offenses. Attempting to commit a crime and aiding a criminal are punishable as if the crime was committed by the offender.

Crimes:

Assault

First Offense- ten lashes, fifty copper fine.

Second Offense- twenty lashes, 100 copper fine.

Third Offense- thirty lashes, 150 copper fine.

Fourth and Subsequent Offenses- death and loss of all worldly goods.

Assault includes: spell attacks, gypsy curses, and introducing an alchemical substance into a persons blood.

Burglary/Thieving

First Offense- loss of a hand and all worldly goods.

Second and Subsequent Offenses- loss of both hands and all worldly goods.

Kidnaping

First and Subsequent Offenses- death

Murder

First and Second Offenses- death, loss of all worldly goods.

Third and Subsequent Offenses- Obliteration and loss of all worldly.

Necromancy

First and Subsequent Offenses- death and loss of all worldly goods.

Slavery

First and Subsequent offenses- death and loss of all worldly goods.

Treasons/Conspiracy

First and Subsequent Offenses- Obliteration and banishment.

Casting a formal ritual without a permit

First Offense- fifty copper fine, loss of all components.

Second and Subsequent Offenses- 100 copper fine, loss of all components, and formal scrolls.

Special Laws:

1. Anyone selling goods must have a permit to sell them. This includes any non-guild caster selling protectives. See Lord Coalbaron or Magistrate Achee.
2. Rock Trolls, Drae, and Sarr are considered visitors to the town and are to be treated as such.
3. Any woodland creature that is encountered alone should not be attacked unless it attacks you. If such a creature is discovered in a trap or wounded the animal should be bound and held and a member of the watch should be notified.

Letters

Captain Morpheus,

Who bequeathed the judgmental right to you to scorn, belittle, or sentence to shame those who have pledged an oath to the Chaos Lord Vinlar? It may be beyond your limited abilities to comprehend the reasoning behind my actions; however, let me explain it to you simply. Firstly, those that would not pledge needed healed; I healed them. Secondly, many people needed to be resurrected when no others were alive to do so; I resurrected them. Thirdly, the destruction of the circle had to be prevented; I prevented that destruction. And finally, the Chaos Lord needed to be addressed to gain knowledge from him; I addressed him as no others were courageous enough to do it. What better way to gain knowledge of our enemy than to speak to him directly?

I have a strong will to survive; yet, I have an overpowering desire to save others at the risk of endangering myself. Does this deserve public persecution and ostracism?

I now demand a heartfelt apology for the improper and ignorant treatment I received. If I do not receive an expedient and suitable apology when I return, you would do well to keep a vast distance between you and I for the remainder of your existence. You have greatly upset me and these wounds do not heal quickly.

Heed my warning,
Estashya

P.S. Morpheus please remember that without me in River's End's Earth Circle you would not have had protectives when you returned to battle. Also, you may have valiantly died fighting the Chaos Lord but what did you accomplish besides alienating and insulting at least one (perhaps more) powerful ally.

P.P.S. For those of you who feel the same as Morpheus it would be wise not to discuss this matter with or near me lest my deep feelings on this matter cause me to lash out.

Fighter's Guild of Galavast

Any honest fighter who wishes for glory, great riches, and excitement should come to Galavast and join the Fighter's Guild. Some of the best fighters have already joined to teach others and sharpen their own skills as well. I will also be observing each and everyone of you for a possible chance of becoming a knight. The guild also provides you with armor and weapons, possibly silvered weapons. Situations often become very dangerous and deadly, but Galavast houses the finest healers around. The fee for the guild is only a mere fifty copper, but remember that all weapons, armor, and teachings are included. If you are a brave and courageous warrior, then now is the time to prove it!

Sir Anselm,
First Knight of Galavast

Dear Fooz,

I would think that anyone who hoped to be the next Lord of River's End would attempt to get along with the other people in town. After all the Lords of River's End don't exactly have a long life expectancy anyway. If you continue to antagonize people, you could wind up being the next deceased Lord. No one is immortal.

A concerned citizen

People of Dyllaria,

Anyone who is interested in learning Celestial magic should come to the town of Galavast. I have recently been appointed Celestial Guildmaster and I am accepting interested people into the guild. The fee is 100 copper a year. This fee entitles you to be taught, use of several workshops, free identification of items, and access to many book and formal scrolls. Your duties as a guild member will be the collection and harvesting of formal components. These are to be turned over to the guild to be distributed when needed. There will also be other tasks, although sometimes mundane, to be performed. I will be doing some traveling in the coming months to gather information and to aid those who are mounting a defense against the evil horde that is rampaging across Dyllaria. The easiest way to contact me will be to find me in Galavast around the month of April. I hope to see many interested people there. Also, any scrollmakers, no matter how skilled, should come to sell their goods in Galavast. While there you will be given access to the scroll making workshop under the condition that scrolls produced will be sold to myself or another representative of the guild. Top prices will be paid.

Lorik Blixar,
Celestial Guildmaster of Galavast
Arch Wizard of Fire and Laughter

Craftsman Wanted!

The town of Galavast is looking for Armorsmiths and Weaponsmiths to supply the Fighter's Guild with their wares. An Armorsmith Workshop is already set up, and is being run by only one Dwarf. Obviously,

he cannot supply the Fighter's Guild with armor all by himself. If any Weaponsmiths are serious then a work shop will be bought for them as well. We will pay reasonable copper for the wares. We assure you that you will make money and be under the protection of the Fighter's Guild. Thank you.

Sir Anselm,
First Knight of Galavast

Order of the Raven Initiates:

The current initiates to The Order of the Raven in Dyllaria are the following:

Rhea Skylark
Sebastian Coe
Angus Ebonheart
Chalene SilverMoure
Ahlana Moonbrooke
Synaris Zoloth
Azrael Bloodstorm
Sir Flint of Lumberton

All other initiates are invalid due to the following conditions: 1.) You must be sponsored by a full member in order to become an initiate; 2.) You may not simultaneously hold a landed noble title and be an initiate. All others should please contact me about regaining their initiate status. Until then, no one not on this list should wear ribbons or otherwise pretend in any way that they are initiates.

Thank you,
Falgar Shinglefoot
We shall never forget

To all able adventurers

Stonegate has fallen or is under siege. We are asking all who are able to meet myself or Vala Gurth in Mythamber before the span of two months. We plan to aid Stonegate. If you do not come now then the land will be destroyed.

Dinen Davere