

The Brighthelm Babblers

07/02/1313 – Reading is Believing.

Heroes Avert Deadly Ritual Circle Catastrophe!

A huge explosion was recently averted at the Sussex Arms as a band of brave devotees from the Temple of Aten intervened in the nick of time to shut down a ritual circle gone out of control. The circle, which had been reactivated just a few hours prior having been deactivated in response to a similar explosion, was purportedly overflowing with magical energies as the result of a botched ritual performed by one of the patrons. Quickly recognising the signs of supernatural danger, Lightbrother Henrick Ulm lead a dedicated Spiritual Protection Squadron to the focal point of the ritual, and despite being attacked by the wayward patrons (who were apparently unaware of their own danger,) persevered to the ritual circle. The uncontrolled magical energies were allegedly strong enough to begin lashing out at the armour of the brave paladins. However they remained stalwart in the face of extreme supernatural danger, and using specialist knowledge and the miraculous might of Aten they brought the tumultuous ritual to a close.

Our reporters caught up with Henrick at the Temple of Aten where he had been giving an account of his fight with evil as a sermon. When asked if there was anything the ordinary people on the street could do to combat supernatural dangers in their own lives, he replied “Only be ever-vigilant against the temptations of the supernatural. You will find them everywhere. At this point it is best to inform the local Light-Sergeant, who has had special training in how to appropriately deal with supernatural threats. You only put yourself into further danger if you approach these evils without the proper knowledge and tools.”

This reporter applauds the quick-thinking, selfless actions of the Temple of Aten, but feels compelled to ask: what of these other “protectors” of the city, the Warlocks? Surely ensuring the safe operation of ritual circles is their responsibility. With necromancers stalking the night, why should our noble paladins be burdened with the task of responding to magical threats created by the very Brotherhood itself? How did the security of the reactivated ritual circle escape the attention of the Warlocks guild? What were they doing at the time that was more important than the safety of our citizens? And are they really a force for good?

If you have any further information relating to this incident, or you know any warlocks who were on duty in the city at the time, The Babblers is interested in hearing your news!

*The Laundress'
Guild*

*We Also Wash
Clothes.*

*Find us on
Laundress
Lane, near the
docks.*

A Sign of the Times?

d vandalism. Doors all over the city have been relabelled push or pull as inappropriate. This spate of malicious mislabelling has lead to minor inconvenience for many businesses throughout the city. Melissa Orwendotter, 39, who owns The Cat and Kitten bakery on Finton Street, said “It's terrible. All morning, I had people getting stuck at the door. The customers literally didn't know whether they were coming or going.”

We at the Babblers have to ask – what do these vandals have to gain by their actions? Are they simply harmless tricksters, or perhaps a sinister Sordanite cult, bent on causing minor irritation? More on this murky story as it develops, only in The Babblers.

The City Watch

Decent work for Decent
people for Decent pay

This Space for Rent!

The Babbler prints adverts and news articles for very reasonable rates!

Hearsay is here to stay!

Village of Westmarsh Disappears!

The village of Westmarsh, located about 12 miles from Brighthelm, is no more. The scene of destruction was discovered by travelling Azraelite Mark Tilbury when he came to perform funeral rites for the inhabitants. There were clear signs of a struggle, and the tracks of a large, slow-moving party which dragged their feet. Combined with the complete absence of bodies in the location, it is feared that

those same villagers are now enslaved as a part of a growing necromantic army. The Scouts' guild, who were scrambled to the location as soon as the travesty was discovered, confirmed that the tracks of several zombies and skeletons were to be found in the area, though the precise number and nature of the creatures was difficult to tell. The tracks led off toward a nearby river, where they disappeared.

The church of Azrael is advising extreme caution when travelling outside of the city until this threat is eliminated, and urging those with relatives outside to try to make contact through magical or spiritual means to ensure the safety of their friends and family.

Crossed-Swords Duelling Company

Sitting on the Fence? Try Fencing!

The crossed-swords duelling company eagerly invites members to join our duelling gentleman's society. Most of the fun of giving a peasant a jolly good thrashing with none of the ramifications!

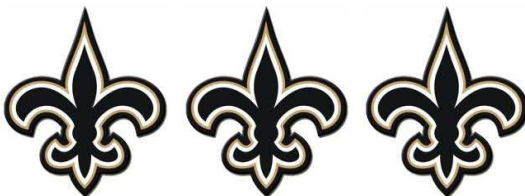
The Mercenaries' Guild!

Exciting Jobs!

Lucrative Pay!

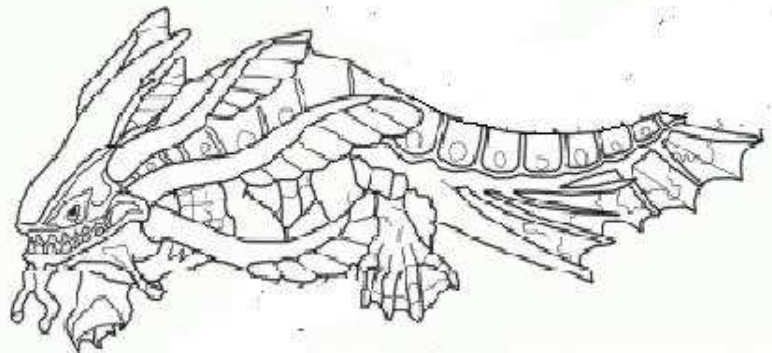
Meet Interesting People!

All in a day's work.



Kender Colouring Corner

The Incredible Slog! Half Slug! Half Swog!



(Artists interpretation - the Babbler takes no responsibility for any harm or disappointment visiting the Slog may cause)

The incredible slog can only be seen at Farmer Tom's Hovel, just outside the city walls. Admission 5 Sh. No refunds.