

The Brighthelm Babblers

07/03/1313 – No news is good news, unless it's in the Babblers.

Brighthelm laid siege by undead!

Travellers to the city, traders, and anyone who just felt like wandering outside for a bit have run into trouble as hundreds of undead barred their path. In recent weeks, numerous small villages have been reporting undead attacks and many have fled to Brighthelm, displacing some of the previous blue demon refugee population. Eyewitnesses report shambling hordes emerging without warning from rivers and streams close to farming settlements, laying waste to all in their path. It is believed these forces may have been created by the necromancer Sidric Steele, who escaped from a failed assault of Portsmouth two months ago.

The army has not yet attacked but it is believed that they may simply be massing or attempting to lay siege to the city, though there are reports of some advanced undead parties sighted within the city. We asked the members of several temples, including the Temples of Aten, Azrael, Mallan and The Balance what they were planning to do about this situation, but the respondents were, at best, tight-lipped. Clearly the recent demon-infestation has taken its toll, and we at the Babblers have to ask whether the city is ready to withstand a full-scale undead invasion, and whether indeed, the fact that it coincided with a demonic invasion is really a coincidence.

Demons Vanquished!

The blue demon army which has plagued the citizens of Brighthelm has been slowly but surely vanquished to the point where it seems sure to be eradicated entirely. Thanks to the tireless efforts of the paladins of Aten, supported by priests and volunteers from the Temple of The Balance, as well as fundamental decency of most of our citizens, Brighthelm can soon rest assured that its citizens are safe from demonic wiles, if not undead hordes. However, we remind all citizens to remain vigilant, for any demons which remain are surely among the most cunning and beguiling of their kind.

A letter from a reader:

Citizens of Brighthelm! Lay down your arms and spare yourselves an exhausting, drawn-out death. Your city is surrounded and the inexhaustible hordes of Vivamort will still be standing long after your pathetic paladins and weak gods have been vanquished! Those who submit to rebirth in servitude of the True Lord of Life and Death without a struggle stand to win favour in the eyes of The Conqueror!

Those who do not will have their souls and corpses shackled as fodder to be exhausted against the loyal lapdogs of “king” Samuel Swordsworn! This errant pup squanders the lives of the people in senseless wars in his misguided attempts to prove his supremacy and the supremacy of his god Mallan. Vivamort demands no such toll, returning his faithful servants to life! While Smauel spend the lives of the living, the soldiers of Vivamort will not be slain for long! So is the might of Vivamort greater than the delusional strength of Mallan.

People of Brighthelm, lay down your mundane lives toiling under this tyrant, and take up the blessings of Lord Vivamort! Brighthelm shall burn but from its corpse shall rise an army great enough to take Londinium and the throne! The dead flesh decays but the life remains! Those who lay themselves down shall be welcomed into the hierarchy of Vivamort, but those who resist will be pressed into his service.

People of Brighthelm, I await your answer. I wait outside your city walls with the watchful eyes of the servants of Lord Vivamort. If your gates are not opened to us by 10pm, they will be taken by force. It is useless to struggle – one way or another you will join the soldiers of Vivamort and take up arms against the king. Your only choice is whether or it is on your own terms.

Sidric Steele.

Have any scripture or artifacts relating to ATLANTIS? Crassus Caecus Scruto will give you money for any leads you may have! - Find him in The Sussex Arms on Thursday 7th March

Orc Brutality in the Streets!

Last week, two visitors to our city were attacked and one left in need of medical treatment after they encountered a pair of orcs close to the orcish district of town.

Fortunately the second was able to summon the attention of the city watch shortly after the attack started. The victims were a pair of Jabberwockes (Uruk similar to orcs themselves, but earth-infused rather than darkness-infused.) The attack is believe to have been motivated by racial hatred or tribal grudge, as the victims had only arrived in the city and appeared not to have had any significant contact with these orcs or others before.

The orcs in question were arrested and spent one week in the custody of the Watch before being released with a warning as the attackers were first-time offenders.

We at the Babblers deplore all unwarranted attacks upon visitors to our city – we boast a welcoming, inclusive community where magic is tolerated to the extent that we have some of the best magical schools in the country, and we presently have no laws to control the movements of kender or drow as they have in Kernow. Indeed, 50 years ago Brighthelm welcomed the orcs with open arms – and yet it seems some in the orcish community cannot extend the same welcome to their own close relatives!

We have asked Theresa Baker, a watchman, over whether the orcish district is considered a safe region of town. She told us that the Watch is vigilant for crimes occurring in all areas and patrols cover all areas of the city. The streets in general become more dangerous at night, but the City Watch is ready to respond to violence at all times of the day, as in the case of the Jabberwockes mentioned above.

For those concerned with their personal safety while navigating the city at night, the Babblers recommends the Mercenaries Guild as a source of dedicated protection.

Cold left you feeling miserable?

Or maybe it's the undead army. Either way, why not take a short holiday to Gaul! Tickets starting at 200Sh. for hold spaces on board The Cowardly Clam.

Warlock guild laziness causes death, demons and disaster!

We interviewed two Warlock Guild Lackeys who were hired to escort a Warlock to fix the Ditchling Beacon. According to the dimwits, they were underprepared by the guild and it was only through the quick-thinking and resourcefulness of Crassus Caecus Scruto that they managed to escape!

The Consequences: They're equally useless Pyrokin friend died, the warlock captured by demons followed by an influx of more demons – How can the Warlocks let this happen, have they tried to sweep this under the rug? Did they think they could escape the Babblers?!

Law on Demons Clarified

A city council meeting on Thursday two weeks ago ruled that while demons are not protected by the law, they are not specifically “illegal”. However, conspiring against the city is against city law and Guilds and Temples have the authority to enter normal residences if they have credible reason to believe conspiracy might be occurring. This explicitly excludes the magical colleges and the brotherhood main site, where in special situations demons are occasionally held “for research purposes”.

Obituary

In memory of James Fallon, who died valiently defending the Temple of Aten from undead. A memorial service last Friday was held in his honour, though his soul committed to Aten when he was found.

Kender Colouring Korer!

