

The Brighthelm Babblers

03/10/1313 – Popping and Salting the Kernels of Truth

Drow Discontent Grows Greatly!

In a recent office poll at the Babblers, overall satisfaction with how the city is being run has dropped dramatically since Mayor Eudora Kendall (formerly of the Colourless College) took up her post. As mentioned before, the rate of unsolved murder has gone through the roof, and general paranoia has increased by 600%. Cobwebbery is becoming a serious problem in parts, despite rumours of brave dissident vigilantes being jailed for exterminating unwanted pests and doing the occasional rounds with a duster.

The extent of the mayor's prejudices extends even deep into the college system. As our readers will know, we at the Babblers have always supported the responsible education of our young people in the ways of controlling and containing magic, and where possible, putting it to good use. However, recent changes in the law (as proposed by the mayor and ratified by the mostly-elven city council) restricting access to colleges for spiritually awakened priests had led to the singling out of human students as well - "random" searches of anyone the college porters don't like the looks of to check for concealed Holy Symbols has led to delays and embarrassment to many human mages within their own colleges. In some cases, perfectly mundane icons carried by students from good backgrounds have been confiscated, or students detained and questioned about the extent of their religious convictions before they are permitted to return to their own rooms. Of course, magically-touched beings (ie. Elemental elves) are beyond being spiritually awoken, and are not subjected to the same humiliating treatment as the fully-ensouled. It has also been noted that these "random" searches rarely involve True Elves, who can also be gifted with spiritual awakening.

This city is sadly used to ancient prejudices within magical institutions leading to discrimination against non-magically-touched races, but these new procedures set a frightening precedent for the state of things to come. Sources in the mayor's office confirm that a census is being put together to record the name, address, age and race of every sentient being within the city, along with other personal information that city officials have no business knowing, let alone a drow hierarchy. Small protests have already been taking place in some parts of the city, though many doubtless fear what the mayor's response will be. Many in this city cannot fend for themselves, while true heroes are put to death and criminals set free. Who can we look to for aid in this time of trouble?

If you think we can look to you for aid, or know someone you think we can look to for aid, we are interested in hearing from you!

*The Bards' Guild.
Great for parties,
or just annoying
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Rates from 5Sh.*

*Enchantments by Ekhart.
Giving you that little
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Adjacent to the Green
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Prices negotiable.*

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A celebration of all things
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Prize for most unusual swog.
All next week.

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Sudden Drop in Homonculi

In the last couple of weeks, the number of smelly, scabby, dirty, disease-ridden vagrants on the streets of Brighthelm has steadily decreased to normal levels. Notably absent are the “homonculi” people, who could often be seen shying away from bright lights or eating various forms of gutter waste. While the streets are perhaps more littered than they have been in recent times, we at the Babblers agree that this is a much preferable situation to having these unwanted misfits cluttering our city, scaring our children, and shambling out of alleyways begging for help or death. Perhaps they realised that the good people of Brighthelm would not be so easily preyed upon; perhaps some altruistic band of righteous citizens has helped move them on, or perhaps the Mayor has taken a rather direct approach to clearing up our streets. However, our conspiratorial experts note that homonculus sightings have been on the decrease ever since Thomas Slater (swog saviour / cultist / mild-mannered alchemist / murder suspect) was thrown out of the alchemists' guild...

Rampaging Wildmen Steal Forest!

The forests surrounding Brighthelm have been overrun with filthy barbarian folk. Yes that's right that forest you knew and love is now gone and even if you didn't care about it before, someone else has it and so you must!

An informant from the Scouts Guild tell us that several good men have not returned from missions there recently and good citizens have also disappeared, all suspected kidnapped or likely worse.

Citizens who have had the displeasure of meeting these savages in the City tell us that they aren't going away anytime soon. How can we let them just take our land? Eat our swogs? Not to mention, take our people? Our experts have informed us that these monstrous “people” are probably using blood magic. While we're not exactly sure what that is, we're sure it can't be good. It may be too late for the forest but we must stamp them out before their taint reaches Brighthelm.

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That is all.

The Alchemist's Guild is open for business as usual.

Healing potion – 10Sh.

Healing Lotion – 20Sh.

Poison cure – 10Sh.

Stronger Poison cure – 20Sh.

Bleach – 20Sh.

Hair Dye – 20Sh.

Hunting Venom – 10Sh.

Smoke-bomb – 10Sh.

Many other potions in the 10-20Sh. Range. Larger potions may be available by request.

Kender Kolouring Korner!



This weeks' Kolouring Korner sponsored by The Laundress' Guild - we specialise in dirty sheets.