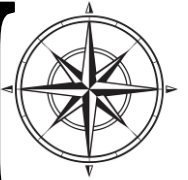


# THE DISPATCH



*Brought to you by the Guild of Caravaneers and the Church of the Explorer Oct 24th 614*

## BAD TIMES ON THE HORIZON?

Many people have come to Mat Sellah for good aims. To support in discovering the origin of the ruins which surround the Portal. To conduct theological or thaumaturgical experiments. To benefit the sorry shipwrecked that have found themselves stuck here.

Some have come either to escape persecution on the mainland or to bleed dry the natural resources of the area. They escape the law by living in a wilderness. They escape reason. They find solace so they may seek out darker paths. These people are dangerous. The lure of paths other than those ordained by Factions of the Treaty is to be shunned. I say this not out of any particular loyalty, the Vendical is not alone in their share of this problem. Desertion from the intended purpose, and the lonely pursuit of power and wealth is to be shunned. If it is power you seek, rise up in your Faction. Wealth can come with that, or with quiet hard work. To leave the Factions here, to forsake them, is to become outlaw.

And the law does not protect Outlaws.

*-Serpent, representative of Clan Yggdras.*

### **BAD TIMES INDEED.**

The following letter has been reprinted to serve as a warning. The representative has been disaffiliated, and should be treated as both an Outlaw, having no protection under the Faction, and as a heretic and animal to be put down.

My Resignation:

In the Light of Explorer many things appeared bright. Travel to Mat Sellah seemed like a way to escape the rigid auditing process, the constant requirements to have documented proof. And a way to hear Explorer's Voice.

But I have heard not her words. And that is because she has none. Your Church, and all Churches, are merely tools with which to force compliance. Like the Guilds and the Nations, you serve only to put forward your own corrupt agenda of subservience and weakness.

I quit.

I will walk my own path. I will find those who share my ideals. We will not shirk from doing whatever we must to learn more of all mystical happenings, unshackled by your view of what we can or should not do. We will discover more.

We will return, and we will demand recognition.

No longer yours, S

It was later discovered that our Agent Soren Farmer has gone missing, anyone who finds her should bring us back her cold dead body.

*Authorised by Krysnikoff, current Ambassador from the Church of the Explorer. Greatest Explorer in the camp.*

## Self-Care in Times of Hardship

Life in Mat Sellah can be difficult. Though growing, the Portal Camp lacks many familiar amenities. The environment is strange, home is far away, and every day brings the threat of danger, be it incursions by wild beasts or the influences of malign Strangers.

In the face of such hardship, it is all too easy to succumb to maladies of the soul such as melancholy, anxiety, apathy or hysteria. For the benefit of the reader, I offer here some simple advice to ward off and to combat such conditions.

- 1) Claim some time every day, however small, to be your own. Tend to your needs and desires. Pursue your interests and your passions. Give yourself space to recall who you are, even in the face of necessity, obligation and conflict.
- 2) Prioritise. If something is worth doing, it is worth doing well. Choose the most important tasks for the day and perform them well, even if this means leaving less important issues by the wayside. Tackle these issues another day. Half-measures will only generate more work for you in the long term.
- 3) Set goals for yourself. Reach high, but not so high that you are doomed to fail. Succeeding at small goals every day will bolster your strength of mind and leave you better prepared to tackle larger goals in the future. Build on what you have.
- 4) Take care of your body. Eat well, sleep often and exercise regularly.
- 5) Reach out for help when you need it. If the path seems too difficult to walk alone, seek aid. There is no shame in this.

If you have questions regarding this article, or if you need to speak to someone who will listen, do not be afraid to contact Coll at the Church of Aspirant. I can be approached personally at any time, and I read all letters I receive, including anonymous communications.

### An Enjoyable Excursion

Lastweekend, I had the privilege and the pleasure to be the wildlife expert on a mission into the wilderness far away from the Portal Camp.

I must admit, I experienced more than a little trepidation. Being more accustomed to wildlife, I couldn't help but feel a bit put out by the obvious connivery and shirking of authority of some of the members of the party, not least as it's a well known fact that the fauna around here are capable of shredding the flesh off any adventurer caught outside the group. These doubts were cast aside as we advanced towards the ruins, my fellow antiquarians were competent in battle against the Reptilian-Pack-Hunters-With-Claws-And-Aggressive-Tendencies and showed their worth when they made swift use of Revenants in order to dispatch the Animate-And-Dangerous-Statue which was guarding the entrance to the Ruin.

Inside the Ruin they reclaimed many artefacts, all either being reviewed or sold on as of writing. Those they did not claim I did, and they are being used to fund the new Zoological Research I am undertaking.

But when we walked out. Alas, pirates. They defeated them and I gladly treated their wounds, although I lament the deaths the pirates caused (I believe Humans, Ozgur or Alfär of some descriptions. Beings without carapaces, feathers or scales confuse me) and offer my sympathies to the Church of The Explorer.

In closing, please be noted that those who took part in this activity (names forgotten) were very useful to all projects currently underway. And please send zoological or botanical samples to me. Research is fun.

*-Leaf, No Declarable Lastname. OF the Guild of Antiquarians.*

### Rejected Submissions

We regretfully inform the disreputable individuals who submitted the following articles that we are not some gutter rag that will print anything.

1. 3 Blatant advertisements for illegal activities (Blackmail, theft to order, assassination)
2. 2 Unlicenced professionals in defiance of guild law (Freya Gundarsdottir you have been reported to the Guild of Caravaneers for smuggling)
3. 12 works of fictions defaming the character of various Agents.
4. 5 illiterate scrawls.

### **HELP ALL OUR WOUNDED!**

**We're all here on Mat Sellah together, and it's a dangerous place. To this end, I propose a Community Hospital for the benefit of all in the Portal Camp. If you support this notion, come see Cacia of Builder to discuss.**