



THE DISPATCH



Brought to you by the Guild of Caravaneers and the Church of the Explorer

Nov 14th 614

NECROMANCERS (and Bryn) BEAT UP THE ARRANGEMENT

This week, a group of four brave Agents (and one combat Revenant, whose bravery is harder to ascertain having been chopped into pieces) descended upon at Arrangement plot to destroy the Revenant holding facilities of the Hegemony faction. Despite having to face numerous burrowing lizards, angry goons, and (surprisingly given the fact they were going to SAVE them) Revenants, they were successful in rescuing trapped Hegemony agents, repelling the attack, and, according to eyewitness reports, looking DAMN good. The Hegemony have only estimated that a 'minimal' amount of the damage dealt was their fault, and merely 'a few' of their Agents were beaten up by their allies, which the other Factions have chalked up as a win for the treaty.

The precise nature of the Arrangement's plan remains shadowed in mystery, although it appears to have involved the removal of Revenant labour, giving room for the market to be flooded by cheap workers shipped in from the Continent. Whilst rumour has it that the Lieutenant in charge of the operation, a 'Johnny', got away, that the ruse to discredit the Explorers and cheat the Caravaneers was revealed can only be applauded. That a bunch of Revenants survived is less applause-worthy, but we might manage a forced smile. Who precisely is the bigger player behind the convoluted scheme remains uncertain, but their loss here can only be good news.

Reader opinions

Before I get to the meat of this article, allow me to emphasize: I am glad the Arrangement vandals were stopped. They attacked Revenants for completely the wrong reasons- seeking to corner the job market. This is not a worthy use of their time, and is illegal and reprehensible. However, the Explorer knows that Revenants are Lies walking the Realm. They are a plague, and this week we even have evidence that they are aware of their own horrific existence. A Revenant was seen walking the Portal Camp saying "Help, I'm a Revenant". This statement was all it said, possibly hinting that the terror of finding itself trapped in the lie of its Unlife robbed it of all but the ability to lament its creation and its creator. This is bad, very very bad.

-Rexus, Explorer

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Magic knives being destroyed

The Dispatch is alarmed to note that a large number of magical knives are being destroyed across the Portal camp, and very specifically knives of healing. Why precisely this is happening remains unknown, though rumours of knives and prices seems to be to blame.

'It was a travesty!', one enraged Celebrant stated. 'One moment I was having a nice drinking party, with only a minimal of red wine being spilled everywhere, using the knife to help keep everyone healed as they kept bumping into things, the next thing that I know is a bunch of Democracy agents run in and start beating me up, breaking my knife, and telling me it's for my own good! It was my grandmother's! I don't even know the 'Marcus' they kept accusing me of cavorting with naked under the moonlight!' (at mention of this name, a lone Aspirant started charging at our interviewee, and he was forced to run off into the mists)

Not everyone is distressed, however. Eragora of Clan Skellig had this to say. 'It's great! People are breaking all the stupid knives that they used to use to keep safe from me in the dueling rings, while I can hit them with mine and send them flying, and no-one even bats an eyelid!'

If you have experienced similar issues of knife stealing and dismantling, or know anyone who has, please contact us at the Dispatch Office tent. You can recognise us by the tied up Celebrant in our foyer (we're still looking for people to claim him. Please someone claim him).

Cash Reward for Information on Dreadnaught

The Dispatch has received disturbing news this week of plans to build a Dreadnought to enforce the control of a nation at Mat Sellah. Intriguingly, though, no one has yet agreed on WHICH Nation is behind this new technological development, and how they plan to use it, though rumours of it belonging to the Caravaneers has been disproved by 'careful fact-checking' within the offices of the Dispatch itself. Explorer 'reporters' have been 'sent out' to 'get the scoop', and more news will be released when it is known. However, anyone WITH information should bring it to the Dispatch's offices, where there will be cash rewards offered for verifiable facts (you know who you are). The Dispatch believes that such a threat to the peace should be clamped down on, and clamped down HARD (after, of course, the schematics have become public knowledge and everyone who has an interest is allowed to examine the craft and ... REDACTED FOR SPACE AND SECURITY CONCERNS)

Breaking Research from House Sarhoş

Researchers at House Sarhoş have published their formalisation of last weeks "experiment". They make the strident claim that Cap'n Jimlads 24-Hour extra cheap rum, beloved of many throughout the camp does not in fact send 1/30 drinkers blind as the distillery claims, but rather 1/25 drinkers. No representative of Cap'n Jimlads could be found for comment. Should this affront to accurate advertisement be tolerated? Only time will tell.

Antony: Purveyor of Magical Curiosities

Do you have an interest in magical curiosities and artifacts? Contact Antony of the Caravanners for the finest goods and lowest prices in the whole portal camp.

14 Days since Raptor Migration

As of writing, it has now been almost two weeks since the migrations of the Pack-Predatory-Reptiles-With-Strength-Enough-To-Knock-Down-A-Being. I do not have enough knowledge to know exactly when their next migration will be. However, my Avian Advisor Timothy and I have gathered enough knowledge to hint that a strange, recently discovered, Grounded-Flying-Burrowing-Dangerous-Tearing-Clawed-Bird-Beasts will be having their own migration soon, a migration which ends in an area devoid of food, which they are keen to have a store of. Caution is advised, as these creatures are very dangerous and not nearly as friendly as the peaceful Honeycreepers, Pack-Predatory-Reptiles-With-Strength-Enough-To-Knock-Down-A-Being, or the more commonly seen larger species.