

Greshin Rambles

Letter Form the Creator

Greetings all I am Greshin Respitin. I am the writer and creator of this publication that you now hold. Before I go into how I have managed to make so many copies of the same writings I would like to tell you of myself. I am Greshin Respitin; I was the second son of Hilled Respitin. My family is from the oldest line of Warlords and nobles within the kingdom. I was and still am a very skilled in the way of invention. I see my change as a benefit as it allowed me even more freedom to explore the world of science and creation. My father was not pleased that I was more interested in books and tinkering than the noble arts. So I was sent off to join with

the last expansion army and with them met my fate. So now, like you, I have the privilege to live here on the edge of discovery. In that time I have made and invented a great many things and to date this that you hold in your hand is my greatest achievement, the newsletter. This parchment that you hold in your hand is the product of my letter press. With my letter press, or press for short, I am able to duplicate great amounts of writings in a short amount of time. I intend to use this new invention to keep many of our Out-homes abreast of what each other is experiencing and encountering. It will also be used to convey messages to other homes

that would be of interest. Some examples are:

NEEDED: Smith that can produce 4000 copper nails

Or

Wanted: Household or mercenary company to guard meeting place.

Alas I ramble. I hope you find this publication useful and will endeavor to have one ready for each Holiday or Market Day.

Many Thanks In advance

Greshin Respitin

The Loss of Many

Fellow Touched I have grave news. It seems that the once full and vibrant Out-Homes that many of you now go to inhabit have fallen victim to some foul deed. It seems that most if not all the inhabitants of most of the southwestern out homes have vanished with no trace. Much research has gone into their whereabouts but as to where they have gone few know. Most of the skilled and scouts have been looking into this phenomenon, but they have yielded few re-

sults. Astrology reads have been vague at best. This befuddles even some of the Wylde.

We do know that not long after the empty Out-homes were discovered, the presence of the Sidhe in the area increased. We do not know if there is any correlation between the two, but as they are a magical race by nature it cannot be discounted.

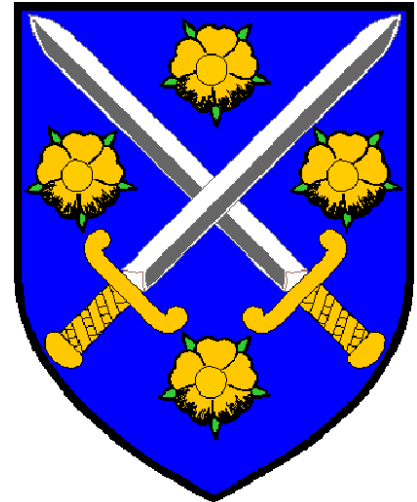
It also appears that though the border of our great Kingdom was left unprotected, few if any

of the unsavory creatures came across toward the heart of the lands. As well, many of the most immediate ranking nobles feel this is of little interest and a concern best left to those of us that are left to deal with. The Queen has however responded by moving some forces around and pushing the newer touched through the training faster. The results of this are yet to be determined as if it will be effective.

Black Shades Acting Out

It is sometimes a common site to see the spirits of shades pass by at times. It is also common to see a Black Shade haunt around a Shade Cave. What is uncommon is to see the black shades roaming freely about in any manner they wish. Many questions as to what, why and how are sure to be asked. A Tower Knight has

said that he has charged the new folk that are traveling to Broken Willow to make it their home with the task of discovering what is causing this. We can only hope that they discover that the shades are little more than lost spirits looking for the afterlife and nothing more.



New Enchantment: Barnaby's Bottomless

An Enchanter has brought a new spell to the area. It allows the caster to enchant a box that will hold more items than can be held within its normal dimensions. You must still be careful, living things can not be placed in these boxes and you must still make sure the item can fit within the mouth of the box. This should help many of us with our packing problems.

Barnaby's Bottomless Box

Enchanter spell

Prerequisite: Master Enchanter

Cost: 15 build

Gni Cost: 20 Gni

Description: This enchantment allows items to be placed inside of the enchanted box without a physical representation. The item must be able to fit within the mouth of the box. The minimum size of the box is 16 cubic inches. This enchantment will last for 1 month. If the enchantment is destroyed the items will appear where the box was.

New Circle: Circle of Translocation

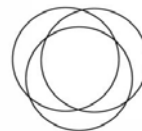
Lady Ciara, Master Enchanter, has created a circle she wishes to share with the realm. This circle will allow people to travel a significant distance without having to deal with the hazards of the terrain in-between the circles.

It seems this circle mimics the Contracts ability to move people, but the caster must be able to go to both sides before the casting is complete. It is unknown how this new magic will affect the realm but we shall see as the use of these circles becomes more wide spread.

Circle of Translocation

Cost: 5 Gni for first circle, 10 Gni for second circle and both are now active.

Circle Phys Rep: Three bisecting circles. The center must be big enough for someone to stand and the three circles can not be concentric.



Description:

This will allow the caster to activate a circle in one location (at the cost of 5 GNI) then activate a second circle (for the cost of 10 GNI). While both circles are activated anyone stepping within the center of the three circles will be allowed to move to the other circle without moving through the intervening terrain. The total time it takes for someone to travel between the two circles is the actual travel time. For someone to activate the circle they will do a three count to "Translocate".