

# Greshin Rambles

## Warking Buys Broken Willow

Little is known of the details, but it appears the Warking of the Sidhe has bought the Town of Broken Willow and all the outhomes southwest and west of it. The arrangement involves House White Stag as a governing body of the outhomes. It is also rumored the Warking is going to help in the war effort against the Taur. It seems most of the people with a mind for adventure have stayed within the town of Broken Willow, while many of the common folk have relocated to "safer" homes. It seems the kingdom may have come out on top in this deal, as the powers that be were going to abandon the outhomes to their fate and reestablish new outhomes further north.

## WAR

As the months roll on it seems that the war with the Taur will come to no quick end. The wicked monsters have cut deep into the kingdom and have laid waste to many human settlements. Forts are being constructed far north of the Valuran Shelf in effort to halt the advance of the Taur armies. It has also been reported that the Taur have been seen upon ship near the Coil Swell Islands. No word for the islands as if they have been attacked or not. More Tower Knights have been seen in the human army camps. It is also said that General Jason has returned to the front with the capture of Emiel Swarhout. This will lend a great force once again to the war effort and hopefully push the Taur back were they have come from.

## New Outhomes

With the purchase of the southwest outhomes and with the Taur so far into the kingdom, the Queen has commanded that new Outhomes be constructed. Those Shades that have been left homeless are now to be given new homes and towns to live within.

## Plague

A horrid sickness has stuck the duchy of Ahlled and Ossvian. Many have been suffering and few that contract the sickness have survived. Panic has driven many horrible acts be carried out. Rumors of entire small towns being put to the torch, riots in the Port City of Watist, and crops going unplanted are further causing panic. The first signs of plague were reported in Port Kewall of Ossvian, the home of the merchant's guild tower. Rumors are abound about this being an attack for the old Empire or the South Kingdoms. Others are saying that the Pantheon has sent this plague upon them for not paying proper homage to them. Other still are whispering that this is a pox delivered upon them from the Merchants Guild itself as a punishment to the Queen for removing them from political power. I only hope that

## MAORI VANISHING

Reports are coming in from all over the kingdom that Maori is vanishing. The common folk accuse the Merchant Guild for this but many learned scholar have other thoughts. They speculate that the coming storm of magic may be draining the magic from the stones and leaving not but dust behind. Ossvian seems hardest hit by this epidemic. By most accounts the Sword, Shield and Plow Stones are the ones that seem most afflicted by this oddity. This has scholars scratching their heads, for if magic is being drained from the stones, the Peasant Stone should be the first to vanish as it contains the least amount of magic. Many of the Brothers in the newly formed Hall of the Phoenix say that it is once again the Pantheon at work; they are displeased by the refusal of some to embrace them and thus will punish all.

## Pantheon Halls Erected

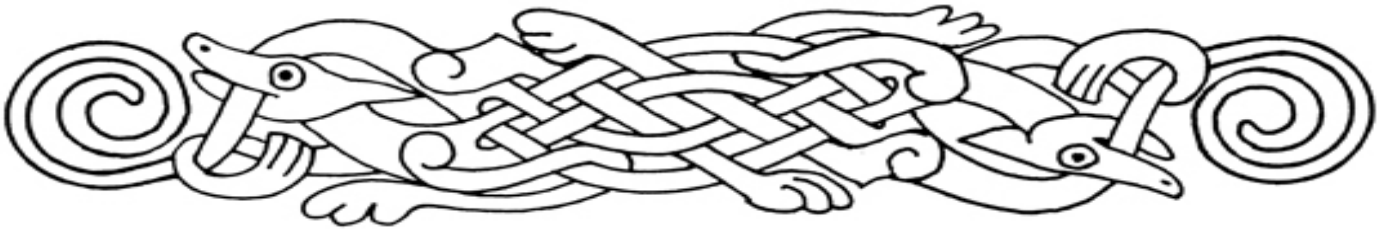
The first of what will likely be many Halls of Homage have been built in honor to the Phoenix. Many people have also started to construct personal temples in homes and business. A site has been pick out in Ossvian for a Grand Hall. Also the Hove Academy has begun construction on a new building on their grounds as well. This will be a Hall of Homage to the Pantheon of Magic whom they call Holden Kountz or the Cead Magi (first wizard). Many others are seeming to fall to a calling of a Pantheon. In these trying times I feel many more will as well.

## Submissions from You

This area is dedicated to the personal submissions of the citizens of the kingdom and beyond. As I can not report on everything with in the Kingdom.

Everyone has dark secrets. The past never truly leaves us be. If you fail to keep a close eye upon the skeletons in your closet, there is a distinct chance they won't be there when you return. It is for that reason that I am offering my skills to those in need. I have previously helped Corbin and Alyssa with very personal problems, and I stand by my work. If you doubt my abilities, feel free to ask either of these two respectable ladies and I'm sure they'll be completely honest and upfront with information on the quality of my visions. I'm also very discreet, provided that is something you let me know prior to the vision. I never collect my fee until I produced the information you sought, and if, for some reason, my vision does not garner the details you needed (which is never happened), the information will be given with a much smaller price than originally negotiated. If you wish to work out a deal, feel free to approach me in town or leave me a note with your desired information. I will happily barter for my services. In fact, currently I am in need of a Bottle of Gni, 4 Power 1 Herbs, a Sprayer, and a Mortar and Pestle. If you have any of these specific items and are in need of a reliable, clear Seeing, feel free to speak up.

You're semi-friendly librarian,  
Dol Fleetfoot



From Alyssa, Scribe of Broken Willow:

I apologize in advance for the vagueness of some of my words, but there is not enough space in this pamphlet to explain everything.

Some point between the 9th and 10th month of last year, while visiting the in-between, I cast a ritual which, due to our location, had the side-effect of catching the Phoenix's attention. I had four others with me. The two humans were so overcome by the Phoenix's magic they fell asleep. Magic beyond my own protected me from the Phoenix long enough for me to convince the Phoenix to show me without re-birth. The Phoenix let the humans wake, then gifted each of the five of us with more GNI than a Regenerate 3 spell, and with our Wilde guiding us through Fortune Telling, we used the GNI to share a vision of the Pantheon. Here is much of what the Phoenix showed us, with labels filled in from our other experiences (See image on next page).

The squares are chairs. The words above them are the titles or names of their occupants. The words below them are the race we presume they are/represent. Words in the center are the Towers they correspond to. Chairs without occupants are not drawn.

All those beyond the Sidhe chair, moving away from the Phoenix, are tied to the Sidhe's chair.

The Son stands behind the Phoenix. He is and represents the new race of Elementals.

Fate is now representative of the Wilde race also, but originally it was only the Wilde representative. This Wilde is currently diminished due to the loss of his people to Fate.

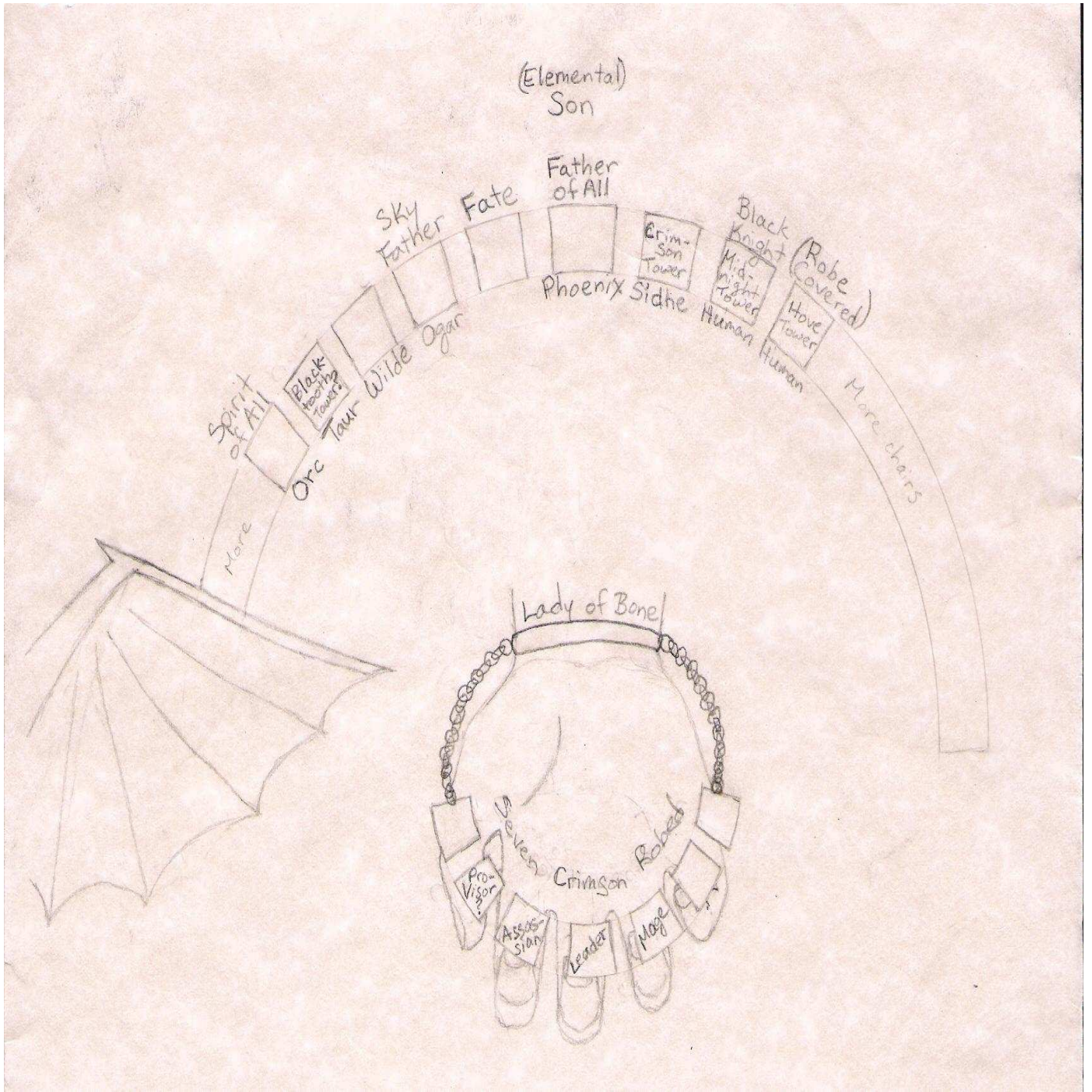
The Lady of Bone used to sit in a chair on the larger semi-circle, but has not since chaining the seven to herself/being chained to the seven. She doesn't have flesh, but I can't draw skeletal hands as well as full. She is also breathing into the seven.

The seven crimson robed represent the (Lost) Empire's pantheon. One of the three unlabeled may be Scout. The other two I do not know.

When this vision occurred, Order was broken. I can not say if things about the Pantheon will shift when it is restored.

The Taur and the Sidhe have names, I have left them off intentionally. I do not know the Wilde's name or title, nor the name or title of the person covered by robes. I do not know what Fate is. The Black Knight has a Tower on his shield.

For information on others in the GNI lands, including the Dragon, you can contact me or wait to see if I get it written up for a future printing.



Trade Pages



Mercenary looking for work as bodyguard and/or other. Will be available in Broken Willow. Look for black drake.