

The Journeyman

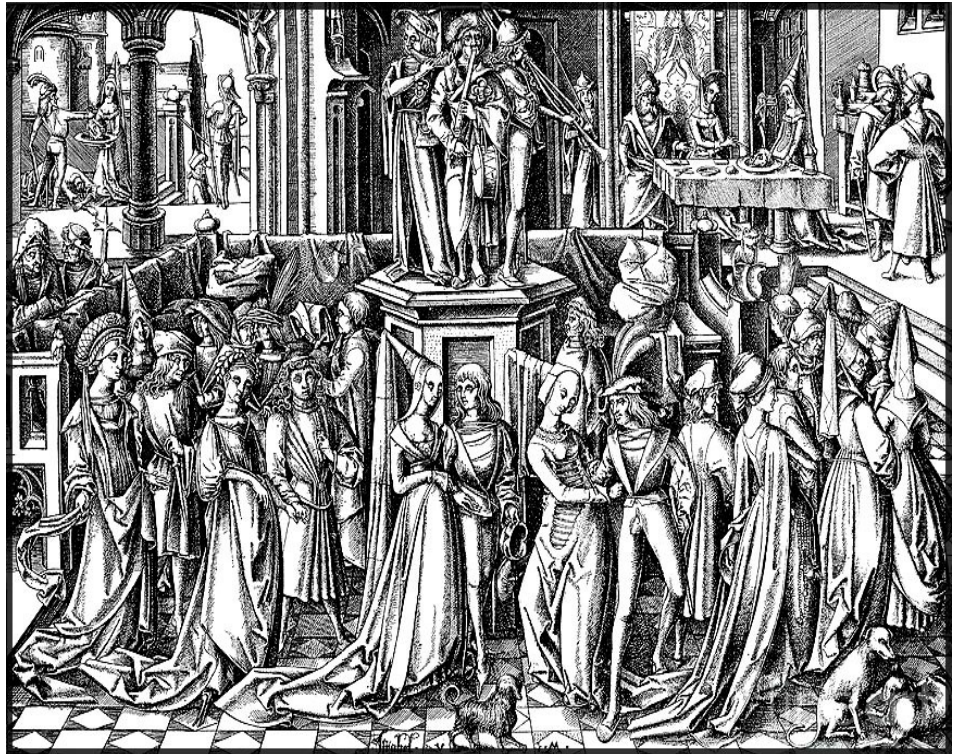
Est. 2301

1st February 2390 of the Fourth Age of Neothera ~ Issue 267

BROTHERHOOD FALLS AS KING HANSTEZ SLAIN BY COMMANDER ERIN PROLUX

Rejoyce! King Morgan Hanstез is dead! Yes, that's right, the leader of the Brotherhood of the Red Wolf has met his end at the hands of the L'Enarousse hero, Commander Erin Prolux. The story of the commanders heroic actions are now common knowledge in the L'Enaroussian capital city of Jerrod's Front, and undoubtedly the rest of the mainland: The wise, brave and dutiful commander who used his mastery of stealth to creep unseen into the Caddington Estate and execute the villainous king, returning to his governor to be bestowed the title of Commander!

The celebrations at Jerrod's Front lasted for over one month, with it's citizens revelling in the knowledge that they are finally safe from all out war with such vile and hate-filled individuals. There have been speculations that the Brotherhood will find a replacement to lead their forces, however Morgan's power was not easily rivalled, and it is safe to say that Brotherhood forces will now likely disband or be crushed by the L'Enarousse army that have finally secured the Caddington Estate and the town of Blackwater, a vital strategic location in the defence of the northern realms.



Above: Artistic depiction of celebratory scenes at Marsell Keep in Jerrod's Front.

GENETICALLY ENGINEERED SOLDIERS: MUTANTS OF THE BROTHERHOOD?

Tales of savage, brutish mutants created by the Brotherhood of the Red Wolf have been told in many a tavern for the past year, bloodthirsty horrors that were once human but have been changed through strange alchemy and Magik in order to produce dangerous animal-hybrids that fought for the sinister King Hanstез's army. The very idea of such an abomination is an insult to every beastkin who has heard it.

Despite numerous accounts of these mutants being sighted in the northern realms, it seems that no evidence of their existence has been brought to light. It is safe to say that these tales have been woven to instil fear into the hearts of those who opposed the Brotherhood of the Red Wolf. Despite the Blightfoot College of Alchemy issuing briefings to various adventurers to obtain blood and tissue samples of these mutants, no-one has yet come forward with actual proof. Now that's a shame as the reward in Llandies for doing so was said to be substantial!

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BLIGHTFOOT SMOG TO CLEAR, REVEALS ‘GIFT OF BRIGHTER FUTURE FOR ALL’



Above: The Liberty School of Monster Hunting, barely visible through the smog that covers the town of Blightfoot Ridge.

The Blightfoot Gunners hail from the town of Blightfoot Ridge in the northwest region of mainland Neothera and are famous for being the most industrious and technologically advanced realm in the known world. However, concerns of black smog rising above their mountain town have been recently brought to light, and word has spread as far as Jerrod's Front, where worried citizens speculate over the cause of this pollution.

Journeyman reporter, Flynnigan Wright spoke to realm leader, Joseph Liberty and obtained the following statement. "I give you my personal assurance that there is no need to be concerned about a little bit of smoke. In fact, under my orders, our engineers are currently working on a very special project that will ensure the safety of every village, town and city from the undead scourge and any fallout that relates to the Broth-erhood of the Red Wolf. I am willing and prepared to offer the people of the mainland a very special gift, the gift of technology, the gift of a brighter and safer future for everyone."

We understand that security has recently been stepped up in Blightfoot Ridge and this is due to the nature of the work being carried out in the workshops. We await Joseph's 'gift of the future' with baited breath, and everyone here at the Journeyman would like to raise a glass to the ingenuity and good sportsmanship of Joseph Liberty and the Blightfoot Gunners. Good on you, Joe - Huzzah!

LIBERTY MONSTER HUNTING SCHOOL CLOSURE

Rumours surrounding the Blightfoot Ridge monster hunting school being taken over by a group of rebels have been quashed by a spokesman of the Liberty family, Ernest Phelps. "The Liberty School of Monster Hunting is currently closed for essential training following the outbreak of the plague of undeath, substantial resources have also been put into renovating and updating some of the more dated parts of the building. The school will be opening its doors once again in the coming weeks, where new methods for slaying the undead scourge will be taught to all of our students in order to ensure the safety of the mainland."

WILL SEISMIC ACTIVITY SPELL THE END OF FARADOME?

A number of tremors have been felt by inhabitants of the northeast regions of the mainland, and the worst part is that they seem to be originating from the ancient Amicita city of Faradome. Unfortunately Journeyman reporters have been unable to enter the city due to the arcane barrier that prevents those not on official Amicita business entering its walls, however we managed to obtain this statement from Herrick, captain of the Stonewatch guard. "A great deal of damage has been done to the city, our people are scared and a number of individuals have gone missing recently. We fear that the barrier may soon fall if we cannot get to the bottom of the seismic activity."

Journeyman reporters have spoken to a number of traders that have recently visited Faradome and were told that 'sinister creatures' (thought to be wights with deadly sharp fangs), have been stalking the city's perimeter. Trade carts have been disturbed but nothing has been taken, and we now have to ask ourselves if the Amicita has something to hide. Is this perhaps related to the reclusive faeries who now live amongst the elves and piskies in the city? Only time will tell if these beings that came from beyond the rifts in the ruins of Netherlye are here to cause the end of the Amicita, and once they are done with the elves, will they turn their attentions to the rest of us?!

MARSELL DECLARES MURDER OF WIGHTS ILLEGAL ON L'ENAROUSSE TURF


A wight identifying himself as Lord Svelthar travelled to Jerrod's Front last year to enter into discussions with the L'Enaroussian governor, Philippe Marsell. The result of the meeting has been commented on by L'Enarousse officials, with the following statement provided by Hanz Berchamp, spokesman for Marsell's council chambers: "Lord Svelthar of the realm of Karthsworn, located in the frozen north, met with Governor Marsell to discuss the appearance of the race of undead creatures known to us as wights. The lord reassured governor Marsell that the wights were not responsible for unleashing a plague of undeath upon the mainland, and in fact they oppose the mindless dead and wish to assist the realms of the mainland in ensuring the mindless ones are destroyed. Despite the often unsettling appearance of some wights, lord Svelthar gives his assurance that they mean the living no harm. Both Philippe Marsell and lord Svelthar are confident that integration of the living and the dead (wights) into one another's societies is something that may happen in the near future."

The Journeyman understands that a L'Enarousse alliance with the wights of the frozen north is on the cards following Philippe Marsell's formal declaration: "The murder of wights on official business of Nald or Karthsworn, (providing they carry the appropriate permits issued by the L'Enarousse army) is now illegal in lands controlled by the L'Enarousse". Under L'Enarousse law, wights now have the same rights as the living, and as we all know murderers face execution or imprisonment. Realm leaders or their spokespeople from the Amicita, Blightfoot Ridge, Zan'zoula or Vulpera, the crystal city are yet to comment on changes to their laws. It is thought that the Arak'Char of Arka'Gharad will let their stance known in the near future due to the number of their people that have recently been sighted outside of the Morrdoun Mountains, however as history will tell us the movement of these feral savages outside of their lands is never a good sign! Journeyman reporter Karlos Franks took to the streets of Jerrod's Front to see how the citizens of the L'Enarousse are taking the news.

Derrin Hogspot, proprietor of the Finch and Flea tavern located on the docks had this to say. "Not had the chance to meet one of them wights yet, however they're welcome in my tavern. Would refuse your murdered brother service if he showed up back from the dead, wanting to quench his thirst after a trip to the Ethereal Realm and back?" Milly Newlan of Newlan's Apothecarium made this statement: "They're abominations. It goes against the very laws nature and The Seven themselves. No good will ever come of this alliance, and I'm certain they were responsible for the plague of undeath in the first place." Boubon Yyfet, soldier of the L'Enaroussian army said this: "I met a few wights at the battle of Fairdale, I have them to thank that I'm still alive. This plague is a horrendous affliction, they chose to carry on the good fight, knowing full well that they would face condemnation from the living who judge them because of their grotesque appearance. They fight for the good of Neothera, and I'd gladly stand beside them once again in that battle."

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