

# The Fengate Official

T H E O F F I C I A L P A P E R O F F E N G A T E

### SPECIAL POINTS OF INTEREST:

- Status of the Duchy
- Status of the Guilds
- Enemies of the Duchy
- Concerns of the Duchy
- Westhill: A History
- Notable features of Westhill
- Rumors from the back page

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## Status of the Duchy

~ Work continues on rebuilding and resupplying Hope's Crossing. Tradesmen and craftsman will continue to be welcomed in the town for their services. Citizenry enslaved or displaced by the Spider Queen are encouraged to return.

~ Repairs in Hassenbrook are nearing completion and citizenry has returned to the City. Life here is returning to normal. The ACME organization has made significant strides in reestablishing and improving trade and living conditions for the area.

~ Gargerant has finished construction and is formally considered the seat of His Grace Roseweaver.

~ Thane's Drift is still currently

sealed from within. The great defenses that were meant to protect the city from invasion have withstood months of determined work aimed at re-entering the Dwarven City.



~ Rosewood's exact location within the swamp is still unknown. The farms and trading posts left around where the city once stood are still thriving and supply trains have been seen traversing the road to

and from Gargerant.

~ It has been ordered by His Grace that construction will begin in the hole where Rosewood once stood. He has asked the best Dwarven smiths to rebuild another city from the ground up.

## Status of the Guild

The Guild's Grand Hall is nearing the completion of its construction. Resources are still greatly needed for the fulfillment of the scroll libraries and other assorted requirements.

Guild representatives are traveling often to seek out the

assistance of Formal Casters and to find the needed components.

At the time of this printing, the Guild is urgently asking for the assistance of several Earth and Celestial Formalists to collaborate and help cast the

final enchantments.

If any are interested in taking part, speak to your local Guild representative or journey to the Guild Island upon the Lake of the Moon.

## Enemies of the Duchy

BY: SCRIBE MACPATRICK

~ **"The Master", "The Dark Lord"** - Real name is unknown. Believed to be the entity behind the Night of Knives. Has been rarely seen in person, with such instances generally ending badly for those involved. When seen he is said to be cloaked in black, wearing a hat, with half of the face covered in multicolored scales and the other half is said to be skeletal. Numerous enemies of Fengate over the past several years have made mention of him, seemingly in both reverence and fear.

~ **"Liche in a Can"** - Real name is unknown. Known servant of "The Master." Most recently seen in Hasenbrook before it was retak-

en. This Liche hides itself in an Armor Golem and often commands a sizable force of undead. Was known to carry a pendant with a red crystal centered upon a silver cross. Care should be taken in the handling of said pendant if encountered, especially around magic and those who cast magic.

~ **"The Spider Queen"** - Real name is unknown. It is believed that she serves "The Master." Recently seen in Hope's Crossing, seeming Dark Elf female in appearance with black hair streaked with white. Often in the accompaniment of large spiders and enslaved people. While Vornae in appearance, it is believed that she is most

definitely not such. Duke Callem Roseweaver has offered a substantial bounty for her successful capture. The atrocities ascribed to the "Spider Queen" are too numerous and grisly to include here. Inquire elsewhere for more details.

~ **Bartholemew** - Known servant of "The Master." Master Vampire who at one point impersonated Count Basarabe and is responsible for the theft and relocation of Rosewood as well as the deaths of the citizenry of Rosewood.

~ **Serin Reijack** - Servant of Bartholemew. A Biata Vampire with black feathers. Enigmatic in his dealing with Adventurers, he has not always been hostile. Little is known

for certain about this individual and any whom encounter him are advised that dealings with him are only to be done with the utmost of caution.

~ **The Barracoor Lord** - Real name is unknown. Suspected servant of "The Master." Last seen in the Duke's Throne Room in Thane's Drift. Responsible for the death of Duke Garric Runehammer, the slaughter of the Dwarves of the City, and the loss of the city which is served both as the Duchy seat of Fengate and the capital city of the Dwarven Kingdom of Stonegate.



*"retake the remaining cities and population centers of the Duchy..."*

## Concerns and Objectives of the Duchy

BY: SCRIBE MACNEILL

~ First and foremost is to retake the remaining cities and population centers of the Duchy and return them to proper control.

~ Leadership amongst the Duchy is spread thin. Noble Stations and other appointed representatives are sorely needed in most cities. Interested parties should seek out a Noble of the land.

~ The members of 'The Seven' who reside in a tall sev-

en-sided tower have sought aid in curing one of their number, Neriana Ghaleen. Local Nobles and Adventurers have listings of what is needed and are under order to assist in this matter. The Seven have aided the Duchy on numerous occasions and we anticipate that their assistance in future endeavors will be sorely needed.

~ Leadership among the Duchy is currently seeking

information in regards to the one who is called, "The Master." Anyone who has any information concerning such individual should seek out their local Nobility.

# Westhill: A History

BY: WARREN THORUMON



The current city of Westhill is only a handspan of years old. The Drunken Commons, which would later come to be known as Hope's Crossing, is the site where the Dwarven Kingdom of Stonegate and the largely Human Kingdom of Evendarr came into an alliance. Thus forming what is today called the Duchy of Fengate.

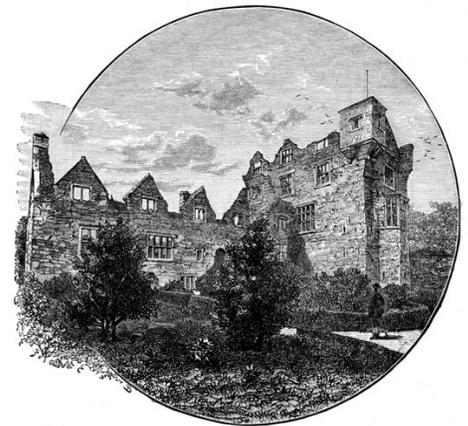
Those first early years were beset by frequent incursions from a variety of enemy forces, most notable a sizable army of Saurians (humanoid lizard folk of very dark temperament) who hailed from the Swamp to the east. During the war, the Saurians succeeded in overrunning the Drunken Commons

and razing it to the ground. The Swamp was known to be perilous, and it was determined that a military campaign into the Swamp to deal with the Saurians would be...impractical. The solution was eventually reached when Count Pyre ritually summoned and forged a contract with a large number of cat-like creatures from the Plane of Death. The fel creatures, known as Pantherghasts, were last seen moving into the Swamp. No Saurian has been seen since that day.

Westhill was built to replace the Drunken Commons as a place where Dwarf and surface dwellers could converse and further cement their alliance. Roughly one hundred miles to the east of the ruins of Drunken Commons, Westhill was crafted with the skill and labor of Stonegate and the resources and finances of Evendarr. The Drunken Commons would be rebuilt and renamed in turn several years later, but Westhill also served as a watchful outpost against further incursions from the unknown evils within the Swamp. When the County

and Baronial lines were drawn out, Westhill became the Seat of the Frostmoor Barony, within the County of White Sands.

Westhill was built at the base of the highest elevation point within fifty miles (a hill rising perhaps two-hundred feet above the surrounding terrain). It is surrounded by the tattered remnants of an ancient wall, long since crumbled. The vegetation is temperate-deciduous, with a mixture of forests and farmland. The buildings within Westhill are composed of both wood and stone and very solidly built. Winters in Westhill are often especially cold, with fanciful rumors of ancient ties to Ice being the cause. It is obvious that no logic explanation of the seasons is required for superstitious belief of yokels.



## Notable Features of Westhill

BY: HAMIL MARKUS

~ At the base of the hill lie several military barracks and a tavern to serve them. They have lain empty since the Night of Knives, when all available forces were called away to the urgent defense of the Duchy.

~ Crumbled ruins rest atop the hill above the town to the northeast. By day they were used as a vantage point to keep lookout toward the Swamp. The locals are very superstitious and refuse to go up there after dusk, citing several im-

plausible and laughable supernatural phenomena.

~The south side of Westhill comprises the housing for farmers, merchants and craftsmen.

~ On the west side of Westhill is the river/southern edge of the Lake of the Moon. It is also where the ferry crossing is located with which can reach Hope's Crossing side of the river. The ferry still runs, though infrequently. The Ferryman cites lack of manpower and bemoans the

fact that not all his family returned from Hope's Crossing.

~ Charred wood and ash rests where once stood the local Guild building. Bound to the same fate were several other buildings in close proximity to where the Guildhall once stood. While several townsfolk have returned to Westhill, the doddering old mage couple who ran the local Guildhall have not been seen among them.

RUMORS FROM AROUND  
THE DUCHY

- ~ "Lights have been seen around the Swamps to the east."
- ~ "I keep on hearing things from the ruins atop the hill. I am not going there at night."
- ~ "One eyed creatures around here? Never heard of them."
- ~ "WHAT is going to be running the tavern for Gerda and Tiernan?"
- ~ "Folks around Westhill have been getting sick. All curatives and elixirs are not working as antidotes."
- ~ "Pirate flags have been seen flying from masts on the river. Where is Captain Abrahms at?"
- ~ "What circle allowed Saurians to come back? You have GOT to be kidding me?"
- ~ "The water around Westhill seems to be contaminated with spider silk. What is going on around here?"
- ~ "I hear there is a new powerbase in Fengate. Yeah, his name is Samael."
- ~ "The Duke is looking to take a wife but is having a hard time finding qualified ones."
- ~ "Count Pyre sent Saurians forward in time to get rid of them."
- ~ "I hear that Kivuli wants himself some Saurian skin boots and will pay handsomely for them."
- ~ "Why is it so blasted cold around here? I hear that some cat from Blackstone is responsible for it."
- ~ "I hear the Red Moon Hunters need a lodge. I wonder what happened to their other one?"
- ~ "Every time we try to get supplies from Hope's Crossing, some kind of bog creature attacks it and destroys it."
- ~ "My son told me that he was out last night and saw a skeletal wolf. I think he hit the ale too much."
- ~ "Did you see the size of that footprint in the mud? Whatever made it was extremely large!"

## A Silent Hello

BY: PATRICK MORNINGFALL

Greetings Adventurers,

It has been a short time since I have imparted news to you.

My friends and I would like to apologize for our absence from your gatherings. We merely need to keep our tower away from the swamp due to the chaotic forces that are within. We must make sure all things stay stable with the tower, as well as within, so that something bad does not happen.

I wanted to relay some news to you all. I have sensed a growing presence of vampire activity coming from the swamp. I have done what I can to help thwart this occurrence.



However, due to the sporadic nature and the size of the expanse, I feel mostly ineffective.

I can say that vampires will turn

almost anything into their ranks these days. The vampires are easy for me to pick out once they make it to civilized areas.

However, they are falling back into the swamp much quicker these days.

We hope to revisit with you all soon. Until then, may life greet you kindly.