

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

The Road of Recovery

SPECIAL POINTS OF INTEREST:

- Status of the Guilds
- Captain Abrahms tells it all
- Hassenbrook News
- Thanes Drift Status Report
- Rumors from the back page.
- Fengate Personals

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It has been almost two years since Fengate faced one of its most tragic disasters in many decades. We were in a time of relative growth and peace. A new city and trade road was being constructed in the County of Smokey Ridge. The city would be the new county seat and the trade roads would connect it to Rosewood to the east and Hassenbrook to the west.

Then one unexpected night Thane’s Drift, Rosewood, Hope’s Crossing, Hassenbrook, Westhill and Gargerrent all almost simultaneously fell under an attack by many different foes. It was an evening that became to be known as the “Night of Knives.” It was at that time an unknown foe struck with a blow of intensity that had not befallen Fengate in the generations of most living here today. That night could have possibly changed the fate of Fengate forever.

In one night countless citizens lost their lives, we lost four cities, the majority of our guild resources and much of our leadership. Fengate lost a

Duke, two barons, and a knight to permanent death as a result of these attacks.

We have slowly rebuilt since then. We rebuilt Hassenbrook, retook Hope’s Crossing and Westhill. Then we saw the greatest tides turn this year with the victories that the adventuring community secured for the duchy.

It was due to the victories in the spring that we could move forward with two of our most eagerly anticipated tasks.

His Grace Duke Roseweaver recently ordered full focus to be placed on two major projects for the duchy after a timely victory by adventurers in April. First, His Grace asked the dwarves to return to Thane’s Drift to begin to prepare for the retaking of the mountain. They would be led by Count Devin Huntington and many Fengate forces.

Separately, he asked that pressure be put into the

guild island in the western side of Fengate. Any other available resources would be to be put towards the completion of the ducal guild seat.

Darius Prescott and Collin Stormforge along with a council of wizard, mages, and builders alike have all been working on the completion upon of the halls upon the guild island.

It is our pleasure to announce that the Ironcrown dwarves have broken back into their mountain. They have begun scouting and assessing the damages and begun minor repairs to the exterior and immediate interior of the mouth of the mountain.

We have also completed almost all of the final touches to the ducal guild halls. We should be able to provide more assistance to the towns and adventurers in the future.

It was due to your bravery and determination that we could be here today.” Thank you for pulling together in these rough couple of years since the “Night of Knives.”

The Fengate Guilds Status Report

The Guild Island is almost completed!

Using resources that we have acquired, we have completed our ritual and the Guild Island is now secure.

The future of the island is to provide resources to the Duchy in a way that will benefit the people of Fengate.

His Grace has been kind enough to allow us to continue with our improvements

with the help of adventurers and Guild Masters alike.

Thank you Your Grace!

Resources can be retrieved in between adventuring gatherings. Any Guild resources should be talked about first through the local Guild Masters for the adventurers.

Guildmasters Cassanova and Anno will be more than welcome to help any adventurer that is in need of resources,

especially in the defense of the Duchy.

Since the Night of Knives, our resources were depleted and our local Guilds were destroyed. For all the adventurers who helped us get our Guild items back, thank you. Without your help, we would not have nearly enough funds and resources to do what needs to be done for the Island, the Duchy, the People and for the Adventur-

ers!

For Evendarr!

For Fengate!

For the Guilds!

For the Adventurers!

Captain Abrahms Tells It All

You know, there is not much good reading in the papers these days.

People often ask me what I think about things when I'm in the tavern after a couple of shots of rum. I figured this would be the best way to get my brains out there. So I had someone ask me this question the other day so I figured I would tell you all.

Captain Abrahms, what is it like running the rivers and seas around Fengate?
~Natalie

Natalie, I don't run no seas! We are land locked! Lay off the hootch! Now we have a nice big lake or two but I would hardly call it a sea! It's a good running though.

Captain Abrahms, do you like rum cake? ~Timmy

Timmy, asking a sailor if he like rum cake is like asking a fish if they like sponge baths! Maybe you and Natalie need to get together and help each other get off the hootch!

Captain Abrahms, I have been married to the same elf for 147 years. How can I ever get him to do the things I need him to do around our home?
~Frustrated

Frustrated, 147 years? Now that is what I call a commitment. Well, all I know is if you've been with him that long and you do not know how to make him do what you want then you must be doing something wrong.

Captain Abrahms, do you get enough to eat and drink on your trips? ~drinker

Drinker, well, of course I do. I even have a regular schedule of ports that I stop in so the ladies can see me. And I do not drink like I used to. At least that is what I have been told.

Captain Abrahms, have you ever seen a ghost ship?
~Scared

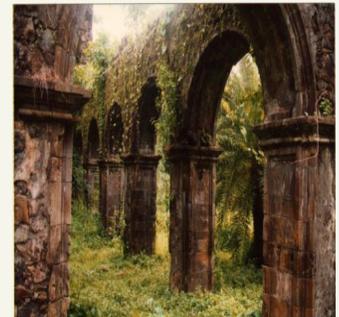
Scared, shhhhh!!!! It is too close to October to be talking like that! Ask me in March or something. You'll give me the shivers.

Captain Abrahms, my father died recently. How should I send him off and honor his memory? ~Crying

Crying, first of all, I just wanted to send my condolences to ya. Well, I didn't know him but I figure I can tell you what I

want done. I'd like someone to put my ashes in an almost empty rum bottle, take me out to the river near the sea and sail my bottle away.

If you want to ask Captain Abrahms for advice, please contact him at the roost (plot@neropiedmont.com). If you are published in the Official, you could win a trip for two to Guildian's Island.



Hassenbrook News



A new tavern has been opened in the city of Hassenbrook. We are not sure,

at the time of this writing, of what the name of it is or who is running it.

It seems to have a lot of boxes and colors associated with it so only those involved can guess what is happening.

“Most of the boxes and banging is coming from the inside of the tavern at night from what we can see.” One eyewitness confirmed for us.

“I have only seen tracks of something being dragged and multitudes of footprints of every kind around the place.

Although those might not be associated with the tavern so I can only speculate.” Another eyewitness and avid tracker confirms for us.

What will the food taste like? Who is running this mysterious tavern? Hopefully all of our questions and stomach delights will be answered in a few days when the gathering is upon us.

First hand tastings will be made and this reporter plans to be first in line!

Thane's Drift Status Report



It was determined that Thane's Drift was our next priority after the success the adventurers had against our foes during the end of spring.

Duke Roseweaver commissioned Count Huntington and a good number of his troops to escort the dwarves back to their mountain home.

Together they began the labor to break back into the jewel of the Iron-crowne Mountain.

The venture went to prove that only a dwarf can break what a dwarf has built. The entrance was breached after a few weeks of work by the talented deep folk.

Thus began the excursion below the surface to scout the damage and threat of the baracore foe who is the natural enemy of dwarven folk. The enemy has appeared to have left for the most part. Much was destroyed but it is not beyond repair. Therefore, the dwarves are in control of their homes once more.

Glory to dwarves!

Glory to Fengate!

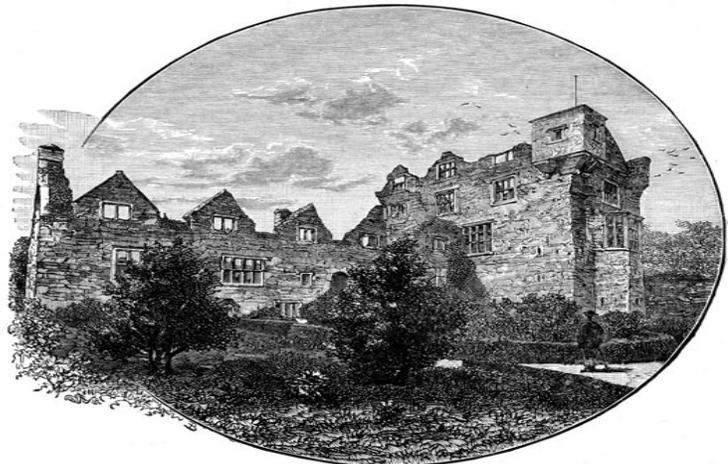
Glory to Evendarr!

We can now proclaim that the majority of the duchy is back in the hands of its rightful owners.

May this be a testimonial of the metal of those that inhabit this fair duchy and our allies that continuously answer the call to quell our enemies.

In service,
Count Devin Huntington

“We can now proclaim that the majority of the duchy is back in the hands of its rightful owners.”



RUMORS FROM AROUND
THE DUCHY

- ~ "The soothsayers and diviners are talking about some change that might happen."
- ~ "A lot of ships have been coming and going to the guild island. Wizards are acting stranger than normal."
- ~ "Fenwytych? Who in the name of Void is the Fenwytych?"
- ~ "The Fenwytych left her tower! She is talking about the magic not acting the same."
- ~ "Wow, those clouds look awful weird over there to the East."
- ~ "Those dwarves went on the move and they meant business!"
- ~ "Those new nobles sure are nice to us commoners. One of them, some Simnium gave me a few gold just to get his name right."
- ~ "You know, that Sathen person sure is tall. Especially to us dwarves!"
- ~ "Those Trolls are up to something. Why are they nosing around the sewars so much again?"
- ~ "Who was that weird guy in the gold cloak who was mumbling and laughing to himself?"
- ~ "It sure is getting colder lately. I wonder if we are in for an early winter"
- ~ "Rain is expected over this gathering"
- ~ "Rezeire is actually Callem' son.....sent to watch over the Duchy."
- ~ "Beetles! Beetles! Everywhere!"
- ~ "Are those.....roaches?????"
- ~ "Where have all the undead gone?"
- ~ "Lizards have been seen around the swamps of Fengate again."
- ~ "Who is being put on trial for what? When will this insignificant quarrelling stop so that we can get to the defense of the duchy?"

Fengate Personals

- Medium sized dwarf seeks slender elven female. Must be able to fletch bows. I have a sturdy back. Willing to hold you up through hard times. Seek Ernest.
 - Single white dwarf, medium beard, seeks single female dwarf with goatee. Must be braidable.
 - Seeking able bodied Necromancers for evil and destruction. You can find us in the crypts.
 - Undertaker needed for Has-senbrook. We still do not have one!
 - Sarr seeking biata for discreet relationship. Must be groomed due to allergies.
 - Birdie's Maid Service! We work our tails off to get the dust out of your house.
 - Vampire looking for that special someone! Come to the graveyard at night if interested.
 - Troll male looking for human female. Must like smelly guys with long teeth. Attempting to clean up me self.
 - Tavern Keepers looking for help! Apply in the tavern. Good benefits but lousy hours.
 - Selling major magic items. These do not expire and they are huge! Seek out Rutger for information.
 - Do you have problems with your feet? Try our new rabbit lined boots at The Boot Stop. Located on the Southwest portion of Has-senbrook.
- Do you have a personal that you would like to publish? Please send all inquiries to the roost of (owners@neropiedmont.com) and we will take into consideration all personal ads.