
GADEN GAZETTE

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Army Suffers Heavy Losses.

A Rare attack that surprised many military advisors

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Scribe and servant of the king.

A recent assault by the corrupt on the central fort on the ridge line overlooking the Valley of Solace proved to be a perfect storm of happen stance causing the defenders to suffer serious losses. With nearly a hundred resurrections, as well as two permanent losses, one of a young guard who had not yet resurrected, this was one of the largest losses suffered by the army on the defense line in recent history. Sergeant Hedenland agreed to give a statement about the attack.

“We’d been apprised of the latest developments in the corrupt’s assault strategy, specifically their new creatures able to create portals to bring in more of their kind. Unfortunately during this particular assault these new creatures happened to stop in one of the extremely rare blind spots in the keeps defenses. This allowed them to continue to summon additional troops for a much longer period of time as we had to fight our way through the waves of reinforcements without assistance. If I didn’t know better I would say they knew exactly where, and how to hit us.”

AT A GLANCE!

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Kirna Lightfoot establishes family relief fund.

Wealthy merchant cares for families of the dead.

Jonus Fillen

Apprentice Scribe

Moved by the recent losses of the members of the Gaden army the famous merchant Kirna Lightfoot has announced that he has established a fund to assist the families of those that do not come back from the front lines.

The fund will establish a number of estates that will each house four to six families in comfort, and will pay these families a fair market value for any family businesses or property they may have to ensure the families of the honored fallen have sufficient economic wealth.

Children of these families will also be offered apprenticeship in one of the Lightfoot family businesses. Choices will range from production skills to more militant, guard type duties.

Pratorak refortifies Kalmok’s Anvil

High orcs and Stone Elves once again close.

Having been informed that the Anvil was clear of corrupt, the Gaden military pulled back and allowed the Pratorian army to reestablish operations at the Anvil. While trade is still extremely difficult due to corrupt still within in the Valley of Solace, some small exchanges are now possible through the rocky paths that go through the Anvil.

This marks the first time since the war began that territory has been reclaimed, while it’s a small victory it has been seen as a sign of hope by many that perhaps the war is not as hopeless as thought. Still the Anvil will need to hold until the Respite to return to its full potential.

Baron Idden Cracks Down on Banditry

After an assault on the Baron by a gang of bandits lead by a man known only as three-faced, the Baron has dramatically increased patrols and cracked down on the bandits found within his new lands. The Barons men have been seen often traveling the roads of the new Barony and many bandits have been executed.

While in the past the Baron has been known for his leniency when a bandit was to have been found to be forced into such work by circumstances, recent events have forced him to take a harsher stance on the practice, particularly those bandits that are caught wearing a blue armband.

Surprisingly the bandit known as three-faced has distributed many fliers denying his men ever assaulted the Baron, and has even go so far as to offer a size able sum of money to anyone who clears his name.

Red Versus Blue, Kobolds and Boggles Feud.

Boggles and Kobolds have been seen as irritants, in the past the two groups of pests rarely if ever encountered each other. However in recent days reports of Kobolds and Boggles fighting in and around the area of Hopes Reach have been rising drastically.

While no one knows what caused a tribe of Kobolds to migrate across the majority of Gaden from the outskirts of Roskaria, it has been well confirmed that a number of Kobolds arrived in the area at some point in the last two years, since that time the Kobolds have been proven to be an irritant, but have also reportedly come to the local population's assistance from time to time.

Boggles on the other hand have been a common sight in the region for some time and are by no means new to the area, and are commonly seen stealing various items, often strange in nature such as a chair or every third cup in a tavern.

While Kobolds depend on tricks and numbers, often setting up elaborate traps, Boggles instead depend on their natural magic powers. While the Boggles seem to have the upper hand through their ability to cast celestial magic innately, some being the equivalent to a skilled hedge wizard at times. Between the two groups it seems that the Kobolds have a stronger desire to fight the Boggles, and can at time be vicious and vengeful when they catch up to one of their foes.

It remains to be seen what if anything will cause this feud to end and Kobolds have recently been seen in greater numbers after their hatching season began in the spring.

Ritual Casting Breakthroughs!

Other the winter time, the Earth and Celestial guilds managed to complete their recent studies to improve the ability to cast ritual magicks. Word has spread quickly about the new techniques, which revolve mostly around more impressive casting gestures and techniques. According to sources within the guilds the extra power is linked in the ritual by enflaming the imagination of those near the caster in some cases, in others it simply requires the application of a greater amount of power.

Francis March, of the Greater Earth guild of Gaden is quoted as saying that these new techniques will usher in a new era of respect for those professionals who have focused their studies on manipulating the difficult formal magicks for both the Earth and Celestial Guilds.

Some of the new formal magicks include the ability to reduce the number of components used in the casting of the ritual, numbers that have been reported have been small, only a single component or in very rare cases two. Similarly to this some ritualists have devised a way to substitute a component that have on hand for a different type that was listed on the scroll, or in rare cases simply add an extra component to the list of those usable by the scroll.

Other casters report being able to add specific flaws or conditions to items they've made, or mark them to let anyone who sees know just who made it. Similar to this they've been able to add a single lore item to the item, replicating old techniques to be able to pass messages, or information along to future users.

Some casters have noted that they've been able to overcharge their rituals for a short time, never more than five days. These overcharged rituals have had a great variety of effects, no two being exactly the same but always beneficial. In the most extreme cases after the effect fades a useful flaw has been left behind. Although this would be useful in large numbers the sheer power required for this effect has proven to be difficult to invoke.

Finally some casters who are more careful about such things have found that their castings fail far less often, often having the ability to recover the magicks at the last second. Occasional after proper preparation a caster has been able to halt the casting midway to prevent a backlash while under attack. These new abilities certainly seem to take the edge off the latest twist in magic that has effected so many ritual scrolls throughout Gaden.