

IKAROS

As you may have noticed, there are changes afoot. Your Ikaros has mysteriously grown, to take the place of Nightflyer, now a yearly extravaganza.

What's going in the society...

The PUNT PARTY!!! *Magdalen Lodge, Saturday 6th week, 2pm*



A perfect opportunity for all those skilled in the arts of punting to sit back and let us incompetents turn the normally placid river scene into a massed exodus upriver. Civilised or silly, the choice is yours.

T-shirts

The new style is out! They do exist! They are not just a wild rumour thought up by Kate to boost her grant! Rob White also has a wild and wonderful collection of old society T-shirts, Legend has it that some bear the ancient inscription "D&Dsoc", whatever that is supposed to mean. Pester Rob if you want to appear in the latest fashion, or if you too want to own a part of history...

Games! Games! Games!

If you want to buy a game or two... wait! Order through the society for 10% off. Orders to Kat by the end of 5th week. Or there may be a cheaper alternative. We are (at last) looking to expand the library. Requests are needed, so if you feel that the society would profit from a copy of Bad Ass motorcycle nuns or equally mainstream products, then say so. (Anonymously if necessary). If you have never seen the library (come on, admit it!) then check it out. Either way, apply to Kat for details.

Games Night *Tuesday 7.30 Wadham seminar room*

Still in the Wadham seminar room. Drop in at any point for as long as you want. There are rumours of an Illumianti tournament in the offing, and the contest for the champion Archmage is still going strong. There is no penalty for entering later on, so an aspiring novice could

still jump in and rise to the top. Ask Dom, if you can catch him...

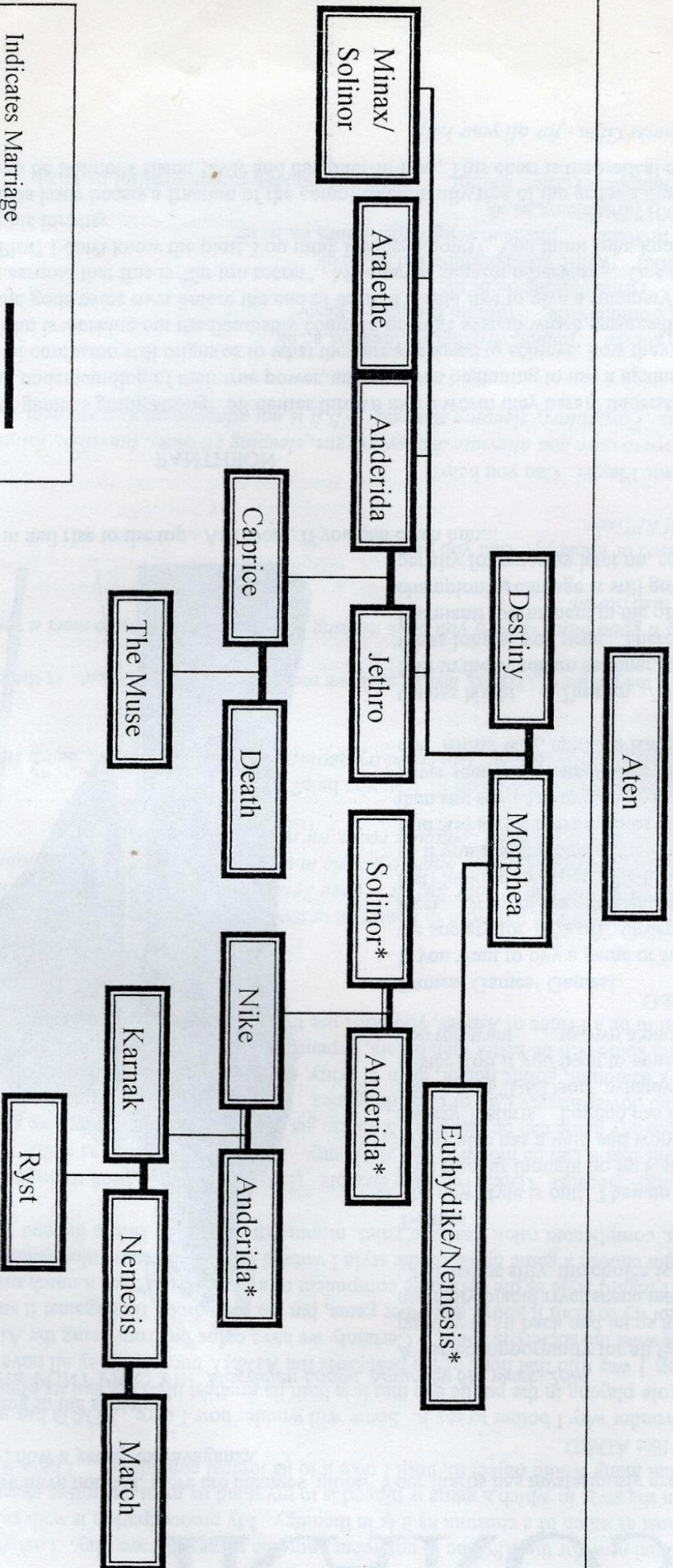
PANTHEON

The society game is going strong! 38 deities thrown into a world they barely understand. They are slowly gaining full understanding of their true power, and are even beginning to use it against enemies other than each other! Total confusion still reigns as to what they are supposed to achieve, how they are supposed to achieve it, and how John is working out the fiendishly complex prestige system which ensures that everyone will have been leader of the gods twice over before the end of term. I would like to give a summary of the plot. However I have been assured that this is "far too secret". My sources suggest otherwise... One noted GM was heard to exclaim "Plot? I don't know the plot! You think Reuben knows? You think John knows?" We are of course protecting his identity.

This issue boasts a fraction of the complicated family tree of the gods. Of particular note is Anderida, who seem to be Solinor's sister, lover and daughter-in-law. This chart is theoretical only. Enjoy...

The Known Tree of The Gods

(So Far...)



Indicates Marriage
 Indicates Tryst
 * Appears more than once

The Pact is back!

A huge Shadow Pact army has emerged from the God's Eyes Mountains, west of the Bastion of Winter, Kar Terevan. Already Terevan's armies have rallied to defend against the onslaught, but with little success. Two of the Terevanni legions have been destroyed utterly, and Lord Terevan's Snow Knights prepare themselves for worse to come in the siege.

Talen Coldblood, the evil Arch Mage, has issued this ultimatum, which was read out by General Accident (with some help from Sieur Halsby) to the citizens of Kar Brandel:

"People of Kar Brandel and the Marches, your time has come. The Shadow Pact are now more powerful than ever, and we are fully capable of destroying this tiny obstacle you call a Bastion as we sweep the Marches clean of all Humankind. However, we are prepared to be lenient. We demand the immediate surrender of Kar Chorovar, Kar Terevan, Kar Brandel and Kar Wrath, and homage from the peoples of these cities. If you do not comply, there will be a hail of fire and blood called down upon your precious Bastions which will utterly destroy you."

The Archmage and reclusive scholar, Whitewind, has announced to the bemused Mage's guild in Kar Brandel that the world is, in fact, square. "No other Geomantical pattern can quite account for the eddy patterns of residual flux," he announced excitedly. Members of the guild were less enthusiastic. "any idiot can produce overblown theories that they claim only they can understand. What matters is results." The general

General Accident, far from perturbed by this bold statement, turned the news to his advantage. His rousing speech, calling for new heroes to join the Army, Guilds and Priesthood was met with encouraging response.

"Yes, it will be bloody, dangerous, cold and grim; some of you might not make it back. But, never forget, that we are Brandelers. We have fought the Pact before, and won; we have beaten the Vorleshi and all others who tried to take the Jewel in the Crown of the Marches. Kar Brandel has survived before, and it will survive again, if only for one fact: Kar Brandel breeds Heroes, not afraid to face death in the morning, mow down a few orcs before lunch and still make it back in time for last orders at the Goblin's Armpit. Talen Coldblood has made such claims before, but evidently he didn't learn his lesson at Thorny Knoll. Well, we are here to teach him once more that we are far stronger than his puny armies and magics. Mow them down!"

Brave words from the General, which have in turn inspired a new crop of young heroes to join the ranks. We will not bow to you, Talen Coldblood! We remember the past! We beat you once before, and this time we will send you all the way back to Haemgrad with your tail between your legs!

consensus revolved around senility, derangement, and the firmly held notion that Whitewind could not find his own nose in the dark. Previous Whitewind discoveries include the observation that most magic is hexagonal, people are triangular, ducks are impervious to small water spirits, and the suggestion that elementals might be conjured from "the naturally occurring patterns of order found in large fields of cabbage..."

The Bardic Cup

Results are now in for the Belthorian Bardic cup, recently held in Kar Brandel. This competition of song, poetry and performance has thrown up some promising new talent, Brandellers who had previously been put off by travel costs.

1st Ludvigi of Bhelthor

- On New Hallow's Eve

2nd Lisa of Chorovar

- When the night shines clear

3rd Valadran of Brandel

- Oh to live again!

4th Fabian of Brandel

- Dawn Devil

5th Capt. Lennox of Wrath

- Out of the wild heather

6th Peltre of Adrienne

- Domain of the Greathawk

7th Angus Of Wrath

- A moose loose in the house

8th Tobias of Terevan

- Steelheart

The original holder of 3rd place, Sir Pestus with "when the knights comes riding in" was disqualified after it was discovered to an adaptation of an older religious song. The places have been adjusted accordingly.

Your City Needs You!

**The Army and City
Watch need men and
women like you to help
prepare the city for the
threatened
Shadowpact invasion.**

**If you would like to be
trained and paid to
fight then join now!**

Klaberjazz Turnipson

It has come to my attention that certain arrogant, officious, moronic individuals in the Kar Brandel government recently thought that they could produce a news-sheet to rival the real Brandel Bugle. In their conceitedness they even called the rag 'The Brandel Bugle'. Apart from bad typography and spelling this piece of non-journalism can be condemned for many reasons. The worst of these is the blatant toadying to the nobility, and the lack of care expressed for you, the people of Kar Brandel, this once great city of ours. The propaganda printed on its single page was so stupefyingly dull that I'm surprised the watch didn't have to drag piles of dozing bodies away from the boards to which it was pinned. I certainly hope that none of the real Bugle's readers were misled by this useless tripe.

It seems that the Mage Guild will need a new leader, now the treachery of Darcovar has been revealed. However, I for one, shall not be too quick to judge the words of adventurers without any further proof. Such was the 'trial' available to Bezique, and his guilt of any crime is still yet to be proven. While all we have to go on is the word of a rather dubious bunch of adventurers, and the rash temper of Lord Skym Dragonsdupe, I shall wait before thinking of becoming head of the mages' guild. Also it seems, as I have already pointed out elsewhere, Cepulia has been completely forgotten by all. Do not forget that she is truly a powerful mage, almost in the fullness of her power. It would also be a great advantage for Kar Brandel's ruling council to have more women in its

ranks. Cepulia also has the added advantage of youth. The only drawback is that she will not be used to the crazed machinations of an unscrupulous old man, Skryme.

As many readers know I currently have a price on my head, which, I am reliably informed, has just been increased to 500 pieces of gold by our Lord Chief Justice. Therefore as I am forced to travel from one village to the next in disguise I am perfectly placed to witness the barbaric cruelties imposed upon the populace of Kar Brandel since the unification banquet. Many of you will not have had the chance to see the hardships of the peasants, but I assure you that there is no worse sight than to see the bumper harvest of a man taken from him to feed others whilst his own family will now starve. Why is the injustice allowed? I certainly do not know, but such is the feeling in the fields that almost all are preparing to support the strike called by the Bugle on 1st November. I add my personal appeal to that of all those who are now suffering, for the castle butlers, maids, cooks and cleaners and all the other workers in Kar Brandel to join the strike and let those who hold our well being in their care know the strength of feeling against the current situation.

Much has been made of my current dispute with Lord Skryme, and many are saying that it is a battle I cannot win. They are right. I alone cannot win, but many support my actions and it is we that will win in the end. We must not forget that Skryme has tried this trick once

before to get his own way. Many will remember the hideous scene in the main hall of Kellassar sitting in a bowl of oil resting over a fire. If memory serves me correctly it was our Lord Brandel's noble father's personal intervention that saved the day on that occasion and I call upon Lord Brandel to put Skryme in his place again.

Many of you will have noticed that winter is almost upon us, and the weather has once again turned cold. Now, with the harvest in, is the time for farmers to be looking towards preparing their stock for the long months ahead. Much has been made of animals diet in the past, but recent investigation has shown that it is as much the animals' environment as their food that affects their growth over this period. As animal stress levels increase, a problem to which pigs are particularly susceptible, simply giving them a wooden ball to play with is a great help. In fact any unusual object placed in the room with the animal reduces their stress.

Finally, I shall comment on the rumours of an alliance between the Shadowpact and the new Yamashu menace. Should such a thing come about their would indeed be a great deal of trouble on the horizon. In recent years adventurers have become overconfident and most have no experience of the fall of Kar Dernath and the destruction of Karan. Many have even attributed the destruction of an entire legion of Tirondel troops to their own ineptitude rather than the skill of the pact, but to these I say beware. Night is coming again!