



The Brandel Bugle

Editor: Klaberjazz of Groff

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Strange Lights at the Temple

Reports of strange events have reached the Bugle this month concerning the Kar Brandel temple of the Celestial Host. Our man on the scene reported that strange noises and lights suddenly burst from the temple, drawing a large crowd of citizens. After a short time a group of adventurers arrived at the entrance to the temple and either with supreme bravery or supreme idiocy entered the sanctuary of the gods. The party had not long entered the temple before the crowd was suddenly attacked by a horde of undead - in the centre of Brandel. Although the party of adventurers who had entered the temple quickly came to the rescue and prevented many casualties there are reports that

these sword-happy men, with the typical callous disregard for citizens all too common in Brandel adventurers, caused most of the civilian casualties themselves.

Shocking, you may think, but understandable perhaps. The party contained that albino barbarian Yramaer who only recently was the cause of a most embarrassing disturbance at the annual Masqued Ball.

Lord Brandel, the Bugle appeals to you again. Expel these yobs from our fair city, or better still keep them chained in your deepest dungeon, before many more people are killed!

Darton arrest warrant issued

The Brandel watch has finally prevailed upon Lord Brandel to issue a warrant for the arrest of the odious Darton, so that their investigations into the attempted murder of Sieur Galron can be advanced. After a briefing by the officer leading the investigation and upon the testimony of Sieur Derran, the watch felt that there was no other avenue of investigation left to follow. The officer said that only Sieur Derran and Darton had been alone with Sieur Galron prior to the evil act. Derran has been ruled out due to the numerous other opportunities he had had and not taken, whereas Darton's sad insistence that it was the deed of a Doppelganger was suspect in the extreme.

The Bugle can reveal exclusively this month, however, that one attempt to arrest Darton had already taken place. As yet unconfirmed reports suggest that the four guards who had enacted the warrant were ambushed by none other than Skryme Dragonfriend, and both the ambusher and Darton escaped to commit more foul deeds.

Green Jelly

Strange events have taken place around the tower of the Mage Darcovar. Passers-by claim to have seen a green, gelatinous substance oozing from the windows and doors of the tower. The torrent of green slime was sufficiently copious that citizens eventually had to put on galoshes in order to wade down Mackerel Street. At the time, the Mage Darcovar was not in, but dealt with the problem as he arrived, together with a number of members of the Watch. Darcovar assured Watch persons that the effect was indeed harmless, and was in fact an excessive quantity of lime jelly.

Harmless or not, this is not the first time that the Mage's research appears to have gone awry. In addition to events previously reported, we spoke to Morris Scroat, bricklayer, who had had a similar event happen to him on the same street. "I was just walking home from work at the temple of Chevredaar," said Morris, "minding my own business, when this great lump of green cake icing fell on my head. It didn't hurt much, but I was forced to chew my way out of it.

Skryme seen again in Brandel

There are unconfirmed reports this week of sightings of Skryme Dragonfriend, High Priest of Siloth, goddess of vengeance within the walls of Kar Brandel. Skryme is still the prime suspect in the murder of Lord Brandel's much lamented father, and the city guard would dearly like to get their hands on this bitter and twisted man before he can work any more mischief in our fair city. The Bugle approached the officer in charge of the investigation for his comments. He said that all sightings of Skryme should be reported to the city watch as soon as possible and that on no accounts should this man be approached. He will almost certainly be armed and is very dangerous, and if past events are anything to go by, treachery and murder are all that can be expected by those who befriend him.

Skryme Dragonfriend had been the Lord Chief Justice in Kar Brandel before the assassination of his Lord and one time friend. Replaced in his post by the noble Marshall Lawe at the beginning of our current Lord's reign, the watch are still unsure as to what Skryme had to gain from his nefarious deed, but they are sure that given custody of Skryme a confession would not be long in coming.

"When I could see again the stuff had flooded the whole street".

What does Darcovar's research involve? We spoke to Llaminall, Mage of the gold discipline, but he had no idea either. "To my mind, research into confectionery is a brand new avenue and could possibly be quite dangerous given the results so far. Perhaps it is time for our Lord to rein in the Mage's guild so that the man in the street has more protection against rogue magical effects, and mages who dabble in sciences they do not fully understand".

Your letters and comments

The Bugle has limited space and it is not always possible to print articles in the first issue of the Bugle after an article is received. The following report was received prior to the publishing of the last issue and is finally reproduced here:

Among the many unexpected events which took place during Lord Brandel's Masqued Ball, some of the less earthshaking (but more unusual) were caused by the uncontrollable magic of the young mage Cepulia.

For those who have not already heard of her (ed. Are there any?), Cepulia is a young mage of about 15, struggling to come to grips with a new and unusual form of magic, helped only by Darcovar (ed. Surely used) and her friend Val. At times, like any other youngster, her temper has been known to get the better of her, and unfortunately she is compelled to cast spells.

At the Masqued ball, always well until the terrors of the other events described in these pages (ed. See previous issues) interfered with the enjoyment of the guests. It is hardly surprising (although unfortunate) that an argument between Val, a Ranger (a group with its own problems following the accusations of Sieur Galron regarding the Rangers' leader, Darton) and Alrik, priest of Rincewind, should disturb Cepulia sufficiently that she was compelled to cast a spell - unfortunately on Alrik, a member of the same adventuring party as Cepulia (ed. A thankless task, but one Alrik thoroughly deserves). Although Alrik was lucky that the spell was a simple blindness spell, one of the most harmless in Cepulia's repertoire, and wore off quickly, he turned on Val in

anger. Cepulia, who is largely ignorant of the subtleties and etiquette required at such a function, came to her friend's defence, but unfortunately (ed. but typically) overreacted and cast a spell best used against attacking enemies. Luckily, due in some part to the courageous actions of the editor, Klaberjazz, Alrik was largely unharmed.

This however was not the end of the problem. Despite Val's attempts as a mediator, both Alrik and the scout Cheradere (ed. ?) (currently, like Val, suspended from the Scout's Guild through no fault of his own) announced their intention to refuse to adventure with Cepulia as a result of her actions. It was when Cepulia's apologies were spurned that Alrik was regrettably turned into a pig, albeit temporarily. "She can't help it", Val explained afterwards. "She just can't control her magic, and Alrik's attitude wasn't helping."

Although these incidents are, of course, unacceptable behaviour, it is to be remembered that Cepulia is a very young mage, and that she was severely provoked. Readers are advised to show caution if they meet her, but I have nothing but sympathy for a young girl struggling to control a form of magic that has baffled the finest minds of Kar Brandel.

Rinette Al'Daera

A right to live

In view of the report printed in the first two columns of this page, and a variety of other comments passed to me at my house I feel forced to write again on the matter of Cepulia, Val, Alrik and others.

Never in my life, or in the lives of others I have spoken with, has such a group of uncontrollable, disrespectful, self-centred, conceited and oafish adventurers inflicted its presence on Brandel. All the party members show remarkably little intelligence, and in my view, and that of many other of Brandel's good citizens, to split this party up would cause mayhem on an unprecedented scale. In a survey I conducted on the streets last week, eight out of ten people said that the whole party should be locked in the deepest dungeon and that the key should be thrown away. Two in ten went further and suggested, without prompting, that the mage Darcovar, who is becoming ever more erratic, should join them.

Darcovar is teaching Cepulia! A more disastrous combination could scarcely be envisaged. And far from Cepulia benefiting from what little sanity Darcovar might have possessed it seems that Darcovar is experimenting with more and more volatile and dangerous magics. It would certainly not surprise this person if it was not some scheme of Darcovar's that ultimately finished Bequique, perhaps that only other mage in Brandel who could have curtailed some of the larger excesses of the pair. Lord Brandel I beg you again to resolve this situation soon before we all die from the random whim of these chaos agents.

Klaberjazz

The further adventures of Darcovar

