



THE  
ASSEMBLY HALL  
ISSUE TEN

Welcome to the tenth edition of The Assembly Hall, the newsletter of The Assembly.

Since the last issue a number of new threats to the Kingdom have emerged. More significantly it has transpired that these and other attacks on the Kingdom – the Goblin invasion, the Antithetical Cathedral - are all manifestations of a sinister evil conspiracy masterminded by a figure known as 'Lord Lexor' (who, in a rather bizarre twist, may be the same person as the former Lord Crusader of Selador).

I and other Assembly members are now well on our way to the Tower of Kreskin'Lal, on Bereny's far south-western border. As I'm sure most of you know, it is part of our ancient charter that The Assembly help defend Bereny against attack. I therefore gave serious consideration to breaking off this expedition to divert our 'magical task force' to the defence of Crownheart, or to the attack on Castle Lexor.

I have decided against this in part because commitments have been made to other participants in this mission, in particular the Centaur Council without whose efforts in transporting us the mission would not be possible, but also because I believe that in order to defeat the danger to Bereny we must be pro-active in seeking out evil, not re-active. At the Antithetical Cathedral we saw the forces of evil create a ruse to divert the Kingdom's defenders from the true threat. If we focus solely on each new menace they deploy against us, we risk failing to see our true peril until it is too late. And if there is even a grain of truth to the legends associated with the Tower, then it may be the source of an even greater threat to Bereny than that which now assails it.

The latest news from those that have reached the Tower, that it seems to be active and inhabited, re-inforces this. I believe that by continuing with the mission we are contributing to the defence of Bereny, not diverting resources from it.

*Sylvester*

## MEMBERSHIP NEWS

### NEW MEMBERS

The Assembly is pleased to welcome the following adventurers who have joined our ranks.

Name	Type	Location
Waldo	Male Human Enchanter	Brokenlands (now deceased)
Rhialto Invictus	Male Human Enchanter	Red Mountain Keep
Cain Highborn	Goblin Rebel Enchanter	Unknown
Taela Patheon	Female Human Enchantress	Unknown
Mongo	Male Human Enchanter	Brokenlands
Borrin Spakelute	Male Gnome Enchanter	Unknown
Baroness Jemma Darkayne	Female Human Enchantress	Darkayne Estate
Achilles Plemkin	Male Human Enchanter	Poldoon (now believed deceased)
Senai	Female Human Enchantress	Unknown
Augur	Male Human Enchanter	Drax (now deceased)
Goobie	Male Human Enchanter	Estate in SE Bereny
Jessika Al-Jehudiya	Female Human Enchantress	Stormspire
Brutus Plemkin	Male Human Enchanter	Poldoon (now believed deceased)
Sermai Velchun	Female Human Enchantress	Derwent
Farcella Morgan	Female Human Enchantress	Unknown
Seeli Manyon	Female Human Enchantress	Unknown
Sparticus Plemkin	Male Human Enchanter	Poldoon (now believed deceased)
Snowbell	Female Human Enchantress	Red Mountain Keep
Chackichi	Male Human Enchanter	Red Mountain Keep
Lephar	Male Human Enchanter	Red Mountain Keep
Lianna Karn	Female Human Enchantress	Hasjan
Lady Kendra Myers	Female Human Enchantress	Unknown
Platelet	Female Human Enchantress	Safe Haven
Senai	Female Human Enchantress	Safe Haven
Tanada	Female Human Enchantress	Unknown
Belkin Foole	Male Human Enchanter	Frontier

One of our new members was so keen to join The Assembly that she resigned her membership of the Walkers on the Edge in order to make her application (The Assembly would have no problems with membership of the Walkers, but the Walkers are an exclusive Guild).

An interesting development is that we now have members in Kyr, Derwent, Frontier and the Brokenlands.

The application from **Jessika Al-Jehudiya** raised some questions over whether The Assembly's charter permitted it to offer membership to Kyrians. Fortunately the question proved immaterial as Jessika confirmed that she is a citizen of Bereny. She told me "I can confirm that I am indeed a Berenian, albeit of somewhat mixed racial heritage. It was one of my intentions, as a young girl, to investigate the circumstances of my birth - to an impoverished Blood Maiden, fallen on hard times in the Bereny/Kyr border region. I believe my father to have been a swashbuckling Berenian adventurer who made a fortune from certain Kyrian substances, who may have been targeted by

the Kyrian nobility as an unwanted interloper. Apparently, his charm and personality deflected my mother from her (paid for) aim of killing him, resulting in her subsequent disgrace and blacklisting, and expulsion from her Guild. He died shortly afterwards, from the poisonous bite of a specially-doctored riding camel, arranged by a Kyrian competitor in the cross-border substance trade."

And some people say that enchanters are boring and having nothing to talk about at parties except their favourite spell!

Jessika is a member of the Queen's Companions and is currently exploring the giant volcano Stormspire on the Bereny / Kyr border. "I understand that the Queen's agents recruited me in the hope that my heritage would enable me to operate more easily in Kyr on her behalf."

This influx of new members brings our nominal membership to 177, but it seems likely that many of these members are in fact dead, retired or inactive. I am proposing to conduct a guild-wide census in the near future to determine exactly how many active members we have. Our last Guild census was 3 years ago, so is now well out of date, and doesn't seem to have been complete even then. It will also fulfil the important function of determining exactly what level members hold in the Seven Circles, which is important information if we are going to push through the development of the next level of Mystic Circle.

## IN MEMORIUM

Sadly we have also lost a number of members, including a number of those recently joining.

**Mongo** reported from Brokenlands that his colleague **Waldo** was killed by a Halycon Diver in the First Descent, Outer Slythia. They had split up, then Mongo heard a scream from the north and when he went to investigate found Waldo dead.

**Lord Traquen**, who sometimes went by the unfortunate epithet of 'the Evil' (I'm sure he was just misunderstood), was killed by a giant Slime Worm in Mirrormane dungeon. After a section of the dungeon floor near the courtyard collapsed suddenly, pitching a number of nearby people into the depths below, Lord Tarquen and a comrade bravely descended into the hole to investigate. They found themselves in a Pit of Slime and were attacked by Slime Worms ranging in size from merely huge to gargantuan, one of which unfortunately consumed Lord Tarquen. His comrade only escaped by using a TTI token.

**Augur** became separated from his colleagues in Drax and was killed by an unknown monster. When they found him it seems that whatever killed him struck him down before he even had a chance to put up a fight in response.

**Bernell Plemkin** was killed by massed Little Helper Lords in the Pits of Poldoon. There is a full account of the circumstances of his death from his kinsman **Achilles Plemkin** later in this Newsletter.

## GUILD NEWS

### GUILDHOUSE IN FRONTIER

In our last Newsletter **Adam**, who has done sterling service in exploring and mapping the Kyr / Frontier Safe Haven, asked "What would it take to set up a Guild Hall in the SH that is accessible

from Frontier, I wonder?". Unfortunately the Guild still does not have an answer to that but as a first step in that direction we shortly hope to have an Assembly Guildhall (well a Guild hut maybe) in Bordertown in Frontier.

This has only been made possible by the efforts of veteran Frontier explorers **Dion Reece** and battlemage **Esmerelda Syron**. This intrepid pair have spent so long in the jungles of Frontier that The Assembly had believed them to be lost, but they have not only re-emerged from the jungles, but have made arrangements for The Assembly to have a permanent presence in Frontier.

It is hoped that this new Guild establishment (which will compliment our presence on White Tower Island) will be able to offer all the services that you have come to love and expect from an Assembly Guildhouse, though the armchairs in the library may be slightly less well upholstered.

## MISSION TO THE TOWER OF KRESKIN-LAL

In the last newsletter we reported how a group of Assembly Mages lead by the Archmage were preparing to depart from Icehaunt to undertake the long and arduous journey westwards through Frostward to the Tower of Kreskin'Lal, as part of a joint endeavour with the Centaur Council to explore this notorious place. Also involved are the Necromancer's Guild the Black Tower and the Nature Guild the Terin'Sha. The Queen has also taken an interest in the expedition and may be joining us in person.

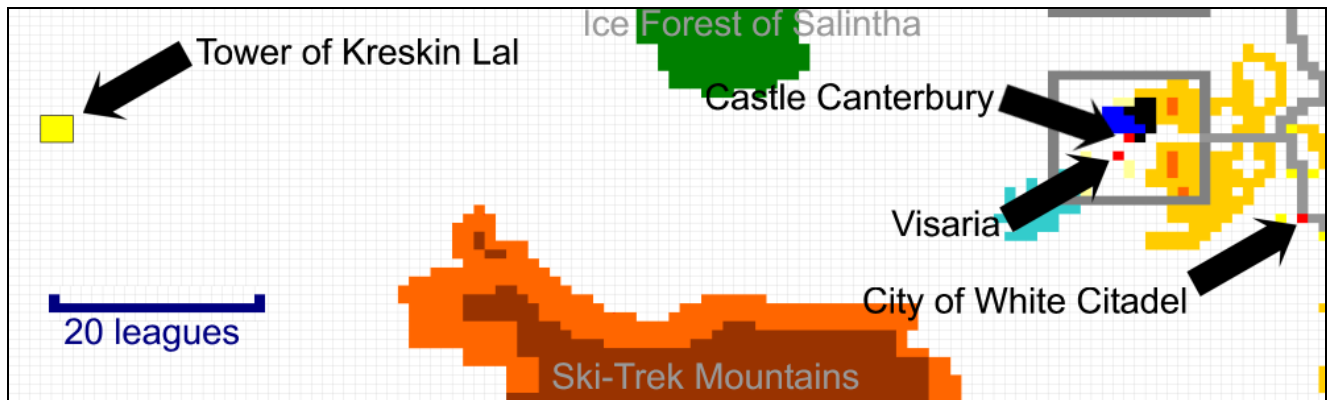
Among the objectives of the expedition are to investigate whether we can find a cure for the 'Elven Malady' and to determine whether the ancient curse of Kreskin'Lal poses any threat to the Kingdom (actually it was directed against the 'three races of Elves, Dwarves and Humans', so the scope of the threat may be even greater). See Newsletter 9 for more details.

The good news is that the first elements of the expedition have reached or are approaching the Tower. The centaur She-Cargo is there and reports "The Tower is now four times the size from when I first passed it. Does this mean they have increased the defences there? I will await more of the party to arrive, but in the meantime will try to reduce the number of monsters that are appearing from time to time."

So it would seem that the Tower is not after all a dormant ruin but is being rebuilt. Possibly whoever controls it even knows we are coming (it has not exactly been a secret – it's even been in the Bereny Bugle!)

The arrangement with the Centaur Council has allowed mission members to be carried on the long journey on the backs of our centaur allies, which has greatly increased our ability to cover the long leagues from Icehaunt to the Tower. We have travelled by way of the city of White Citadel and the town of Visaria on the Canterbury Estate, where the local Baron, Baron Geoffrey Chaucer, has been invaluable in facilitating the mission (and tolerating herds of centaurs riding over his estate).

There was some excitement when a Targon Demon was sighted south of the estate just as the main body of the expedition arrived. The monster vanished again before any action could be taken, but perhaps evil powers are taking an interest in the expedition and it was checking up on our progress. If true, a worrying development.



Map courtesy of Herman, Mirimon & Russett, Cartographers.

The Assembly's participants are:

**Archmage Sylvester:** Is riding with the famous Centaur hero Chevallier, and is approaching Visaria. "We shall be stopping briefly at Visaria, but Chevaliier is keen to press on as soon as he can".

**Deputy Guildleader Saloma Perdue:** Is riding with the leader of the Centaur Council, Chaldan Ironhoof, and is also approaching Visaria. "Chaldan intends to finish off the day by learning a new skill at Visaria and I intend to make my way to Safe Haven to summon another wisp. Not much to report really, the journey is passing relatively smoothly with a few pauses, nothing hostile comes remotely close that Chaldan doesn't simply obliterate within seconds with that enormous bow of his."

**Cyrano Dragontamer:** Is riding with Omphalaia of the Centaur Council, and is approaching the boundary of the Chaucer Estate. "I am clinging on to the mane of this galloping centaur for dear life. I sure hope she knows where she is going since I have no idea of where I am other than on the Citadel Road somewhere."

**Reeman Tanatest:** Is travelling with centaur Dweomar and is about to depart from the Canterbury Estate for the icy plains of Frostward. "Jus' past Castle Canterbury, yr honour. Missy Dweomar's still boundin' away happily n'all."

**Tanith Seyke:** Is travelling with the Centaur Council's deputy leader Tancred Silverhoof. "After an arduous journey across the wilds of Frostward, Tancred and I are almost within sight of the Tower - we should be there in the next few days. Of course as a cryomage the cold of this place does not bother me. Once I am there I will discuss our options - whether to attempt entry or await the arrival of further forces."

**Lady Maia d'Agrillac:** Is mounted on the centaur Thunderchild, unique on the expedition as having been in the Tower before and having lived to tell of it, and is closest to the Tower of any of us. "We are on the frozen south, I can see a centaur meadow to our NE, as well as a wolf pack and an ice goblin. I slew an Ice troll today."

Of other expedition members, **Willywick Roundaburrow** was frozen in the wastes of Frostward, and has had to withdraw from the expedition (and indeed from adventuring) to recover. He hopes one day to return to the adventuring profession, but for now cannot continue.

**Ferial Manion** was travelling with the centaur Lazzlo Thunderhorse, but we have heard that Lazzlo had to abandon the quest. This may have left Ferial stranded without a lift, and the mission has unfortunately lost contact with her, and fear she may have had to turn back

**Deirdre**, with her warder the dwarf Raelg, was intending to make the journey by horse, and again nothing has been heard from her for a while, and she has not been seen in the vicinity of the Tower.

## SERVICES FROM THE GUILD

Guild Librarian **Lady Eleanor deManfess** reports.

Since the last newsletter the Library has added the following spells to its inventory: Witch Lights (WiLi), Lightning Bolt (LiBo), Fireball 2 (FBL2), Inferno (INF), Muscular Compaction (MUC), Crazy Feet (CrF), Inner Peace (INP) and Monster Summoning 2 (MS2).

The Guild is indebted to Reeman Tanatest, Murdock, Jessika Al-Jehudiya, Lianna Karn, Tru Nous and Archmage Sylvester for their efforts in procuring these spells.

The Guild Spell Library is therefore now as follows:

Spell	Cost (gp)	Spell	Cost (gp)
Aura of Heroic Stature (AHS)	100	Monster Summoning 1 (MS1)	50
Cloud of Silver Pins (CSP)	300	Monster Summoning 2 (MS2)	150
Crazy Feet (CrF)	100	Monster Summoning 3 (MS3)	300
Exploding Runes (EXR)	150	Monster Summoning 5 (MS5)	2500
Fireball (FBL)	200	Muscular Compaction (MUC)	100
Fireball 2 (FBL2)	800	Pandemonium (PAN)	400
Fire Sprite (FS)	50	Paralysis (PAR)	240
Ghastly Cloud of Death (GCD)	190	Remove Radiation (RAD)	50
Ice Sprite (IS)	100	Reconstitution (REC)	50
Inferno (INF)	400	Slipstream (SL)	300
Inner Peace (INP)	100	Summon Sword of Fire (SSF)	100
Lesser Sphere of Protection (LSP)	50	Second Wind (SW)	500
Lightning Bolt (LiBo)	400	Synaptic Intellect Enhancer (SIE)	1600
Little Helpers (LHE)	100	Transfer Funds (TFU)	20
Parallel Blast (MBL)	240	Thunderclap (THU)	70
Magic Lantern (MAL)	80	Teleport to Icehaunt (TTI)	80
Magic Portal (MP)	50	Teleport to Mirrormane (TTM)	80
Mark Teleport Area (MTA)	20	Witch Lights (WiLi)	200
		Word of Command (WOC)	50

I also hope to shortly be able to add Greater Fire Ward (GFW) and Massive Musculature (MaMu).

To purchase a scroll from the Library come to the Safe Haven Guildhouse and make your request to myself, Lady Eleanor deManfess. I can be found most of the time in the Safe Haven Guildhouse. On the rare occasions that I am absent items or payments can be left with the Library animates Crybbe (3884) and Hadis (6004).

Please familiarise yourself with the Guild's rules on purchased spells first – they have been stated in previous newsletters and are on the Assembly Library notices.

### Other Services

- The Guild is offering a Basic Spell Book (Full) for sale at the Safe Haven Guildhouse for 100 gp. The Guild purchases these from 'The Scholar's Retreat' in Crownheart Mall and sells them on at cost price (the slight increase in price over the retail price at Crownheart Mall is to cover our transportation and delivery costs). This is an exceptionally good value offer and demand

for them has been so high that I am currently selling on our stock as fast as I can deliver it to Safe Haven.

- The Guild will, on request, cast the spell Second Wind on any member, or at our discretion a significant other of any member. This can save someone from an untimely death. No payment in advance is required but members are asked to ensure prompt payment afterwards (this is 350 gp) – this service can only continue if prompt payment is received. No guarantee can be offered – if resources are insufficient to fulfil all requests received then priority will be given to members over non-members and to members in order of seniority by Mystic Circle.
- Alchemicals. Assembly member **Eve** has contacts with an Alchemist who can provide the following potions:
  - Copper (+15 fire, +15 cold, +10 magical defence)
  - Healing (heals up to 50 health)
  - Iron (+10 normal, +5 fire, -5 cold defence, +1 WIL, +1 STR, -1 DEX)
  - Power (+3 STR)

Delivery to the Safe Haven guildhouse can be arranged. Please contact Eve direct for pricing, availability and ordering.

Lady Eleanor de Manfess  
Guild Librarian

## ARCANE LORE

### A WARNING ON TTI AND TTM

Researches indicate that the interdimensional nexus that permits the spells Teleport to Mirrormane (TTM) and Teleport to Icehaunt (TTI) to function is rapidly weakening. It is anticipated that in the near future these spells will cease to function.

When exactly this will happen, or indeed if will definately happen, is unclear, and there is little risk in the short term. However The Assembly would advise that you not to place yourself in a position of being dependent on these spells.

Whether this will also affect any existing TTI and TTM charms is as yet unknown, but it is likely that they too will be rendered into useless trinkets.

The Assembly, in association with the Royal Mages, are working on a replacement. It is hoped that it will be of more general utility - able to reach any dungeon with a courtyard in the Kingdom, but it is likely that it will be substantially more expensive to cast (in the same range if not more than the existing IGW teleport network).

### NEW SPELLS

An unusually large number of new spells have come to light recently.

#### **Invisible Assassin (InA)**

Code to cast: `C 8745` `Target ID` (or targetted HANDLE order)

Code to copy: `X 8745`

Copy cost: 500 gp

This dangerous spell can be cast on anybody on the same map within a range of 50. It causes an invisible extradimensional creature to attack them violently and suddenly. This spell requires a Black Opal as an additional component. It is illegal to cast this spell upon citizens of Bereny and

forensic mages can sometimes trace the magical residue to identify the caster and deal out swift justice. This spell is classified as a "Summoning" Spell.

**Inferno (INF)**

Code to cast: `C 8737` `Target ID` (or targetted HANDLE order)

Code to copy: `X 8737`

Copy cost: 200 gp

When cast at a target within line-of-sight and a range of four, flames envelop the opponent in a mighty conflagration. Anybody else in the same square may also be caught in the pyre. This spell is classified as an "Energy" Spell and a "Pyromancy" Spell.

**Fireball 2 (FBL2)**

Code to cast: `C 8727` `Target ID` (or targetted HANDLE order)

Code to copy: `X 8727`

Copy cost: 400 gp

A significant upgrade on Fireball 1, this will send a devastating fireball at your chosen target. The fireball is a fiery mass of energy which must be aimed at a target within 6 squares range. The fireball also has an area effect of 2, damaging all targets in the same square or an adjacent square. This spell is classified as an "Energy" spell and a "Pyromancy" spell.

**Inner Peace (INP)**

Code to cast: `C 8770` `Target ID` (or targetted HANDLE order)

Code to copy: `X 8770`

Copy cost: 50 gp

When cast at a target in the same square, the recipient of the spell finds themselves relaxed and at one with their own being. Exactly what the effect of this is has yet to be determined but now there is a copy in the Assembly library some experimentation is possible. This spell is classified as an "Enchantment" Spell.

**Lightning Form (LiFo)**

Code to cast: `C 8739` (or HANDLE order)

Code to copy: `X 8739`

Copy cost: 100 gp

This spell causes the power of the storm to surge within the enchanter literally making their body crackle with electricity. For the duration of the turn the caster can try to touch opponents with his electrified hands using the order `X` `8740` `Target ID` if they are in the same square. This spell is classified as an `Energy` spell and as a `Lightning` spell.

**Crazy Feet (CrF)**

Code to cast: `C 8749` `Target ID` (or targetted HANDLE order)

Code to copy: `X 8749`

Copy cost: 50 gp

When cast at a target in the same or an adjacent square, the target is compelled to begin shuffling and dancing on their feet in small, amusing hops and skips. This effect lasts until the end of the turn. This spell is classified as an "Enchantment" Spell.

**Lightning Bolt (CrF)**

Code to cast: `C 8725` `Target ID` (or targetted HANDLE order)

Code to copy: `X 8725`

Copy cost: 50 gp

When cast at a target within line-of-sight and a range of six a lightning bolt will shoot forth from your hand to strike them. This spell is classified as an "Energy" spell.

### **Maverick's Fury** (CrF)

Code to cast: 'C 8768' 'Target ID' (or targetted HANDLE order)

Code to copy: 'X 8768'

Copy cost: 200 gp

When cast at a target within line-of-sight & a range of six, ice & fire rain down upon the opponent in a powerful display of magical force. This spell requires 1x Turquoise as an additional component. This spell is classified as an "Energy" Spell.

### **Massive Musculature** (MaMu)

Code to cast: 'C 8753' 'Target ID' (or targetted HANDLE order)

Code to copy: 'X 8753'

Copy cost: 100 gp

When cast at a target in the same square, the target finds their strength and power growing as their muscular development cranks up a notch and bulging muscles appear where they did not previously exist. This effect lasts until the end of the turn. This spell is classified as an "Enchantment" Spell.

The Assembly is grateful to Maeve deBarbarac, Murdock, Lianna Karn, Krackhoff and Flame! for this information.

## **MAGIC MUSHROOMS AND MOULDY OLD DOUGH**

Assembly Mage **Lek Sanstone** has become the first member of the Guild to master the school of 'Shroomancy, having learnt its secrets from the 'Great Mushroom' in King Slime's Keep.

The Great Mushroom is a growth, or an entity, or a bit of both. It, and its counterpart in the Underworld, are somehow sentient, and sufficiently favourably disposed to adventurers from Bereny that they are willing to teach them new skills relating to things fungoid. They teach five skills, three of which can be learnt by any adventurer. The others are two new schools of magic – one applicable to Enchanters and the other to Necromancers.

The new Enchanter spells taught by the Great Mushroom are:

### **Black Mould Poultice** (ShBMP)

Code to cast: 'C 8213' (or HANDLE order)

Code to copy: 'X 8213'

Copy cost: 25 gp

This spell creates a Black Mould Poultice, which is a thick ointment which can be applied to the skin. Once applied it works as a 'smart' healing ointment, healing 5 points of damage if a person is taken down by a potentially killing blow. Only one of these poultices can be applied at any time and they do eventually rub off the skin and need reapplying, but are nevertheless a useful safety measure for those in dangerous situations.

### **Fine Spore Cloud** (ShFSC)

Code to cast: 'C 8214' 'Target ID' (or targetted HANDLE order)

Code to copy: 'X 8214'

Copy cost: 25 gp

When cast at a living target in the same or an adjacent square the spell causes a cloud of fungal spores to swirl about the victim, partially blinding them and confusing them. The effect lasts until the end of the turn.

### **Mushrooms of Madness** (ShMoM)

Code to cast: 'C 8215' 'Target ID' (or targetted HANDLE order)

Code to copy: 'X 8215'

Copy cost: 25 gp

When cast at a living target in the same or an adjacent square, the spell causes tiny particles of hallucinogenic mushroom to fill the air around them. The result is that for the rest of the turn the victim suffers debilitating visions and sensory confusion.

### **Repel Fungoids** (ShReF)

Code to cast: 'C 8216' 'Target ID' (or targetted HANDLE order)

Code to copy: 'X 8216'

Copy cost: 25 gp

This spell affects any fungal creatures in the same or any adjacent square to be blasted with a physical wave of energy drawn from the web of life. This damages the creatures in the area of effect.

These 'Shroomancy spells and can only be cast by a 'Shroomancer. However unlike Chronomancy and Cryomancy spells, a 'Shroomancer does need an original copy of the scroll in order to create a copy. When learning 'Shroomancy, an enchanter must therefore take care to have four empty backpack slots into which the Great Mushroom may deposit copies of the four spells.

## A TALE OF TWO MAGES



A while back, when The Assembly was making plans to depart to Kreskin'Lal's Tower, **Ferial Manion** contacted me to volunteer for the mission. Ferial is an experienced adventurer who has been a member of The Assembly for many years. I knew her reputation well and was delighted that she would be joining us. She was in the Torlian Catacombs at the time but would, she assured me, have no difficulty in reaching Icehaunt.

However, after I announced the names of those who were going to the Tower, I was contacted by ... Ferial Manion. Who, she asked, had told me that she would be able to go to KLT? She hadn't had any intention

of doing so and anyway, she was in the lower levels of Swinderlog Hole and wasn't able to reach Icehaunt in time.

But by this time I was in Icehaunt myself and Ferial was there, preparing to depart. She insisted that she *was* Ferial Manion, and showed me her Adventurer's licence document, stamped and sealed by the Royal Court clerk. What was going on?

Now rather confused, I asked the person who contacted me from Swinderlog to meet me in Safe Haven. The person who met me there certainly looked like the person I had met in Icehaunt, and insisted that *she* was Ferial Manion. She wore her hair shorter, but it was the same colour, and the eyes were the same.



Had anything odd happened, I asked her – anything at all? She hesitated, and frowned. Yes, a couple of years ago, when she was adventuring in the Torlian Catacombs, before she moved to Swinderlog, she had used Magic Portal to teleport to Safe Haven. Then when she reversed the spell to return to the Catacombs, it failed. There was the customary flash of light and smell of ammonia, but nothing happened – she was still in Safe Haven. Concerned that something might have gone wrong, she waited for a few hours before repeating the attempt. This time she returned to Torlia without incident.

Returning to Icehaunt, I spoke to the other Ferial Manion. She vaguely remembered that day in Safe Haven, but in her recollection she had reversed the Magic Portal spell, returned to the Catacombs, and nothing was out of the ordinary.

So it would seem, where once there was one Ferial Manion, there are now two. I obtained sworn statements from the two women and submitted them to the courts, and they issued a new adventurer's licence to the Ferial Manion in Swinderlog Swamp, so that in the eyes of the Courts they are now recognised as separate individuals.

Both had been unaware of the existence of the other until that day. To my knowledge they have never met face-to-face. The Ferial in Swinderlog has now studied to be a Seer, so maybe she feels she doesn't need a face-to-face meeting. Or maybe they both feel uneasy about such a meeting – that it would somehow be tempting fate. Maybe they both feel that it would force them to confront the question they both avoid – which of them is the real Ferial Manion? They perhaps fear that one of them won't like the answer.

For what it is worth, my own view is that they both are. There have been rumours over the years that sometimes, very rarely, Magic Portal can malfunction. Sometimes enchanters cast the spell and end up somewhere unexpected. Sometimes they are never seen again. This time, it would seem, one person has become two.

Archmage Sylvester

## NEWS FROM AROUND THE KINGDOM

### **KING DIRK IS CROWNED**

Dirk Steadfast, Duke of White Citadel and Regent of Bereny, was crowned King of Bereny on the last day of the year 516, in the Royal Palace at Crownheart. His wife was crowned with him as Queen Juliette.

It was announced that the King would take the name of Tredach (Queen Juliette's family name) in order to ensure the continuance of the Royal house of Tredach. The King's full name will therefore be Dirk Lionel Phillip Steadfast-Tredach.

On behalf of the Assembly, the Archmage sent a message of congratulation to the King. "On the occasion of the coronation of Bereny's new King, I re-affirm our commitment to use our arts to serve and protect the Kingdom, the People and the Crown of Bereny. Gods save the King."

However, the festivities were marred by a bizarre occurrence – as the King, Queen and High Priest were appearing on a balcony of the palace to join with the crowd in celebrating the New Year, the ghostly image of a huge face appeared on a wall opposite and spoke to the crowd.

*"People Of Bereny:*

*My games with goblins and the antithesis may be over, but they have served their purpose and the battle continues. Listen now to my proclamation for the forthcoming new year.*

*Your new King is a false king. He will be slain this year and his blood will decorate the steps of the palace he has claimed.*

*Your High Priest represents the six dead gods of light. He will be slain this year and his body left to rot on the steps of his cathedral.*

*Your Dukes and Duchesses will be torn to shreds by the common folk who have grown to hate their debauchery and excess.*

*Your guilds will be ripped apart as their internal corruption is laid bare.*

*Your Cities will lie in ruins.*

*Your Kingdom will fall.*

*The world will change irrevocably.*

*All these things shall come to pass. For thee who doubt my words, listen thus. I will give you a sign. And that sign will be impossible to ignore.*

*Should you wish to survive the transformation there is a way. All worship Lord Lexor. He is the dark light.*

High Priest Morgut was quick to reassure the frightened people, but in view of subsequent events at Crownheart, although the threats have not come true, they have not been entirely without substance.

## **CASTLE LEXOR**

In the aftermath of the defeat of the Emperor in Crimson and the victory over the goblin forces at Poldoon, a number of adventurers (among them Assembly member **Lady Ygraine D'Agrillac** and her Warder) boarded the mysterious structure known as the 'Wooden Horse of Poldoon'.

After activating a control in the head of the Horse, the whole structure became displaced to somewhere in the Brokenlands, far to the west of Bereny. Near here, the adventurers discovered a huge and foreboding castle – Castle Lexor.

The link to the threatening voice at the coronation is obvious, but it would seem that 'Lord Lexor' is the same Lord Lexor who was once Lord Crusader of Selador but who was cast out from the Order and outlawed for murder. But that Lord Lexor is supposed to be dead...

Since entering the castle the adventurers have encountered powerful undead monsters, some even wearing the regalia of a Berenian Duke, and most ominously, Helltroops. These ferocious and aggressive hordes of demonic creatures seem to be the signature of Lord Lexor.

The Berenian force at Castle Lexor is composed mainly of members of the Walkers on the Edge, including their Guild Leader Baron Marcus D'Alembert. Information about events there has been limited, but it is known that they are still fighting Lord Lexor's minions to gain control of the

castle. Lady Ygraine has been unimpressed. "The Walkers prefer to run around rather than do any fighting, so progress is as much backward as forward, not at all what one is used to in the RGA."

So far there has been no sign of Lord Lexor himself.

## THE SEIGE OF CROWNHEART

Even as Baron D'Alembert and his merry band were peering through the doors of Castle Lexor, the next phase of Lord Lexor's evil plans was getting underway. All around the city of Crownheart hordes of the terrible helltroops materialised. Although each individual was not much larger than a gnome, they moved in a solid writhing mass, and a horde of such creatures was nearly unstoppable. It was clear that their objective was the city.

Although Crownheart's city walls are the most redoubtable in all Bereny, the city has for some time outgrown them and has extensive suburbs lining the roads radiating from it. The approach of the helltroops caused panic in these suburbs as people fled in terror. No-one yet knows exactly how many died.

King Dirk himself then arrived and took command of the defence of the city, gathering to him some of the greatest heroes in the land. He launched a series of sorties against the demons, using the safety of the city gates as a rallying point. Among those who fought there were Assembly members **Lady Jaycinthe Chaos** and battlemage **Lady Valanda**, both of whom returned from the Underworld specially to fight at the King's side.

The King's tactics proved successful, and the creatures were destroyed, although Bereny's casualties were not light. However even now the battle is not over, and as this newsletter goes to press a fresh wave of helltroops is approaching the city.

## A MONSTER CONSPIRACY?

Crownheart is not the only part of Bereny to experience a sudden irruption of monsters. In the vicinity of King Slime's Keep and westwards all along the Great North Road, there are reports of sightings of Cold Lich Kings. At least three of these powerful undead monsters, accompanied by lesser undead forces presumably under their command, have attacked travellers and those left in the vicinity of the Keep.

And in the past few days have come reports that the deepest, darkest and most haunted woodlands in the Kingdom have suddenly disgorged Murder Trees, demonically possessed ambulatory trees.

Are these other appearances of monsters co-incidence, or are they part of some sinister evil conspiracy with Lord Lexor at its heart?

## CARNAGE IN THE CASTLE

The Castle of Count Kainen was the scene for one of the blackest days to befall the adventuring community for many years. Adventurers had journeyed to the forbidding ruin in south-eastern Frostward in response to a reward offered for the journal of the fabled Count Kainen. What they discovered was the vampire Count himself, preparing to unleash a necromantic plague upon Bereny. Further, it appears that he was in league with Lord Lexor.

The Count was destroyed by that other famous vampire Count, Count Hellstromm of the Bereny Eagles. Believing that the threat was ended, the adventurers were preparing to leave the castle, when they were suddenly set upon from all sides by a horde of lesser vampiric monsters known as 'Broods'. The death toll was considerable, with only Hellstromm himself and his henchman, and a

few of those who were already close to the entrance surviving to tell of it. To our knowledge no Assembly members were among those lost, however.

Reports are that the threat from Kainen's necromantic plague has been removed. However we urge all Assembly members to have an awareness of this threat and report any strange outbreaks of 'zombie plague' or anything of this nature.

## THE POLDOON BORDER SCOUTS

His Grace the Duke of Poldoon has made the following announcement:

*"As of next week the City of Poldoon will bring into being the Poldoon Border Scouts, a military force under the colours of both the Crown and the City Of Poldoon, to man the North-Eastern and a section of the Northern Border and to act as wilderness scouts for the safety and security of outlying farms, villages and travellers.*

*As Duke Of Poldoon I will be the General-In-Chief of the Border Scouts. However I will appoint a general and a military staff to the actual running of the army since I am clearly not a military commander myself.*

*It is my intention to form the new unit mostly from the ranks of Centaurs and I propose that the General and staff will mostly consist of members of the leading Centaur guild. This because Centaurs are well-suited to the fast-moving open terrain nature of this new force. Some other specialists will also be included."*

Should any member of the Assembly wish to join this organisation, please make your application direct to the Office of the Duke of Poldoon. However the Assembly would like to be made aware should any of our members receive appointments in this force.

Although an enchanter is not an immediately obvious choice for a force of wilderness scouts, there are specialist skills that we could provide, and the Assembly believes that an enchanter (from the IGW) is in consideration for a senior post in the PBS.

## WHO CAN DEFEAT THE GUARDIAN OF THE ABYSS?

The news of the rediscovery of the ancient lair of Demonology known as the Abyss has attracted many adventurers to the far west of Homeward. It has particularly attracted the attention of the Dei Vigilare and the Crusading Orders (although if anyone had journeyed there to learn the ancient secrets of Demonology you would hardly expect them to advertise this).

However no adventurers have managed to enter the dungeon and survive, as the entrance is guarded by a powerful evil monster, a deviltaur, called Stan. All those who have tried have been forced to retreat or have been slain.

This seems to have persuaded the Order of Selador that the threat posed by the Abyss merits a full-blown crusade, and Lord Crusader Cerv Elan has ordered all its Crusaders of the rank of Adamant or above to march there.

The Assembly believes that our experienced member, the Battlemage **Marius**, is also en route to the Abyss. Perhaps when he gets there he can sort Stan out.

## REPORTS FROM MEMBERS

### THE DEATH OF BERNELL PLEMKIN

Assembly Mage **Achilles Plemkin** wrote to us from the pits of Poldoon to tell us of the circumstances of the death of his uncle and fellow Assembly member Bernell Plemkin.

*The story has it that my uncle Bernell Plemkin was travelling with Laszlo Caprenthon in the Pits of Poldoon, when they were ambushed by nine (9!) Little Helper Lords. This was on the first level near the ant's nest and the dojo. They retreated into the nearby warren of ant tunnels. As the LHLs swarmed over them, Bernell told Laszlo to run, and he would hold them off with his great magic. Bernell was fighting viciously but 9 LHLs was just too many, and he was forced back into the ant's nest, only to find his companion Laszlo Caprenthon had been slain. His situation desperate, Bernell used a Magic Portal to go to Safe Haven.*

*Here he told his story to a passing bard, and bought some healing ointments to recover from his wounds. He made copies of Fire Sprite and Lesser Sphere of Protection in preparation for the renewed fight he knew was coming when he returned to Poldoon. Then, determined to avenge his friend, he reversed the Portal magic and returned to whence he had come.*

*For 7 days he fought for his life and to avenge his friend, but then, after taking 6 of his foes down, my uncle Bernell Plemkin was finally overrun by the Little Helper Lords and slain. A friend of the family named Percevil Swifthands had hastened to the area to help but not only did he arrived too late to save Bernell, but the remaining LHLs turned on him and killed him as well.*

*Now I, Achilles Plemkin, will destroy any evil magic user I come across. I am currently fighting seven Midnight Elfs in a Temple of Minh next to a Midnight Elf house in the south of the 1st level of the Pits of Poldoon, near the Pit room. I've killed two so far, and have called more of my family for backup; Spartacus Plemkin and Brutus Plemkin are on their way. Hopefully they arrive in time.*

*I thought Bernell would want me to tell his second family the truth about the circumstances of his death.*

*Achilles Plemkin  
Assembly Mage, The Pits of Poldoon*

Although Little Helper Lords have been a threat to Enchanters ever since they first appeared as a result of the over-use of the spell Little Helpers, this is the first time we have heard of quite so many ganging up on an Enchanter. Sadly The Assembly has heard nothing further from Achilles Plemkin or his brothers, and we fear that either they lost their struggle with the midnight elves or have fallen foul of some of the other dangers of the Pits of Poldoon.

### SOME LIKE IT HOT

Recently joined member **Jessika Al-Jehudiya** is one a mixed group of Berenian and Kyrian adventurers, among whom is fellow Assembly member **Master Ruud**, exploring the volcano Stormspire in Poldoon Pass.

*Its been pretty hectic in Stormspire this last week or two. Our main group of Adventurers, led ever deeper by our top scout, Jezebel, has found something called a Magma Skills House tucked away at the bottom of a Level called "Above the Fiery Hells". There are some pretty stupid Animates serving requests for the skills, but there is one skill called Coolskin, which*

most of us hope we can use. There are also skills specifically tailored for our Dwarven comrades, including four Rune Skills, which our newbie Rune forger, Janeen, is pretty excited about. There is also a skill specially for Fae folk, which is rather nice. No-one has yet managed to get the Animates to actually teach us anything, though!

It's sad to report the deaths of two of our number, both of whom had trekked all the way through the Pass from Kyr - the Half-Ogre fighter Grunter the Half-wit and Jondalar the Djan, who could summon fearsome-looking (but stupid) Djinn creatures by using fissured Gems. They both got killed by some very nasty creatures called Furry Devils, whose main weapon is a Fiery Trident - but they also have an Acid Breath attack. Only our toughest characters - like the famous Duchess Kubala - have ventured down to the Fiery Hell Level and survived. Most of the group are sitting around at the top of the Stairs Down, waiting to learn Magma Skills and for extra Fire Defence items to be brought in by folk like me, from Safe Haven.

Jezebel, who has very good vision, had rushed past the Furry Devils to recce the way forward, but now reports seeing something called a Greater Red Dragon and is beating a hasty retreat back to where the Duchess and our Spine Devil are battling several Furies.

I believe the next step is a concerted attack on the Furies, once we are better equipped, and then an attempt to reach the Magic Trader in the corner of the Fiery Hells. It is behind a locked door, so our brave little lockpicker, Delila Swin, will have to be protected from the Dragon by the toughest warriors (such as the Duchess, Spine Devil Jezal, Jamal Al-Aswad and perhaps Duke David the Spectre) while she works.

I must now hurry back with the GFW scrolls that I am currently collecting whilst at our Guildhall.

Jessika Al-Jehudiya,  
Assembly and Queens Companions of Stormspire.

## WAR AND SHOPPING

Assembly Deputy Leader **Lady Jaycinthe Chaos**, companion to the Queen, writes:

Myself and my companions *Jonquil Forkbeard* and *Sir Malevolent Jaundice of the White Tower*, two of the toughest, most long-serving members of the Queen's Companions, recently answered the emergency call to rush off to defend Crownheart. Queen Juliette concurred with my decision to go to Crownheart, rather than continue as the Assembly representative on the mission to Caldor.

*Sir Malevolent* had it on good authority from the WT that Caldor was already well-served by a large group of Adventurers. Since my companions and I were in a position to go directly to White Tower Island, and thence by its special portal direct to Crownheart on the following day, we thought the Kingdom would be better served by us going to the capital.

Most regrettably my friend *Sir Malevolent* died, fighting alongside the King, in the first serious clashes with Helltroops.

I have since been into Crownheart Mall, whilst still supporting *Jonquil Forkbeard* with SW spells. I bought one of those fancy suits from *Cordelia*, for a new Goblin enchanter friend - but it has already gone inert, after only a couple of days in my backpack. At a cost of 200 gp to rework its magic, I wouldn't bother unless you are very rich !! I am currently in SH, supervising transfers of Scrolls and items between various Animates and Wisps.

## A MISSIVE FROM THE UNDERWORLD

Being the further adventures of 'The Notorious Mage' **Kyril Dnieper**, and his trusty sidekick Winnie.

*Right, for those of you with long memories (and enough time on your hands to read this darn rubbish), you'll remember that my previous journalistic endeavour (in Assembly Hall #7 – back issues still available at great rates from our esteemed editor, I believe... though someone will probably have already cut out the life size Lady Eleanor de Manfess poster, the pervy bugger) had myself and Sir Winnipeg Dragonslayer (Dwarven Hero of note and all round good egg, for a short guy with confidence issues with the ladies) descending into the fifth level of the stereotypically creepy Torlian Catacombs.*

*Encountering numerous Banditti Catacombs we decided this was not a great place to stage a picnic and to descend further. What is it with adventurers and this "forever digging deeper" thing? Don't we have time to smell the roses, listen to the birds singing and the bees buzz... OK, OK, I'm coming Winnie! Don't pull your hair out – you've little enough of it left as it is.*

*Anyway I digress (I do that a lot, the more observant among you may notice). Descending further Winnie and I... fell through the bottom of the world. Very interesting experience that. We ended up in some place known only as "The Underworld". It's a lot like "The Overworld" but with much fewer people. Plenty of monsters though, unfortunately.*

*We found ourselves on a series of islands linked by magically powered ferries. Don't know who was maintaining these, but I don't get a good feeling about it. Large behinds and a "any colour as long as its black" approach to nautical design. Probably not a lost race of jolly leprechauns then.*

*Anyway, after I had a nasty experience with some Dark Dwarves (another bunch of pervy buggers) we sighted a 10-headed Hydrohydra. At least I think it was 10 headed – Winnie has twenty twenty vision at the best of times and I'd had a nice breakfast of... a couple of bottles of Elven Wine. Definitely somewhere between 8 and 12-headed anyway. Gravely we prepared our axes and readied our scrolls (I sucked on a couple of mints too – halitosis and spell casting rarely mix well, trust me.) awaiting our fate with open hearts and girded loins and... the beast ran off home.*

*Monster standards are definitely slipping. A few years ago you could rely on even the tiniest goblin giving it his full three hit points worth in suicidal attack. These days... forget it. Fine with me, but Winnie was a bit upset. Said he fancied getting the beasties heads on his wall. Which is a bit ambitious for someone who lives in a tiny two-bedroomed wattle and daub hovel with his mum. Don't think it would fit in well with her chintzy wallpaper and cheap knockoff of that famous portrait of Regent (now King) Dirk (the one where the artist made his nose look a bit less enormous than it really is) either. Maybe she could put them in the pantry? Scare any visiting kids who snuck in to steal cookies at least. Anyway how he thought he'd get 10 (or 8 or 12) enormous Hydrohydra heads all those miles back to Torlia, I've no idea. I suspect Mr "Paired-axes-in both-hands" wasn't intending to carry them himself, though. That only left one available potential dogsbody. Think I really jumped the shark there.*

*After that near miss we approached a castle on one of the islands, known as "Twilight Castle" according to the sign, which would have seemed kind of cutesy if it wasn't for the mass of snarling cat-people ("Pantherine") who attacked us when we approached. After dealing with*

those we proceeded inside, to find a medium sized castle of no particular distinction. Nice Ornamental Pool and a definite "Helloooo Kitty" theme though – cat statues all over the place.

As well as numerous warriors we came across a Pantherine Magi, stylin' himself "The Great Kaymi". Once again we prepared our axes and readied our scrolls etc. etc... I sure you get the drift by now. Anyway Winnie killed him with his first blow. Terrible let-down. I didn't even get past the first few words of "Word of Confusion". Anyway, I searched his belongings (Winnie thinks this is "Rogue's work". Heh!), looking for the no-doubt legendary spell scrolls of the cat-people: "Snarling Claws of Fury", "Nine Lives", "Feline Sure-Footedness" and of course, "Furballs 4" and found... nothing. Nada. Zip. Zero. Not our day it seemed.

Well after that, we checked out the other rooms as a matter of routine and didn't find much there either. One of the Pantherine in the entrance hall did drop a strange item known as a "Letharnian Necklace", which actually proved quite interesting though. After some research (Hey! I'm a scientist you know!) I found it fits around the neck and seems to do some kind of automatic zappy attack thing. Very useful for a mage as you get another free attack. If I could figure out how to mass produce them I'd be a millionaire! Better than a sprite too – does up to 8 points of damage so far. Only problem is that it appears to require a single Blue Quartz for EVERY attack. Now the Blue Quartz is a cheap gem at 5gp but it breaks my heart to blow one EVERY time you fire. Offends my parsimonious sensibilities it does.

After leaving the castle Winnie heard from some of his Tower friends. Apparently the White Tower has established a WHOLE ISLAND down here! No doubt a holiday home for guild apparatchiks. All sun and sand and booze and nubile Elven maidens wanderin' around in their undies. At least that's what I hope as apparently Winnie says we've been invited there. Woo-hoo! They sent a big yacht for us too. Now we're talkin'. See ya around!

Kelvin Dnieper  
Assembly Mage, Fourth Circle

#### **Letharnian Necklace**

This handsome necklace is decorated with beads and colourful stones of unknown origin. It appears to be made from silver and another darker metal. It is slightly warm to the touch. No. per backpack slot: 12. Equips to neck, attack hand or defence hand. Damage 5-18 magical

## AND FINALLY



The Assembly would like to extend its congratulations to our member Lady Clara Montague, who was recently voted Bereny's most gorgeous adventurer. Truly an enchantress.

What was that, Kyril? Your copy doesn't have the pull-out centre-fold poster? Oh, what a shame.

## THE ASSEMBLY HALL

THE NEWSLETTER OF THE ASSEMBLY GUILD - ISSUE TEN - AUGUST 22, 2009

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