

Slaver Controversy

Monster involvement in search for escaped slave?

The Western Wastes became the site of a strange manhunt with the news of an escaped slave in the area. The owner, a notorious slaver from Var named Lukas, traveled all the way across the Kingdom in pursuit of his property – like many in his profession, Mr. Lukas apparently felt that even a single escapee was worth hunting down to make a brutal example of, to discourage others.

Of course, Lukas was unable to set foot in West Haven territory, as Mr. Freeman has imposed laws making the practice of slavery illegal. This created a dangerous legal loophole, as although a slaver's life would be forfeit should he violate West Haven law on West Haven land, under the King's law (which also holds sway) the slave is rightful property that must be returned. Mr. Freeman quickly silenced angry rumbling from the factions regarding the "rescue" of the slave, insisting that the King's law be scrupulously upheld.

Sir Rufus seemed to take a personal interest in this matter, setting many patrols of his soldiers to scouring the wilderness for any sign of the slave, known by the name "Molly". The situation took on a confusing turn when Goblin activity in the area also increased significantly – with the patrols of goblins apparently searching the area as well. Although the brutal monster races have never been known to work in exchange for money or otherwise serve human interests, scattered reports suggest that the goblins were, in fact, looking for someone named Molly. Despite all of this effort, no sightings of the slave were reported. Given the huge unexplored area of the Western Wastes, this is perhaps not surprising.

Late that night, another shocking development created even more suspicion that Mr. Lukas may have been somehow dealing with goblins, but also removed any chance that he might face questioning on the matter. Mr. Lukas was enjoying the hospitality of a small southern guard outpost manned by Sir Rufus' soldiers when word was received of a force of goblins nearby preparing an attack. Most of the soldiers were sent to deal with this threat – but it was only a diversion to create an opening for the goblins' true objective. The two guards that were in the outpost with Mr. Lukas reported that a force of over a dozen well-armed goblins burst through the door, addressed Lukas by name, and attacked. When the guards regained consciousness (thankfully both were human and managed to survive their grievous wounds), Lukas was gone. No body has been found.

Sir Rufus is reported to be furious at this turn of events, but the predominant mood in the area is uncertainty. It seems we are no closer to understanding exactly why this matter was so important to so many people, and what deals may have been made behind the scenes.

Merchant Found Dead

Suspicious raised over man's identity

A Blades patrol on the road near West Haven discovered two dead humans in the remains of a small campsite set a few dozen paces into the forest. From the belongings found at the camp it was surmised that the two must have been merchants, or perhaps a merchant and a bodyguard. Shards of broken alchemy containers were found at the scene.

As all traffic into the area must pass the Keep of the Watchful Eye and the ever-present patrols and watchtowers along the road, attempts were made to discover the identity of the victims by consulting the records kept of such travelers. These inquiries turned up two different names for one of the victims: "Karl Fletcher" and "Ruben Fiddler". Some reported that he was a merchant, but there were no records of any imports or exports declared at the Keep. Under the circumstances, it seems very likely that the man was a smuggler and his violent end was well deserved.

Caravan Raid Disrupted

Hostages rescued from fleeing orcs

On June 13, a sizeable force of orcs launched a bold daylight raid against a well-guarded merchant caravan traveling along the road towards West Haven. By a stroke of good fortune, Sir Rufus and a small force of soldiers were passing through the area, heard the cries of battle and rushed to assist. The attacking orcs were disrupted and scattered, but not before they were able to grab a couple of hostages from the caravan and drag them away in an attempt to make their escape.

Fortunately, the valiant and noble Sir Rufus had the situation well in hand. Seeing that two groups of orcs were carrying a hostage each, he dispatched his soldiers after one group of orcs that were fleeing to the south, and set out alone to pursue the other group fleeing north. As the orcs' route took them near the entrance to West Haven, Sir Rufus was able to stop and recruit a party of adventurers – the increased Blades patrols, it seems, left none of them free to leave their posts to meet this threat. With Sir Rufus's words of noble inspiration ringing in their ears, these adventurers picked up the trail and successfully rescued the hostage, slaughtering many foul orcs in the process.

Bounty! To combat the infestation of filthy Goblin vermin in the area, the Thoughtless Blades are pleased to offer a BOUNTY of 5 silver pieces and 1 influence for every 5 Goblin ears turned in. (Left ears only, please.)

Song of One Scout Rescued from Spiders

Spiders may be fairly rare, but they can be dangerous! A scout fell into the clutches of a small nest of giant spiders, and was only rescued by the quick intervention of a group of adventurers.

Increased Blades Patrols Keeping Goblins in Check

With the increased Blades presence, all of the outlying settlements, mines, logging camps, and so forth have been enjoying a much greater degree of safety from goblin raids. However, the Blades must be stretched thin maintaining such a heavy presence – how long can it be kept up?

Raids on Goblin Camps Continue

With the goblins on the defensive, many adventurers have sought to make a name for themselves in the eyes of the Blades by raiding goblin camp locations reported by scouts. Many ears were collected!

Stone Elementals Return

The Song of One reports that the stone elementals previously encountered and cleared from a side tunnel of the mine have returned. Although the Song have pushed them back again for now, it appears this has become a recurring problem.

Notorious Bandits Executed

The notorious gang of bandits known as the "Bullseye Legion" was finally cornered and slaughtered to the last man by a Blades strike force sent to track the miscreants after yet another successful attack on a small caravan. Unfortunately, the treasure they must have accumulated was not found.

News from the Kingdom

The village of Tampur, a small isolated farming community just north of the Trade Road about a day's journey east of Relis Mar, was liberated from a band of rebels, undesirables, and half-humans by the glorious Royal Army.