

Sylverfern Star

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Bloomingtide A.F. 318

LORD LOCKHART APPOINTED REGENT OF BLUTMUND

IN THIS EDITION:

LOCKHEART
APPOINTED
BLUTMUND'S REGENT

ROKARIAN
AMBASSADOR
ASSASSINATED

GUARDSMAN MISSING

NEWS FROM THE
ROKARIAN FRONT

MASTER OF ARMS
SLAIN

...AND MUCH, MUCH
MORE



The duchy of Fallstav remembers well the horrors that took place just over a cycle ago in Earththaw 317 at what was supposed to be a happy occasion for the late Count Pierre Polignac, who had lost his first wife the Countess Alinor and solidified a new betrothal to assuage his loneliness. Instead, the Masquerade intended as the announcement and celebration of his betrothal to Lady Antonia Bianchi (a member of the Sylverfern Council) ended in the death of not only the Count but his personal bodyguard Sir Grimdoor and many retainers, servants and party guests. This bloodshed was seemingly due to an attack on the party by Perin, though many people have since contested the most widely accepted theory of what happened and insisted there was a "not of this world" cause- demons.

The Count Polignac did have one child, a full-grown son with the given name Michelangelo. However, the heir, shaken and grieved to an extreme level at the sight of his father being murdered before his eyes, was taken to the Dormatorium for the Addled Mind for rest and care to assuage his trauma. Since that nightmarish day for the Blutmund population, the barony has been bereft of a formal leader. The uncertainty and lack of solid leadership has come to an end in the past couple of moons, for our sovereign Lord Logain Lawrence

Lockhart has been appointed regent to the recently troubled land by Duke Fallstav.

"The relatives of the now deceased Count Pierre Polignac within the line of ascension all live outside the Blutmund region and have for many decades," explained Duke Fallstav in answer to the confusion a small number of people met his decision with. "It was decided that appointing Lord Lockhart as regent, for now, would allow the controlling authority in the region to remain localized while the younger Count Polignac rests and recovers."

Lord Lockhart has already taken steps to ease the transition for those in the Polignac demesne. One distinct feature of Blutmund is the freedom to worship the typically outlawed Mondrigror. His Lordship has elected to leave the freedom of religion laws as they are in the barony. Additionally, he has handed the more prominent among those who'd been the Count's vassals the power to make decisions they deem in the best interest of Blutmund's citizenry. "I have been appointed as the Regent of Blutmund on a temporary basis as Count Michelangelo Polignac is recuperating due to injuries wrought against his mind and spirit in the wake of his father's traumatic death." The injuries, of course, were inflicted by the horrifying combination of watching his father and his

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ROKARIAN AMBASSADOR ASSASSINATED UNDER THE EYE OF THE COUNCIL

When court was held at Nancy's Tavern in Fisherman's Wharf by Lord Lockhart and the Sylverfern Council on the seventh of Forrestwake the attendees expected the standard affairs of trials, announcements to the town and the people being granted an opportunity to present their concerns. Also present at this court was a foreign dignitary, the Rokarian Ambassador Padraigin of the Feindhaller clan. She had come to tell the Council that she'd invited representatives of her clan to come from Rokar to speak with them.

Lord Lockhart had just finished the trial of a woman accused of attacking several members of the guard and the now-late Master of Arms Krynvalus when all of a sudden, Ambassador Feindhaller drew steel in the midst of court and attempted to run Lord Lockhart through. There are rumors circulating that the cause of this sudden apparent madness was things such as someone drugging her, something that Rokarians find offensive, cursed jewelry, a cursed weapon and even a family curse on the entire Feindhaller clan. As nobody has deigned to corroborate or debunk any these possibilities, why the typically composed albeit menacing foreigner suddenly springing from her seat in an attempt to attack Lord Lockhart and nearby guards and Council members remains a mystery.

Fortunately, the Ambassador spilled no blood in her sudden fit of rage, for several people managed to subdue her without causing her any physical harm and wrest her weapon away from her. She was, however, rendered unconscious during the struggle. A broad-muscled seeming guard with carrot-colored hair volunteered to bring the Ambassador to where a quiet room

where he could keep an eye on her and she could be kept away from the commotion. Councilor and guardswoman Tatha excused herself to accompany the guard with the Ambassador to an empty room at the end of the corridor of Nancy's and court carried on as usual.

Then the hue-and-cry was raised. The Ambassador was dead, murdered, stabbed through the heart! The carrot-haired "guard," apparently an assassin of the J'Teth sent to eliminate the Ambassador, had fled. Councilor Tatha had been somehow stricken senseless and left alone with the Ambassador's corpse. Chaos erupted. Lord Lockhart called for order and for only the Council to be allowed into the room where the Ambassador's corpse lay bleeding all over a bed. The Court Doctor Fern was also allowed in, and through her ministrations she'd discovered that the Ambassador had never regained consciousness before her death.

Since nothing could be done to save the Ambassador, steps were taken to ensure the Ambassador could suffer no further harm by being raised as undead. A funeral service was then held for her. When the people overseeing the funeral ascertained that Rokarians prefer to honor their dead with a funeral pyre, one was held for the Ambassador and her ashes were gathered for Priestess Palanin, who'd been close to the Ambassador, to guard prior to their being returned to her family.

The "guard," truly a J'Teth agent, had gained the notice of Lord Lockhart early on in court, for our village of Sylverfern's ruling noble is typically diligent in ensuring he knows

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CONSTABLE'S CORNER

DOCTOR ZAR QUINN, GUARDSMAN, MISSING

On the 6th day of Forrestwake, town guard and clinic owner Doctor Zar Quinn headed on a trip to Fisherman's Wharf with Lord Lockhart, Captain Arglac Dunhelm, Lieutenant and Deputy Captain Qech Serraviv, most of the Sylverfern Council. However, the young doctor and battle medic never made it back to Sylverfern.

How he came about to be captured is unclear, but the doctor was last seen by Nancy's Tavern very celebrating the Fool's Festival and even racking up an impressive number of feathers which gave him a strong chance at victory. He had evidently been outside the tavern

smoking a tobacco stick when he went missing. The most popular theory as to what had befallen the skilled surgeon is that he had become set upon by trolls while smoking. Rather than devouring him on the spot, however, the trolls had instead dragged him off. Attempts were made to locate the guardsman and the trolls by the elf Vanyanosto, Ulfric Wolvespar and possibly others; however, the trail ran cold.

Doctor Zar Quinn is in his mid-twenties with a wiry build and around six feet tall, give or take an inch or two. Like many doctors, he often wears a black

bird mask. He also has a black cloak and carries a large bag. One of his more noticeable tics is that he swears quite a lot. Dr. Quinn has long, very thick and fluffy light brown hair and dark eyes.

If you have any information on the whereabouts of Dr. Zar Quinn or become aware of any trolls that seem to have a human prisoner, please notify the Sylverfern guard. If you come across any human remains that might belong to Dr. Zar Quinn or any number of missing persons, please notify the Sylverfern Guard.

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who everyone in his employ is and he did not recognize that guard. It is said that he even asked Captain Arglac Dunhelm if he recognized the man and the Captain did not either- but also pointed out that he was very new to the post.

The name of the unfamiliar guard was requested and the man claimed to be named Altais (pronounced Al-tay-is.) The Master-of-Arms Krynvalis, on hearing the name, confidently claimed to recognize the name as a member of the guard. (In defense of the late Master of Arms, there are members of the guard with very vaguely similar names and it is probable he made an innocent mistake that day-one that exacted a dire cost but a well-intentioned oversight nonetheless.) Lord Lockhart, not appearing wholly convinced in the eyes of witnesses, took the guard with him to speak privately and returned saying that while he doesn't know who the man is, he felt like he could trust him. The Lord was later revealed to be mind-controlled.

The impostor guard incident was concurrent with the mysterious disappearance of the uniform of Corporal Fergus, the twin brother of Corporal Argus of the border guard. This the same Corporal Fergus that had been held prisoner for nearly a year in Perin when he'd been sent over the border to deliver a missive around the same time that a group of people suspected to be from this very region had illegally gone over the border and murdered multiple Perinites. After upbraiding the ill-fated Corporal for the missing uniform, Lord Lockhart had delegated the task of reprimanding him to Captain Dunhelm. It is now believed that the attacker had been the J'Teth agent as Corporal Fergus had no memory of his uniform's disappearance.

Lord Lockhart is deeply aggrieved by the heinous deed that took place while the Rokarian ambassador is under his protection. "The stain of dishonor is against our house for the loss of Ambassador Feindhaller. She was assassinated by a treacherous wizard, proven to be a J'Teth

agent while under our protection and there will be no equivocation from our court. We know that the Ambassador had discovered a plot against her people coming from the J'Teth empire and was silenced. In the wake of this tragedy we will do all we can to continue her mission to protect her people from this eventual J'Teth betrayal. Once more, the Barony of Sylverfern will offer a reward of on Gold Ryal along with a Noble's Thoroughbred riding horse (appraised at 8 ryal) as a bounty for the apprehension of this hated and diabolical wizard-assassin who murdered the Ambassador and used spells of magic to manipulate the minds of Nobles and Guards in Sylverfern."

Unsurprisingly, Fallstavian relations with Rokar are more strained than ever. When Feindhaller's kinsmen arrived to learn she had been dishonorably slain, they were infuriated. Not seeming to particularly believe that the J'Teth would betray their Rokarian allies, the Feindhaller representative Judge Dreadlock and the battle-mage Berka Firebrand demanded a largescale honor duel that would continue until three people had been slain. Three people were indeed slain. One was Master of Arms Krynvalis. One was Guardsman Sharparo Darkwater, though considering he was later seen walking around it seems he was wounded to the brink of death and spared. The third, a member of the dishonored Clan Wolvespar named Ulfric Wolvespar, had actually fought on the side of his fellow countrymen, most likely in a show of loyalty to his kingdom.

This duel also had an interesting development in the form of Thane Derrick Maythmar. The previously declared neutral Thane Maythmar, has declared a side in the war within Rokar with the Great-Thane. He did so during this honor duel by taking the defending side of the Sylverfern "softlanders" against the J'Teth allied Feindhaller Clan in a symbolic show of loyalty for the Great Thane, presumably a great victory for the side in Rokar opposed to the Feindhallers and the J'Teth. How this will affect the heavily strained Rokar and Fallstav relations remains unclear at this time.

UNEASY ALLIANCES ON THE ROKARIAN BATTLEFRONT

Hank Granger

According to recent reports, word from Rokar is that their civil war has "evolved" over the last month.

Previously, one faction, lead by the Great Thane Kamal Bullstrike, and his allies has been engaged by a rival in the form of Clan Feindhaller and their allies, which include a large host of J'Teth imperial soldiers and wizards.

Clan Feindhaller has been very open about all of their alliances, including the J'Teth who they have claimed -until now- to have demonstrated impeccable trustworthiness in all their dealings. Together this faction, although greatly outnumbered, has made great strides against the "incumbent" Great Thane Bullstrike. With the aid of the J'Teth magic, vast territories of land have been claimed for the usurpers.

In all other respects, this conflict (which is the largest civil war Rokar has seen in a generation) has been typical of other Rokarian political struggles up to this point. The fighting has been brutal on the battlefield, but until now the rest of the country's infrastructure has been unaffected. Roads have been safe to travel, merchants move about freely, and when not engaged in formal conflict rivals have maintained negotiations without bloodshed.

However, within the last few weeks all that has changed. By all accounts the roads are no longer safe. Farms on both sides have been burned, and neutral Thanes have been attacked and raided for supplies.

Furthermore, while their alliance has not dissolved the Feindhaller and J'Teth forces have become separated. Both armies are still working together to meet their goals, but physically the armies are no longer integrated and respective strongholds which border each other have been reinforced and heavily fortified.

While this blood thirsty conflict continues, it is not yet clear that the faction lead by Clan Feindhaller is about to dissolve, but it seems that should this happen the allies of the Great Thane would have little difficulty cleaning up afterwards. Perhaps that alone is cause for their uneasy cooperation.

The exact reasons for this "Falling Out," if that is what it is, are unknown at this time.

MASTER OF ARMS KRYNVALUS SLAIN IN HONOR COMBAT

On the 8th day of this past Forrestwake, three representatives from Rokarian Clan Feindhaller came to Sylverfern, evidently summoned by their clanswoman the Ambassador Padraigin of Feindhaller, kinswoman of Thane Tedrick Feindhaller. They came expecting a conversation with their relative and the Council. Instead, they came to discover their Ambassador had been slain. Angered by the fact that she had been assassinated without even a weapon in her hand while she was under Lord Lockhart's protection, the visitors demanded a blood-price of three lives. In the subsequent honor duel that involved the Feindhaller representatives and the doomed ex-Thane Hagrid Wolvespar's brother Ulfric Wolvespar on one side and multiple townsfolk on the other, the light of Valkor that was the Master of Arms Enix Krynvalus was forever extinguished when he fell under the swift, lethally accurate blade of Judge Dreadlock. Whether that swordstroke was intended for Krynvalus himself is under debate; there are rumors flying all over the place that Dreadlock had been going for the Vordis Emberlyn and Enix dove in front of the blade, taking the fatal injury himself to save Emberlyn's life.

Grief has permeated the town of Sylverfern and through all of those who were near and dear to the young Valkorian, who was somewhere between 23 and 25 at death according to conflicting reports on his age. Enix Krynvalus was born in Werdill but came over to Fallstav on a mission three cycles ago, arriving at the time of the Saberhorn trial and playing a large role in Mayor Saberhorn winning the trial.

Lord Lockhart is deeply woeful due to the loss of the quintessentially dauntless man and the typically steadfast noble looked the slightest hint of weary and grief-worn when he made his statement. "Master of Arms, Enix, was a brave warrior like no other. Countless times his brave heart and the divine grace granted to him by Valkor saved the lives of Sylverfern Heroes and Commoners alike. In honor of the grave sacrifice made by this man of legendary will and courage, as Lord of Sylverfern and Regent of Blutmund I proclaim him posthumously as a KNIGHT OF THE REALM. I only regret that we had not the prudence to do this while the man lived, but the humility of this hero would not allow him to seek mortal trappings of privilege and we were too lax and short-sighted to recognize the shining star within our midst

until his light was forever dimmed." As per Lord Lockhart's declaration, the late Master of Arms is henceforth to be referred to as Sir Enix Krynvalus.

Sir Krynvalus, predeceased by both parents, leaves behind his childhood friend Gilraen, his sweetheart Emberlyn, and many friends. One of these friends said "Enix was one of Gilraen's oldest and dearest friends. Nobody is perfect, but he tried his best to be a good person. That's all we can ask from anyone."

Gilraen herself had much to offer, having known Sir Enix Krynvalus her entire life. Gilraen, more commonly known as Gilly, would tell stories about Enix as a youth. These stories include how she literally ran into him in a hall while carrying tools and became fascinated about the idea of Chosens existing because of him and would follow him asking how it happened and what to do. "I forgot my tools for a moment and stared before the questions started. And then they never stopped. Even now I ask why?"

There is a broad range of traits for which the villagers of Sylverfern remember Sir Krynvalus. One of these was his unswerving dedication to the laws of Fallstav. Doctor Amelia Klorast, a senior psychologist at the Dormatorium for the Addled Mind, expressed respect for this quality. "That one... seemed a stickler for the laws, a trait I much admire... he would have made a great man of Rul."

Others lavished praise upon the newly appointed knight's skill as a warrior. One person remarked that "Enix was a fantastic warrior. He was dedicated to his god. First into combat, he gave no concern for his own welfare if others' lives were on the line. I hope when my time comes I can meet death knowing I gave my life to others and that I made a difference." This person was not alone in expressing their wish to grow to be like Enix. His sweetheart Emberlyn showed similar sentiment in the moving words that are to conclude this piece.

A fellow Valkorian, a woman named Tricia Cadwallader that serves the noble house of Talbot, expressed respect for Sir Krynvalus' swordsmanship as well. "He was a skilled fighter. Even from what little I've seen of him- I did not know him all that well at all in life. However, I can tell that I would have grown to become a better fighter in my youth had he been older than a very young child back then. He would have been an admirable sparring partner.

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He may well have given me a run for my money thus inspiring me and giving me incentive to improve my own swordsmanship." One of the many services Sir Krynvalus offered to Sylverfern was indeed assisting people with improving their fighting skills.

Sir Krynvalus, however, was not a universally popular man in the town when he lived. Like all who live and have ever lived, he was fallible and susceptible to errors in judgement and possibly even instances of malice. One anonymous villager wished to offer another side so that Sir Krynvalus could be remembered precisely as he was, the good and the bad. "I recall a young man of the merc company the Exiled Dawn died due to the Master of Arms' incompetence. Guy was just maimed there begging for help and he just left him there. You may remember this Enix as a hero, but I remember Garret Rainwood. Friggin Enix let Lady Antonia get bisected, leading a bone golem to her. He unfairly jailed a vordis without ichor under mere suspicion and with no evidence. He allowed his alleged war brethren, the Battletoads, to be set upon by the Snakes, a rival orc warband, abandoning them. He was a good man some of the time, but let us not forget his cruelty and occasional duplicity. Hell, what about when he hurt the noble's kid and then punked out of the duel?" The last statement, possibly, is a reference to when the Werdillan merchant Zegan Inko struck down 17-year-old Sabrina Ellimore, daughter of Lord Rodrigo Ellimore and a prominent figure among the youth in Fallstav's Separatist Movement.

Even most of Sir Krynvalus' enemies wish him peace in death. One person that had an ostensibly strained relationship with Sir Krynvalus said, "Enix and

I had our... differences. We had a... complicated... relationship. Regardless, he's gone on to the Greylands, so whatever happened between us I guess shouldn't matter anymore, it's irrelevant now, for it won't continue anymore. It's done. It's over. I have to just get over it like things never happened I guess. Anyhow he was a good fighter and showed no fear in fights. He also helped put two people to rest who otherwise would still be suffering, tormented, not really resting and didn't even advertise the fact around Sylverfern, so that was good? And he taught me a couple of things, both practical and of the "don't take religion stereotypes seriously, they could be dead wrong" sort. I hope he finds peace in death, I really do. Whatever he did to me, however much it hurt and haunts me, he still deserves undisturbed rest."

Lieutenant Qech Serraviv, had quite a lot to say about the fallen Master of Arms. "Enix. Personally, I am- was- His Rival. Religion and battle, beliefs and tactics. He defeated me once in honor combat, and I never got the chance to pay him back. I shall not speak ill of the dead, but as his rival you could imagine the kinds of things I have said, and would say about him. I will say... he was annoying to fight. Professionally, while I had only been secondary guard captain for two moons before his passing, our relationship was not too much different than our rivalry. In this instance, what I say I would consider not speaking ill of the dead, but a professional evaluation of sorts, and a transfer of other evaluations."

Lieutenant Serraviv then began to explain what he believed the title of Master of Arms to mean to the fallen knight, as well as the boons and flaws he showed under

this position. "The Master of Arms. A "military title" rather than a "guard title", at least by his own words. He was constantly changing how he would involve himself with the guard, either choosing to be directly involved, or making a claim that as a "Military title" that his duties lie with a standing military, or in times of martial law. Jarring it was, but regardless. While I never directly disrespected his advice, or comments on the laws or trainings of the guardsman, I will let you know... I barely agreed with any of it. When it came to his combat tactics. I barely agreed with any of it.

When it came to the jurisdiction of law, I barely agreed with any of it. The Lord at some point, Lockhart that is, even made a statement that his title was more "Honorary." And I have used this towards those who had blindly supported him, as a means to have them question their judgements. This being said, I am not claiming that anyone should belittle his name, his title, his deeds. There were enemies that even I had to begrudgingly admit Enix was much better suited for than even myself. Undead. Demons. Unholy abominations. Creatures which lacked honor, judgement, or a sense of mortality. He struck them down with impunity. And while I questioned Valkor's choices, and well as Enix's, he remained a Chosen Holy Warrior of Retribution until the moment he breathed his last. And I suppose there is something to still be said about that."

Lieutenant Serraviv then offered exhortations to the entire town in regards to the fallen Masters of Arms and the relevance of his ideals, particularly to those who do saw more of the dark than the light aspects of Sir Krynvalus. "In his absence, we should seek

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to stand to the idea he wished to represent. Whether or not he was successful at being a statue of these ideals, he still wished for them, and those HOPES, are what we should reflect. Those who disliked him, those who opposed him, those who could not stand him, it no longer matters. Some may refuse to speak badly against him because of their personal morals of speaking ill of the dead, but I say do not hold those words because of that, hold those words because you want to take the positive aspects of his character, and use them to make CHANGE. People are imperfect, some more than others, but even within the most imperfect person, there lies some kind of light, some kind of hope, some positive power to cause change. Focus not in what you choose not to say, focus on what you can find to say."

Last but by far not the least, Sir Krynvalus' bereaved sweetheart Emberlyn had much to say in regards to her unique memories of the Master of Arms. Her words were born of grief but held a deep burning passion. "I had a very different relationship with him than everyone else - except, perhaps one person. To this day, I still don't know why. It always seemed to come as a shock to everyone else who knew him that we were lovers. I don't know why it's so surprising. I don't know why others couldn't see what I saw. It seemed to me that everyone thought he was emotionless - strict and severe - bonded to his duty - and yes, he could be - but he was also so kind. Enix was giving, relentless in his ideals and passionate and protected those he held dear. I don't understand how some could see him as anything less than an emotional being. I don't know how someone could miss that about him. I knew it immediately when I met him. I don't know what he saw in me, but - looking back now - it seems like we were drawn together. Our paths were meant to connect - to collide. I just never expected his to end before mine."

Emberlyn then delineated the tale of how they'd unexpectedly come to be lovers and sweethearts. "We - when we decided to have our affair, we firmly agreed that it would be of no consequence, a no-mess, no strings attached one night of reprieve. We both held our obligations above romance; he to his duty to Valkor, and I to myself. I had things I wanted to see done before my time was up - I still do - but I wasn't interested in entangling myself in a romance - not like I might have been in my youth. Needless to say, we carried on well past one night. He changed. He .. he told me that I gave him purpose beyond duty. Before he'd only lived for that - lived to serve justice. He died having found something more to live for. It might've been love. I'm not sure. Maybe it could have been, with more time." The loss is especially tragic due to Emberlyn being a Vordis and thus fully expecting to be outlived for decades by Sir Krynvalus.

For good or for ill, Sir Enix Krynvalus yielded a profound impact on nearly everyone in Sylverfern. He is not one that will be easily forgotten.

Poems Three

Pining Wine

Two seeds planted in two farmland rows
Each of the other unaware, unmet
Sprung at their speeds to different, reaching
vines
Creating wine of palletes in contrast, com-
plimentary
Now found, years later, at a table shared
A sampling on the lips, so well compared.

--G.P.

A God's Task

A purpose can be given, well-assigned.
A purpose can come unsought, not well-timed.
But purpose has as purpose will oft do,
Upheave whatever plan one might pursue.
When purpose comes 'round knocking on your
door
It's will cares not of whether you are sure.

--G.P.

Firelight Musings

There is no light as giving as the glow of a
fire
For upon a sleeping face, again with wounds
It casts it's warm red light and paints them
smooth.
There flicker casts it's shadows 'cross the
skin
Still smooth with youth, though heavy with
purpose.
The weight of daytime troubles hide within,
A face that wears a smile so easily rememe-
berd.
For in a sleep of pain, of healing scars,
We find comfort knowing that our end is
saved.

--G.P.

Adventuring Gear

Adventurers have it rough sometimes, and the right sort of gear can make a difference. I am Silas Flynn and I make trades all over, Fallstav, Perin, Mergrim and Werdill - around the Fallen Fens and inside it - I am there. I can't say my prices are the lowest, but I have the best stuff and given time I can get anything you ask for if the coin is there...and I wouldn't have lived this long if I asked too many annoying questions. Faire Trade is all I seek and you'll find it coin well spent.



If you're in the area around Sylverfern, come see my local franchise apothecary. Ask for Ruggz.

Other franchise opportunities are available. If you have a desire for honest coin, we might be able to come to some agreement.

-Silas Flynn,
Traveling Merchant.

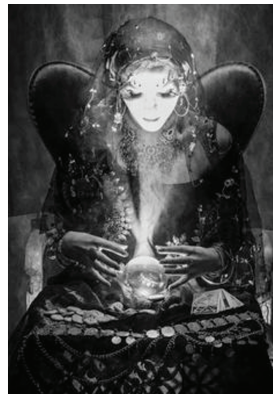
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"IF YOU CAN MAKE IT,
WE CAN BLOW IT UP."

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father's personal bodyguard murdered and the castle's subsequent collapse and conflagration. The strain was exacerbated by their murderers then stealing their heads. As anyone with the slightest whit of knowledge of the lore of death knows, the removal of body parts, especially the head, prevents the deceased from finding peace and rest.

Lord Lockhart then offered comment on the governance of Blutmund. "As with Sylverfern, Blutmund is largely being run in its day-to-day affairs by a council of its most prominent families. We feel it is vital that the Barony is run as Count Pierre Polignac would have wanted it to be managed and have made no changes to the culture or the laws of the region."

Meanwhile, steps have been taken to eliminate the grim sight of a massive pile of smouldering rubble. The remains of many people have been exhumed and given as proper burial as is possible with missing limbs and heads. "The Blutmund Manor, destroyed during the "Red Masquerade," is in the process of being rebuilt using funds taken from the Barony and from private donations of local religious groups." Lord Lockhart declined to comment on who these local religious groups are.

Lord Lockhart and Blutmund's Council have their work cut out for them in restoring the barony to its splendor prior to the Red Masquerade. However, arrangements are well underway to achieve these goals.

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Please note that the Sylverfern Star takes no responsibility for the adverts within. Respond at your own risk!

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TURKEY - FOR SALE.
Partially eaten. Only eight days old. All three drumsticks still intact. 8 groat. Negotiable.

LOST - Donkey, wearing a pink halter. Last seen near edge of Old Man Dumott's farm.

Y.C. Mutton is tasty.