

# Sylverfern Star

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Heatwane A.F. 318

## A PROCLAMATION FROM LORD LOCKHEART

Hank Granger, Journalist

On the first day of Heatwane, Lord Lockheart announced a proclamation to all those attending court that way, and implored the message be spread far and wide. His words were, as follows:

"Heroes, champions and Coventry Irregulars. You have fought well against the enemies of Fallstav, both foreign and domestic. As your leige Lord it is my responsibility to support your efforts. In that respect, I have created a special fund which operates independently from the budget available to the Council.

"From this day forth, each moon a reserve of material resources for the repair and maintenance of armor or the crafting of new weapons shall be left at the dispensation of the town guard. Captain Arglac will have jurisdiction of this reserve to administer as he sees fit."

After making this bold announcement, Lord Lockhart paused to allow for questions from those around.

When asked about seeking compensation from our Maythmar allies, due to the expense of the materials set aside, he replied that "Clan Maythmar have been extremely helpful. They are honorable allies and our relationship with them should continue." Which caused a small stir amongst both commoners and nobles alike. After pausing, while the crowd settled down again, Lockheart continued. "However, Sylverfern is not weak and should not become dependent on foreign aid. We can supply our own guard with much needed supplies."

In regard to rumors about the disappearance of several works of art from the Lockheart estate, the Lord frowned, and denied the rumor as false. However, the reporter persisted, bringing up the news of Vrengaran merchants, auctioning off several of the Lady Lockheart's dresses and mirrors. With a dark look of barely contained rage, Lord Lockheart growled out a "No comment" and dismissed all from the court chamber, ending the session.

### IN THIS EDITION:

A PROCLAMATION  
FROM LORD  
LOCKHEART

ROKARIAN TROUBLES  
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MAYTHMAR LANDS

SILVER BANDITS  
ARRESTED

VALKORAN  
BLOODSHED

...AND MUCH, MUCH  
MORE



## MAYTHMAR LANDS BESIEGED!

To the north of Middlehaven, the state of civil war in Rokar between the Great-Thane Kamal Bullstrike and the Feindhaller Clan continues to escalate in intensity, bloodiness and casualties. The destruction of noncombatant territory has escalated from burned farms to entire sections of villages. On the Bullstrike side, village after village, thanedom after thanedom has toppled to the control of the Feindhallers. It is beginning to come to a head where things are starting to look grim for the current Great-Thane Bullstrike. To exacerbate matters, the J'Teth and Feindhallers still appear to have goals that align with each other. With all of these factors

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## CONSTABLE'S CORNER

### SILVER BANDITS PLAGUING SYLVERFERN ARRESTED, SEVERAL KILLED IN STRUGGLE

After Werdill seceded from the kingdom of Middlehaven back in Earththaw this year, one of the major detriments to the other duchies of Middlehaven was that the price of silver began to rise dramatically. As of this writing, silver once valued at ten florin is now worth fifteen florin. This incited an increase in banditry as both frequent thieves and particularly desperate residents of Sylverfern alike began to go after silver as their loot of choice. The guard began to find themselves flooded with complaints from Sylverfern citizenry and travelers who had been assailed by marauders demanding silver helm, family silver, weaponry with silver and any other source of the precious metal they could get their hands on. "You would think it was something that'd grant them immortality or unlimited ryals, the way they were demanding it," one frazzled person, who'd ended up having his false silver tooth taken, recollected.

In early Forrestwake, Fisherman's Wharf was particularly plagued by the silver bandits in comparison with the other villages under Lord Lockhart's demesne, Sylverfern proper and temporarily Blutmund. They were particularly active during the Immortal Knave festival when they knew that people with coin would be visiting the poorest section of the Lockhart lands where enforcement of the law is scarce and wouldn't get in the way of their festivities. Many people coming to and from Nancy's Harbor Cafe complained that they had been robbed blind by these silver bandits. Some brigands, however, chose the wrong people to menace and found themselves stricken down until they were bleeding in the dirt and then slain.

An especially active gang was uprooted and stomped out on the seventh day of Forrestwake. They were traced to one of the plethora of abandoned buildings of Fisherman's Wharf, which they'd rigged with traps and used as a hideout. Those who located this sanctum of villains approached and encountered a rain of crossbow bolts. Despite the deadly combination of arrows and traps that threatened to blow up their limbs they managed to

break through the barricaded to the inside of the cutpurse refuge. There were some casualties; some of the group essaying to put an end to the robberies were wounded. A young Vyrron follower was gravely wounded when she was felled by multiple wounds and then skewered in the chest. However, though some miracle and the efforts of a surgeon's hand- the hand of a thief if Lord Lockhart's prisoners are to be believed- she managed to survive.

The losses were much heavier for the highwaymen, which included several adolescent boys. Several of them, including some of the youths, were slain. Some people expressed horror that the youngest burglars weren't shown any mercy but some of the adventurers present insisted the force had been necessary. Corporal Asher Raamchu of the Sylverfern guard said specifically of the adolescents whose blood had been spilled, "I know what some will say, 'they're young.' and 'I don't think they hurt anyone.' Well, all I have to say is that they knew it was wrong, they attacked townsguard, and I hope they don't do it again. I don't make the laws, I don't hand down the judgement, I only catch criminals. Highborn or low." (Editor's note: although Corporal Raamchu is technically correct in that the boys will not do it again, it is only because, outside of Veddish Khal, it's difficult for the dead to rob anyone. We at the Sylverfern Star find it absolutely disgusting that any guardsman, would blatantly spill that kind of blood, and then claim to not pass judgement.)

A reporter that secured a visit to Lord Lockhart's prison heard multiple complaints about brutality from the guards, although others say their attackers weren't exactly guards but Lord Lockhart's famed adventurers. The general consensus was that the group who'd taken them into custody were a mix of guards and adventurers who were "real friendly with the guards but not actual real guards. Then again, I wouldn't call an animal a real guard," he added as an afterthought, possibly a reference to the Rakasha guardsman Asher Raamchu or simply a word for the

behavior of town guards present.

The leader of the bandits turned out, to the shock of many, to be a surgeon by the name of Cecil. He, along with the surviving members of his gang of plunderers, remain languishing in Lord Lockhart's prison. According to his fellow prisoners, Cecil has been doing whatever he could while in chains himself to assuage any boredom or suffering on the part of his fellow prisoners, including giving some of his food and otherwise attempting to doctor any prisoners too proud to tell the prison guards of illness. The doctor Cecil himself, however, has refused to give any account for why he took up banditry.

One of the surviving youth, that is now among the prisoners, expressed extreme horror and trauma at what had happened when their hideaway was discovered. The adolescent refused to give a name, possibly out of fear of reprisal to his family, said with an expression of abject horror "That sarding insane druid killed Jim! I just wanted to feed my family, and my buddy was trying to save my friend and she sawed his head clean off! Then the evil cat man started bullying me when I willingly gave up my weapons."

It is possible that the prisoner who inflicted a near-fatal wound upon the Vyrron-following woman of the group, identified herself. She, amid other ramblings, was heard to say to nobody in particular, with a broad grin on her face, "the nice doctor should've let me have a look at hammer lady before surgery. She has silver organs. Nice shiny silver organs. Her shiny eyes said so. I'd never be hungry again. Nobody would be hungry again. We could've cut the silver out you know."

Speculation says the group is likely to be put to trial in First Harvest or Leafturn, whenever Lord Lockhart returns from his mission. It should be interesting to both find out whether the allegations that Doctor Cecil saved the life of the Vyrron follower is true, and to discover what violence the youth among the robbers did to end up dead.

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considered, particularly with the abnormality of harm to noncombatants, their property and to trade as a whole. This civil war is indubitably the worst in recent Rokarian history.

The J'Teth, along with the Feindhallers, have now entered their endgame- attacking, completely encircling, and besieging the thanedom of Sylverdelve, the lands of Thane Derrick Maythmar!

Thane Derrick Maythmar, well-known throughout the duchy of Fallstav as the founder of the Rokarian bank, is the strongest of the allies to the Great-Thane Bullstrike. The elimination of the Thane, the Maythmar clan in his retinue, which would permit the Rokarian bank and other highly valuable resources of Sylverdelve would be a fatal blow to the lands of Rokar. On the tenth day of Sunhigh, the J'Teth and the Feindhaller positioned themselves completely around the borders of the Maythmar lands. Simultaneously to this strike, while the townsfolk of Sylverdelve were defending the land borders, a sizeable fleet of J'Teth ships swept in from both directions, catching the vessels of the Rokarian navy charged with defending Maythmar's seas entirely by surprise. The naval presence outnumbered the J'Teth, but the J'Teth had magic on their side and one by one sank all of the ships present to take both the sea and Thane Maythmar's beaches. Neither the Feindhallers nor the J'Teth have budged from girdling Sylverdelve into the center of enemy territory.

Reports indicate that the Feindhaller clan have their own grievances against the Maythmar clan. Up until Forrestwake, the Maythmars were vocally neutral and sold supplies to both sides of the conflict, allowing them to profit greatly. All that

changed in Forrestwake while Thane Derrick Maythmar was in Sylverfern for negotiations with the Sylverfern Council and Lord Lockhart. The Feindhaller kinswoman Padragin was stricken down by a ginger-haired J'Teth assassin pretending to be a town guard. Other Feindhallers came into town on the summons of their kinswoman the next day to learn she was dead. In the large-scale honor duel that ensued with the town, Thane Maythmar took the side of Sylverfern. The Feindhallers and J'Teth appear to have used this as a reason to attack his thanedom.

Neither the J'Teth nor the Feindhallers have been permitting trade caravans from reaching thanedom. The intention is clear- to gradually weaken the Maythmars by preventing them from gaining supplies. They have tremendous wealth but no access to food, water- which has sharply diminished after one raid in which the combination of J'Teth elementalists, torches and oil incinerated the largest farm belonging to the Maythmars. Several trade vessels from various locations, including Fallstav and Perin, unaware of the turn of events as they were already out on their voyage when the siege began, were sunk without any warning whatsoever as they approached Thane Maythmar's shores. A Werdillan vessel was turned around and apparently permitted to retreat.

Lord Lockhart has declared his intent to provide aid to Thane Maythmar, who has become a good friend to him. Thane Maythmar, in return, paid for a ship that would transport his force and has declared, on the Honin (the Rokarian code of honor), that he would pay a helm to every single person that accompanied Lord Lockhart on this highly dangerous mission, immediately making arrangements for a helm to be deposited into the bank

accounts of all that signed with Lord Lockhart to go on the mission and creating a new account for everyone that does not already have an existant one. It should be noted that Thane Maythmar has purchased a small plot of land to allow him to have a branch operating in Fallstav, safe from the J'Teth.

The situation is growing desperate and, if help does not reach the Maythmar lands soon, if Lord Lockhart's forces are unable to break through the blockade to get to the Maythmars, if Lord Lockhart's attempt to assist Sylverdelve fails, the longest they can possibly survive the siege is roughly until the end of First Harvest- and that is if the J'Teth and Feindhaller's do not succeed in destroying more the Maythmars' supplies. If the Maythmar territory falls to their control, it is probable that the Great-Thane Bullstrike will be defeated.

## **OPINION: THOUGHTS ON ROKAR.**

A rumor that has run through the town is that many strapping young adventures and notable Council members are slated to go to Rokar this coming moon. As we all know, circumstances are grim in Rokar, as the J'Teth have made great strides in conquering the heavily martial nation.

Though many outsiders would see this as a worthy cause, it is important to note that last time some people from Fallstav "tried" to help, they managed to help the J'teth by extension by causing a non-ally to lose land to Feindhaller. As if that was not enough, Fallstavians also managed to dishonor the Wolvespar clan and make Thane Wolvespar lose his ambassador title to the same J'Teth ally. With that being said, if Rokar falls it would leave Falstaf open, should the J'Teth continue to imperialize. Only time will tell if these past failures and so-called "heros" can pull it off or drive our nation into a war we can't win.

## SILENT STALKER ALLEGEDLY ACTIVE

Everyone that has ever been born and raised in Sylverfern has heard the legend of the Silent Stalker, the unkillable creature that roams at nighttime and silences anyone that is loud. Permanently. It has also been said to be apt to put anyone that babbles and raves about things that make no sense forever out of their misery, although his main antagonism is towards any humanoid creature making a lot of noise. It has also been said, in legend, to be more hostile to armed people, especially if they are brandishing at him.

All but the most superstitious folk and small children, those out of touch with reality consider him a mere legend, but lately there's been an upsurge of people claiming to have seen it.

Further investigation revealed that alleged sightings of the creature all happened in the vicinity of Nancy's Harbor Cafe, a location with a notorious reputation for attracting bandits, pirates, adventurers and other ne'er-do-wells. There were claims that it inflicted serious wounds upon multiple people. Other claims implied that it was peaceful until provoked by someone's weapon and then started it's assault. However, considering that a celebration of the illegal god, the Immortal Knave, by his illicit worshipers was concurrent with these so-called sightings, it is much more likely that the "Silent Stalker" was, in actuality, other tavern-goers that get belligerent when addled by ale and curf, a commonly used and highly addictive drug. As for the battle, it seems obvious that it was in, fact, a particularly bloody bar fight.

And if the "Silent Stalker" attacked after being nicked with steel, then it is a matter of assault and self-defense and the Council's job to sort it out. Everyone attacked by this so-called Silent Stalker should be reporting being the victim of a crime to the town guard.



## VALKORIAN ON VALKORIAN FEUD ENDS IN BLOODSHED, FATALITY

In the wake of the tragic demise of Sir Enix Krynvalis, there has been a noticeable upturn of visitors coming into town bearing Valkor holy symbols. This was not wholly unexpected, as members of Sir Krynvalus' church would want to know what had befallen their slain comrade for themselves. What was NOT expected, however, was the bloody events that came to pass just outside a merchant's tent shortly before dusk on the tenth of Heatwane, ending in one dead and one injured.

38-year-old Tricia Cadwallader, a Valkorian priestess and veteran of the Fallstavian army, was shopping at the establishment of Varana, the alchemist with her 17-year-old apprentice, Fabian Talbot (the son of a knight and a dame in the Fallstav army and well-known in his own right as a prominent Separatist), when she was suddenly attacked without any provocation by a middle-aged man with dark curly hair, spectacles and- to the abject shock and horror of all present- a Valkor symbol! Cadwallader, caught mostly by surprise, managed to prevent her torso from being skewered by deflecting the blow with her buckler shield but a second strike glanced off the edge of her shield into her shin.

According to eyewitnesses, Talbot went to try to help Cadwallader, but she shouted for him to go find a town guard. After some protest and Cadwallader calling "that's an order" while parrying a slash, the adolescent dashed off at a full sprint. By the time a guard was located to break up the fight, however, the man who'd attacked Tricia was dead. She'd beaten him down to where he was on the ground and insisted he yield and surrender but the man instead chose to grab her wounded leg, making her fall so he could attempt to wrest her weapon from her. In the ensuing wrestling for Tricia's sword, she landed a fatal strike to his chest.

It soon became evident that Cadwallader knew her assailant. She has refused to comment other than disclosing that his name was Ash, and that they had once been the best of friends before "circumstances" that she refused to elaborate upon turned them into bitter enemies. "I did not want to kill him," she had repeatedly told the guards that arrived on the scene afterward with a look that was described as blank and horrorstruck. "We used to be friends. How did it come to this?"

There is question on whether the guard will investigate this incident, although local civilians have expressed the opinion that they ought to do so. Some believe that there might be much more to the story that Cadwallader was refusing to say. "She was searching him," another customer of Varana's said. "Going in all his pockets when she thought nobody was looking and I swear I saw her take something.

"He was a raving lunatic!" another that witnessed the attack-turned-duel disclosed. "Didn't seem to know what was real and what was not. He was promising someone that didn't exist he'd help them, he kept talking to thin air saying that he'd free them and that he'd kill everyone helping

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to keep them imprisoned, and that he'd get the rest of them, while looking at his largest pouch when he was saying this." Curiously, another eyewitness also mentioned the same pouch, saying Ash seemed to have something heavy in there, as it seemed to make his movements awkward on more than one occasion. This testimony, however, clashed with the findings of the town guard- all they saw in that pouch was a long brown scarf shoved haphazardly inside.

Any investigations that might take place in this matter are likely to be on hold as it is rumored that only two Council members, Rye Felhn and Lady Antonia Bianchi, are to remain in Sylverfern, while the rest accompany Lord Lockhart on his mission. Many of the more prominent guard members are said to be going as well, although both Captain Arglac Dunhelm and Lieutenant Qech Serraviv are remaining in Sylverfern. Lieutenant Serraviv had much to say regarding the upcoming absence of major leadership. "In the absence of many prominent Guardsmen, and

the majority, in number, of the Council, the Captain and I shall be making the best of the recruits, rookies, and volunteers to guard. Trainings will continue, patrols will be maintained, and I shall personally go around to make sure everything is proper. Should, at any point, a towns person, noble or not, have a complaint of the actions of any guard, regardless of their position, go to the barracks, or send a letter to the barracks, and speak to either myself, or Captain Arglac."

Tricia Cadwallader, speculating that if Lord Lockhart and the Council weren't so preoccupied, they'd likely order her to explain what happened, is remaining in the area until she receives explicit instruction that she is free to leave. Her apprentice is to return to school at the Brightwater Preparatory Academy of Vrengar for Boys at the end of Heatwane, although he is likely to return should the Council or any of the town guard leadership request it to give his own statements.

## Heard in the Tavern.

By Anonymous

This column is dedicated to the Lockhart tavern and the rumors grown inside of it. They tell me, I write it:

-----  
Kincaid's been quiet, no longer chasing that Fae girl's tail.

-----  
Where the heck is the council?

-----  
The guard? Oh, right that doctor girl's boy has something to do with it, A?

-----  
That Mo'raak's got a bad sunburn. Oh, that's just Dharus. Or is it?

-----  
That smith needs more than a hammer if you know what I mean.

-----  
Where the heck are the Cadre? Probably hiding.

-----  
I think I saw Van with Sharparo's bunny. Whoops.

-----  
Siggy and Zizzy sitting in a tree, k-i-s-s-i-n-g.

-----  
Hey, is that Ruggz at the bar?

-----  
Lady Antonia sure lost some weight.

-----  
Emberlyn is pretty.

-----  
Are Asher and Cyrrah related? I mean, they're both cats.

-----  
I need me some Orc, but they gone somewhere. NO! NOT TO EAT!

-----  
Listen, I'm pretty sure Tatha and Henbane are just really shadows.

-----  
Councilwoman Rye, is she "available?"

-----  
I really miss Enix... Poor Sylverfern has lost one of its best fighters.

## "DON'T FEED THE TROLLS!" TROLL INFESTATION AT NANCY'S HARBOR CAFE

Forrestwake brought multiple disasters to Fisherman's Wharf- a brief plague, the kidnapping of Doctor Zar Quinn, the death of Sir Enix Krynvalis and the murder of the Rokarian Ambassador Feindhaller by an assassin that disguised himself as a guard. There was also one minor nuisance to be had at the beginning of Forrestwake. Trolls roamed the area and attacked anyone straggling by themselves near them when they were hungry, although they did tend to stay out of buildings.

Later on, however, residents of Fisherman's Wharf complained of trolls following them into their homes and places of labor. "One followed me into my chicken coop!" raged one farmer. "Now I don't got no chickens left! How am I to keep my family warm come winter now? I got my coin from selling eggs

and meat! Now where will it come from? And how am I to pay my taxes?"

Nancy's Tavern, in particular, has been a recent hotbed for trolls, to the consternation to its patrons. One of them reported hearing rumors that Nancy's customers a few months ago were the cause of the problem by providing nourishment for the hungry trolls, likely thinking they'd be eaten themselves if they didn't comply in supplying them with food. "Ain't anyone ever told these fools not to give them food! It makes them trolls come back expecting more of the food they et!"

The locals of the already beleaguered Fisherman's Wharf are desperate for advice on how to get rid of the pests that devour livestock and have taken to begging for the help of every traveler that passes through.

## FROM COUNCILMAN HALEWOOD

(Note from the Editor: Councilman Halewood has a most-interesting way of speaking, which shows through in his writing. These are presented as submitted.)

I believe in sharing what we know with each other  
This helps us combine our knowledge to find ways to solve the problems we face

Know that we can and should join together to defy the ice queen who seeks to retain her position of power and is outraged at the loss of her weapon, the staff of winter. This staff has trapped the souls of fay. The few that managed to survive, left as damaged nether fae. The very passion that gave them life, replaced with a sense of purpose. Shadows of their former selves.

The ice queen does not limit her destructive appetite to that of her own court.

The innocent are her victims too. She has harmed nature many times. Her efforts include trying to destroy the forests of our land. Not just the land, those that live on this soil, even cursing the animals. Each time, we have performed sacred rituals to undo her harm, to mend nature. Now, the immortal queen of ice has announced her intention to undo all vishar

To meddle in the matters of divine. All with a commitment to faith, this declaration war by the Ice queen Silarial, is to undo the favor the divine granted to "mere mortals."

To this immortal fay, we are like dirt.

The vishar, those with a destiny that must be completed. Even death is undone for these special few, so that balance can be restored.

To the queen of ice, there is a claim that she can undo such things?

What will the divine teach such a blasphemer?

What gifts will the divine grant the faithful to stop such an unholy creature?

Some of us remember the words, let it be a battle cry.

Call out four times "Latt Lysande Fick Skyddar!"

Praise to the protectors of light  
-----

There has been mention of another foul being, Lothrigen a demon prince

If you know anything, please contact the town guard

There are many kinds of demonic thralls

Here is what I do know

Thralls can hide their full form, appearing as a normal person

There is usually a sign that something is wrong though Behaviour that is odd, or tends towards a vice or violence

Eyes may dart from side to side looking for their target

They may seem impatient or rude

Blood Thrall - the soldier, when they have consumed blood, they are able to heal quickly

To end this creature will require magic or a holy strike

Fire Thrall - as one would guess, fire strengthens and heals these foul creatures

Ice magic and the cold deliver terrible harm to them

Shadow Thrall - manifests the darkness of the demon within  
Light harms them. The touch of sunlight destroys them

Magic weapons with light or holy energy may harm them  
They resist most magic and weapons. These thralls are used to assassinate enemy wizards

Thank you and continue to be vigilant,

Gaberiel

## Poetry

### COPING

Shattered remains of broken assumptions lay  
beneath a boot-trodden camp.

Angry stamps of weary leather soles,

Meandering, thoughtful, pacing,

Finally comes to a silent, stock-still sullen statue.

Here, there is anger.

Here, there is sadness.

There are a thousand things. wish-they-could-says  
that dance away like so much cottonweed on the wind  
to a grave on a farm countless steps from here.

In their wake, a churning mind is left,

An aching heart of stabbing pain with no blade to  
blame, and no attacker against which to defend.

Shredded stories lay in the dirt, repeating the word  
"lie" again and again, the word glaring up at the sky.

They lay strewn among the memorial rubble of a  
child that never might have been.

In their place, a folded bit of parchment, sent  
with little expectation, but the promise of much  
more pacing while in wait.

Here, there is hope.

--G.P.

### MISTAKES

Learning from the mistakes of others

Is like smelling the delicious scents of a  
meal, but only finding the empty pots and  
pans.

You may find some morsels, may even find  
enough scraps to sustain you for a meal,

But you will always find yourself hungry  
again before others.

Learning from a fable's moral

Is like an actor on a stage, reciting someone  
else's words and miming someone else's deeds.

You may perfectly say something important

But the meaning rings hollow, and you are not  
yourself.

Learning from your own mistakes

Can be knifesharp, aching, or grave.

You may permanently lose something you never  
considered possible to lose,

But you will have your lesson to learn and  
grow from, woven into the fabric of your soul.

Learning from other sources is good practice,

For making your own mistakes.

--G.P.

## OPINION: A RANT BY LANNONYMOUS - NOT ALL RUL FOLLOWERS

...Are like the Word of Rul! Seriously! Those guys are murdering bastards that burn witches at the stake for all public to see! And gosh forbid that they try to "create balance", they think the right way is to murder and start wars in the name of Rul. Pshaw. Balance is creating diplomacy in the chaos. Rul is about being just, not hunting people with magical blood from their families to be seekers! Or slicing throats of families so they don't reproduce. The only thing in my opinion you should slice are Druggermite or things that look like 'em, like y'know, red demony types! So, let's compare how each side interprets tenants.

Number one: "Uphold the Great Covenant." Yeah, this is definitely in place for our own good. Now, some people kill to hold this tenant up. Does it say KILL TO UPHOLD THE GREAT COVENANT? NO! Diplomacy works, seriously. Rul's cool with that. SOME people like to be extreme, like, oh, I dunno, the Word of Rul?

Next tenant: "Settle Disputes Between Followers of the Gods." Who better than a (not-violent, not Word of-) Rul follower? He is a beacon of literacy, and by extension, a great and impartial judiciary, and the world's historian. He is a great communicator and so are his followers. This power to inspire the hearts of men can be used for good... but y'know, SOME PEOPLE use it to scare and imbue fear. BAD PEOPLE! Use it for heroics, not homicide!

Number three: "Enforce law and order." Things must be dealt with, law must be adhered to, but nowhere does it say to kill to do this. And nowhere does it say that a Rul follower can't use due process to create more just laws. Law and order. Order means peace. If there is not peace, there is not Order. Killing the criminal does not help solve the whole crime- there may be many others involved and here you are, Word of Rul followers, killing cause Perin tells you to, following Law, but not Order. Am I wrong?

Fourthly, "Support Balance Between the Forces of Creation and Destruction." Death comes life, life comes death. A squirrel dies, a tree grows where its body lay. A babe is born, a babe may die. Things happen for a reason, but creation does not just mean life, just as destruction does not necessarily mean WAR (HINT, HINT Word followers). On the ruins of old, a city is created. From the decay of tyranny, grows the prosperity of diplomacy. There are countless euphemisms for this, but I digress for now.

Fifthmost, "Recover Ancient Artifacts from the Godwar and seal them away so that their power is not misused." I refer to the tyrants and tyranny and harsh despots of old. Those that crave power, use fear to inspire others(Like Word of Rul people, obviously). Even a good man could be corrupted by these artifacts. These artifacts, borne by those I dare not name, even if I knew their names, hold danger that not even a MAGUSY guy could understand. STAY AWAY IF YOU DON'T WANT REALITY TO BREAK, DUH!

Rul is not just about balance, justice and ruling! Remember the 6th tenant: "Record the World's History for Future Generations." He is a beacon of literacy, and by extension, a great and impartial judiciary, and the world's historian. This, of course, in my opinion does not mean to kill the next generation (LIKE SOME RUL FOLLOWERS), otherwise, who are you gonna share it with? The world has magic, believe it or not, WE ALL CAME FROM SOMEWHERE! Why squish it out from people by stabbing their guts? Magicky people make the world go round, just saying!

To all those people who detest Rul BECAUSE of the Word of Rul, I just wanna let ya know that some of us out there are a bit decent, if you go looking in the right areas, some of us want to protect the balance and way of life without blowing it up, seriously!

## ASK THE ORACLE

No Question too Small!  
No Problem too Big!

Submit your questions and queries  
to the Sylverfern Star today!

Intended for mature audiences. The Oracle is intended as entertainment only. Must be at least 18 years or older to Submit a question to the Oracle. The Sylverfern Star is not responsible for the content of any answers delivered herein.

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Think not that ye won't get compensated! Each article is worth it's weight in florin (two per article, submitted, in fact)!

And fear not, if you are illiterate! We have scribes on hand willing to listen and transcribe your story for all the world to read!

Interested parties should seek out Gabby Tattletale or any of the reporters at the Sylverfern Star offices for more information.

## Greetings Fellow Adventurers!

Whilst ye slake yer thirst and hunger at the local Inn or Tavern

Drop by and set a spell at my travelling shoppe

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## QUOTES OF THE MOON: UNSUNG HEROES EDITION

Sylverfern has developed quite the reputation for attracting heroic types. Exploits of people such as Councilor Gaberiel Halewood, the Sun Cadre leader Lupin Shadowsun and especially our highly accomplished Lord Lockhart very frequently appear in our articles. This moon, we wish to recognize the underrecognized. Who are the biggest unsung heroes of Sylverfern? What sort of exploits have they had?

Cyrrah...she's always there to help heal people. She could try to turn a profit on her gift but she helps just because she can.

Samara! She always listens, she sees past one's public image, she helps people that don't know how to cook without getting angry that they were never taught to cook. Also the guardsman Sharparo. People give him a hard time because of his past, but he still only ever does the town good- despite the fact that people don't treat him as kindly as they ought!

I feel Nightshade deserves recognition for the good he has done, both for the town and for my clan. Though he isn't one who likes the spotlight, he certainly deserves a moment in it. As far as Shadowsuns go, he is a paragon of honor, as he has served me unflinchingly for our whole lives, through thick and thin, and I owe him my life several times over for it. His weapons have helped clan Shadowsun, as well as the town to repel demons, and he strives to do good by its people, in word and in deed. Lastly, he asks NOTHING for it.

I'd like to send some fine love to that strong guard captain and his right hand man. My do I love watching them protect this land, they do much work and have no time for fun, I sure hope someone can show them what fun is!

Syr is very good at vaporizing enemies with her sword. No wonder Rashyer likes her.

Heroes shouldn't "get recognition" things like that just encourage idiot farmers and other incompetent folks to do stupid things hoping for praise or reward.

If you want to save people then do it because you feel it's the right thing to do, well do that, don't expect recognition. If you are looking for a reward just be a Merc then you will always get half your recognition upfront and you won't feel bad if folks talk garbage about you cuz you can count your recognition in cold hard coin.

Heroes don't move for reward or praise. Doing what's right oftentimes leaves you alone and misunderstood. It requires courage, and determination, to stand by your convictions even if that path is a lonely one. Sycophants and praise seekers are many. Adoration, wealth, warm bodies, are all fleeting what stays is your own reflection. Being able to deal with silent devil, is the measure of a hero.

I'd like to nominate the cook. She doesn't even get paid!

Personally, I'd nominate the poor schlep who has to clean the blood up after we're done "protecting" the town.

Sharparo. One of the only true heroes of Sylverfern, a guard who knows his duty, and a person who will have support when he needs it the most.

Zyzyrd is good at bringing laughter to even the darkest of times.

I heard that Ulfbrecht bloke does a lot of fun tricks with his pipe.

Ruggz is my hero. She sells some of the best liquor in town. And she'll sell you anything else and I mean anything!

Asher, because he is willing to an extend a hand to help even those whom he barely knows.

Cyrrah- both for her healing and for her beautiful singing.

Tylia has a gift for soothing animals.

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