

Sylverfern Star

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ASSASSIN STRIKES AT GALA!

IN THIS EDITION:

ASSASSIN STRIKES

AT GALA!

THE GREAT TRIAL

COUNCIL

ANNOUNCEMENTS

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OPINIONS

...AND MUCH, MUCH

MORE



On the 22nd day of First Harvest, the celebratory gala that Lord Logain Laurence Lockhart threw to honor the heroes that won a huge victory against the J'Teth in the lands of Thane Maythmar turned inauspicious when a conniving assassin managed to slip past the many Sylverfern guards and attempted to strike down one of the visiting nobles. Lord Asher Monteleone, who was visiting Sylverfern alongside his nephew the huntsman Thaddeus.

Lord Monteleone and multiple other nobles at the table, including Councilor Lady Dame Gemma Silverwolf and According to one witness, Lord Monteleone had gotten up to get another drink, already visibly inebriated. "He was rather inebriated," noted the Werdillan emissary Yew Poisonbloom, the Werdillan equivalent of a Countess, who to the chagrin of multiple people had been welcomed to the nobles' table despite being a Vordis. Countess Poisonbloom, like many of the others present at the gala, had provided aid to Sylvergard against the J'Teth, although early on she had been ambushed and nearly slain by J'Teth. (She'd quickly dispatched her would-be assassins with quick use of the small daggers she carries)

Nobody directly saw Lord Monteleone's staggering journey traversing the room to the bar but before he ever reached the wine, someone had struck him through the chest with steel and successfully fled the scene, leaving the noble in a pool of blood. The hue and

cry was quickly raised and a crowd quickly formed. For a while, it seemed Monteleone would die, as no doctors were present. Indeed, multiple guests at the gala thought he had indeed already drawn his last breath, as he appeared lifeless at first glance.

Monteleone's life was saved by Lord Lockhart, horrified at the sight of his moribund fellow Fallstavian baron laying in a small pool of blood. He, along with some of the Sylverfern Council and guard, as well as multiple townsfolk, took part in a complex healing ritual. The details of the ritual are unknown but for the use of a diamond. Lord Lockhart, highly agitated and perhaps not fully in his right mind, given what had unfolded, asked the town at large for a diamond before remembering that he was a baron and that his currently absent wife, Lady Lillian Lockhart, had a diamond on one of the dresses she had left behind when she left Sylverfern with their twin children to hide in a secret safe place after the assassination attempt on the newborns at their presentation on 16 Heatwane 314. This deed brought great consternation from multiple peasants at the party, who grumbled about why a noble would be asking people with nothing for a diamond, but it still saved the life of Lord Monteleone.

When interviewed briefly after the assassination attempt, Lord Monteleone said, "I'm grateful to all the townsfolk, who I barely knew, that heroically risked their

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CONSTABLE'S CORNER

COUNT'S DAUGHTER KIDNAPPED

When Lord Lockhart threw the First Harvest gala to celebrate Heatwane's major Rokarian victory, the Mergrinite Count Barillo Vargas came to Sylverfern with his 17-year-old daughter and heir, Lady Samantha, expecting heavy celebration and to forge political alliances. However, neither Count nor the young lady ever made it to the celebration. Instead, an as-of-yet unknown band of criminals took advantage of the distraction and eager anticipation of a good party in order to ambush the girl. Lady Samantha ended up rescued on 23 First Harvest, but her guard ended up being killed by her captors.

Count Vargas and his daughter arrived in Sylverfern the morning of the 22nd. He had brought her along to discuss trade propositions with the Sylverfern Council to train the youth as his heir. After the meeting with the Council, the Count had gone to get ready and sent Samantha to gain practical experience in trade. She never returned at the

appointed time to get ready for the gala. Count Vargas had ended up skipping the gala and not sleeping, instead spending the entire night trying to locate his daughter before going to the town to report her missing and the ransom note in the morning.

Lady Samantha is unable to remember details about the kidnapping. According to the young noble, one moment she and her guard had been going to meet someone and the next she was waking up in chains, her personal guardsman, Dwendel beside her. Her ordeal lasted overnight. Unfortunately, by the time aid came it was already too late for her guard Dwendel. The abductors had decided they didn't need him and slew him before the horrified eyes of his charge. "Dwendel... Dwendel was good about making sure I wasn't thinking about how dangerous it was. How scared I was. He distracted me by saying how much trouble he was going to be in, with Dad. He kept saying 'your

father is going to fire me for this.' And I kept saying 'no he won't, I'll tell him it wasn't your fault - there are three of them and one of you.'" The courageous man had then had his throat slit and his head sawed off. According to the thoroughly traumatized Lady Samantha, "One of those monsters was saying 'it rolls better now the nose came off' and then I realized what they were kicking around." The captors were continuing to play around kicking the head like a ball when the rescuers showed up to liberate the young prisoner.

Regarding the recovery of the girl, the town had done okay, as many people had participated in following the trail of where she was supposed to go to the abandoned building where she was being held captive. The rescue itself had gone extremely quickly as someone, later revealed to be named Zyzzyrd, was able to cast powerful magic that had downed the people holding the girl hostage.

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CAPTAIN OF THE GUARD ATTACKED

When Lord Lockhart held the celebratory gala to welcome the heroes of Sylverfern home after their victories in Rokar, the Sylverfern guard was placed on high alert owing to the high number of nobles that would be visiting the area. The guards also found themselves severely overtaxed as enemies of Sylverfern capitalized on the festivities in order to send assassins and other malefactors to wreak havoc. The Captain of the Guard even found himself the subject of an assassination attempt!

During the gala, Captain Arglac Dunhelm was seen having one of the guests removed from the premises for suspicious behavior. Not long after, a hue and cry was raised when the Captain was found unconscious and covered in blood outside with a large letter R carved into his chest.

It was not long before a suspect was identified- a particularly malicious mercenary most commonly known as Razor. He had evidently ambushed Captain Dunhelm while he was keeping watch outside and using the skin of his chest as a

knife sharpener while etching the first letter of his name into flesh.

Lord Lockhart declared a bounty of one ryal on the criminal called Razor after it was determined Captain Dunhelm would make a full recovery from the attack. If you wish to procure a writ of bounty hunting for the capture of Razor or any other currently wanted criminal, contact the Sylverfern Council to procure one. (As a journalist and follower of Rul I feel it my civic duty to remind all readers that nobility do not generally pay the bounty to anyone hunting without a writ. Furthermore, Lord Lockhart imposes a 2 florin fine on anyone illicitly bounty hunting without this license.)

Captain Dunhelm himself could not be reached for comment. It is unclear whether he will be forced to bear a permanent scar shaped like the letter R or if local priests or doctors were able to get rid of it.

THE GREAT TRIAL

By Alista Plathor

Disclaimer: This article is riddled with views from our locals. Those views do not necessarily represent my own nor the Sylverfern Star as a whole.

On the 25th day of First Harvest, Captain Arglac and Lord Lockhart's psychologist came together for a shocking announcement. There was to be a trial, that of none other than the Sylverfern Elite, Lord Lockhart's inner hero circle as many call them. The list seemed to go on ranging from eating someone's pet bunny, to necromancy, murder, and even heresy. There would be some justice to what the townspeople had been asking for. One noting the Mo'raak even walked around with

an undead snake. "How could a lord allow such blasphemy to occur?"

Come trial day though many of the citizens felt let down. "We understand that some of those have not yet been brought forth to justice but based on what we've witnessed so far this is was not to be the trial we've wanted." "If anything, this felt like a carnival to find excuses to let them all go without punishment." It should be now noted events such as the one known as Tachanka was given a special writ allowing him to worship his dark lord Mondrigror as long as it was in the defense of Sylverfern. The same noted for the necromancers around.

When asking the locals about these

new writs, many expressed fear. "Now every necromancer and Mondrigror follower will come seeking asylum in our lands and who will protect us when they raise their unholy armies?"

As for the counts of murder? The citizen from Werdill is to be remanded to the Sylverfernian army until he can follow orders and the barbarian lady is to seek counseling to learn the ways of being civilized.

The murder in question was an attempted kidnapper of a noble's child. Who they worked for is still unknown, but given the nature of the murder, the locals are noticeably upset. "Would Lockhart have forgiven so easily

if it had just been one of his own daughters? No, he would have dismissed their reasoning and executed them."

Not a single person was sentenced harshly yet, and especially with the return of Lorenzo Lockhart, it seems there is unrest amongst the farmers and merchants.

Will Lord Lockhart prove he is still capable of leading us after all these years in a coma? Will his brother try to reclaim his title, noting his own displeasure over the verdicts? One thing is for certain, with the approaching Veddish Khal, tensions are high as we await the trial's continuation.



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lives with no hesitation to save my own." Unfortunately, he did not see his attacker, nor could he remember much of anything else of significance.

One possibility broached, was that a man who'd been expelled from the party for manifesting suspicious behavior, a man named Sarazoir, could have snuck back in to try to do away with Monteleone. Another one is someone called "Razor" who had evidently attacked the Captain of the Guard, Arglac Dunhelm, and carved an R into him. A third one, was perhaps the same people that had kidnapped the young Lady Samantha Vargas, the 17-year-old daughter of a Mergrimate Count, who had also not been caught.

There were also several possible motives. One is that one of the sizeable Monteleone family may have arranged to hasten his child's ascent to the barony. A much stronger one is that his outspoken Separatist views and high level of influence had incurred enough ire for someone to seek his death. Some have speculated that one of the particularly extreme "Unificationists," as the opposition to the Separatists have come to be called, had either hired an assassin or done so themselves. It is no secret that the most extreme Unificationists have a tendency to demand, at best, that Separatist paraphernalia be outlawed and, at worst, that anyone with Separatist views should be executed for treason. As most nobility have not decided to treat Separatists harshly, either because of indecision on their own part or because, other than the Night of the Traveler incident that culminated in a Separatist student being impaled on a halberd, they have been generally nonviolent, "perhaps someone took matters into their own hands."

Anyone with information pertaining to the attempt on the life of Lord Monteleone is strongly urged to contact the town guard or Council- or to at the very least submit an anonymous article noted to be personal allegations to the Sylverfern Star to exhort investigation.

ANNOUNCEMENTS FROM THE SYLVERFERN COUNCIL:

Good morrow, Sylverfern. On the behalf of the Sylverfern Council, I wish to convey several announcements that are of utmost importance to you all, all in regard to recent changes ratified by Lord Lockhart.

1. The writs authorizing necromancy under VERY specific conditions and the writs similar to the village of Blutmund of which Lord Lockhart is currently regent, where the worship of Heketa, Mondrigror and the Immortal Knave are permitted, are available. They can be procured from either myself (L. Antonia Bianchi) or, if I am no longer in town, my second Cyrrah Kettarr, priestess of Shalli and the renowned leader of the Scholars of Faith. Please make absolutely sure it is recorded that you have received the temporary writ so that you get any amended versions.

2. The next open Court will be taking place on the twentieth day of Leafturn near midday. All are welcome to attend. There will be allocated time to address any questions or concerns; our ears are open.

3. Taxes have come due; they remain to this date at six florin per year for adventurers and Council members. You may pay via the bank, which records your payment, or directly to either the Council Treasurer Rye Felhn, or in her absence the Council researcher and recordkeeper (myself.) In my own absence, please go to my second Cyrrah Kettarr. Our thanks to Thane Maythmar and his clan for their assistance with that aspect of recordkeeping. Please MAKE SURE YOUR PAYMENT IS RECORDED. If you are brand-new to town (arrived First Harvest 318 or after), you are exempt from 318 taxes.

4. The annual tithe owed by the barony has in turn been paid to His Grace the Duke Bertram Fallstav. Many thanks to EVERYONE that has assisted us in making this possible

5. Many thanks are in order for everyone that has generously assisted thus far with rebuilding the bridge.

6. Congratulations to Doctor Zar Quinn for his clinic, Second Chance Clinic, becoming official. I as an individual and the one writing this moon's announcements wish to thank him for assisting me with my severely wounded ankle that had gotten beyond what divine prayer can fix and highly recommend him.

7. The Toymaker's "Clock-men" as they were called in Bexton (the previous village she terrorized) evidently respond to motion. If you remain motionless, you are invisible to them.

8. The Council spokesman Gaberiel Halewood will be out of town this moon. His second Ulfbrecht will be taking his place in discussions and votes this moon in Councilor Halewood's stead. The acting spokesperson is to be announced.

9. Veddish Khal is early this year; it falls upon the third week's end of Leafturn. During that week's end, many necromancers of the more malicious ilk "celebrate" Veddish Khal by robbing graves and raising undead. If you notice any grave robbery or raising of undead taking place, please alert the town guard or a Council member as soon as possible.

10. If you are being attacked by undead during Veddish Khal, it is best to identify the type first if possible, and then take measures from there; it can make the difference between your life and death. I will share what I know in a separate article on the finer nuances of which I am aware so I don't make these TOO inordinately long. (Please see page 6 for that. -Ed.)

11. On an even more severe note, on the 27th day of First Harvest multiple townsfolk and myself experienced an incident in the woods involving a corpse covered in purple veins and a threatening note that has appeared in more than one location from Sir Allistair Lightkiller II. The purple veins are the harbinger of a highly communicable, madness-inducing, and ultimately fatal contagion. Anyone afflicted with this disease will

soon no longer be themselves if no cure is found. If you come across ANY information to cure this extremely dangerous and contagious affliction, please pass it on to local priests, doctors, guards and Council members. DO NOT TOUCH ANYONE WITH THESE VEINS. If you find a corpse covered in veins, find a way to burn it without touching it or ask around for someone that can. Guardsman Krayden gets accolades for his courage, as well as his dexterity for managing to do it without becoming afflicted himself.

12. Regarding the aforementioned ominous letter against the town by Sir Allistair Lightkiller II, the decision on whether to go face the challenge is wholly up to the individual. We on the Council do not choose to order anyone there but are extremely grateful to anyone that understands the gravity of this potentially dire situation and yet still chooses to try to assuage it. Anyone that dwells in Fisherman's Wharf is encouraged to take the threat very seriously. If you do not wish to end up involved, you are permitted and indeed encouraged to temporarily relocate to Blutmund, Sylverfern proper or elsewhere. If anyone offers you hospitality and protection, please inform us or the Sylverfern Star so they can get proper and public thanks once this is dealt with. We will inform you immediately when this severe threat is put down or is determined to be empty.

13. Lastly, on a personal note, I will be taking my leave of the Sylverfern Council for an indeterminate period of time due to personal matters that need my attention. My second, Cyrrah Kettarr is to have my seat and my votes. This is to be permanent replacement if anything happens to me or if the personal matters require more thorough attention than originally anticipated; I will make it known if the latter is so. I am grateful to my fellow Council members and other specific townsfolk- they know who they are- for being friends to me through some extremely difficult times.

Council Member L. Antonia Bianchi

SNACKBACK RIVER BRIDGE REBUILT AND OPEN TO TRAVELLERS

By Darius Thatcher
(Apprentice Journalist through the Dormatorium's Vocational Therapy Program)

The local bridge over the "Snackback" river has been completely rebuilt! The 'Snackback' which boarders Sylverfern to the west and north is a respected physical barrier. The river is named for its many curving switchbacks, and the abundance of deadly watersnakes which call it home.

Prior to this monumental effort on behalf of the Sylverfern council, the only means of crossing this dangerous waterway was to use

"Coopers Ford", a shallow area of very dangerous rapids where more than a few wagons and teams of horses have tragically washed away.

The new one lane bridge has been constructed of sturdy oak and ashwood, with a stone foundation. It has been completely assembled using volunteer labor and local craftsmen under the Watchful Eye of Guardsman Sharparo who has experiencing in woodworking as an addition to his other talents. The tools and materials were financed from the purse of Councilman Gaberiel Halewood who also lent his hands to the project.

The New Bridge is located a few

hundred yards away from the old location, where the river runs deeper but more narrowly. A new extension of the road has been cut to reach the new causeway. This section runs through some muddy patches, so split logs have been added to make the trail more secure. Stewards from Sylverfern have deposited wood chips and pottery shards, as well as gravel, where appropriate to attempt to sure up the most hazardous portions of the road.

Most local merchants are overjoyed; "I ken get mah grain to market, an' its harvest season! Darn it if they're a line waitin' fer dat bridge

sometimes, but its still faster and safer than Cooper's Ford."

However, there has been some criticism; "The old bridge was solid stone all the way through. This one only has a foundation of stone, and the old one was two lanes wide! Some good wagons are too wide for the skinny little bridge they built. I give it a year before the next storm knocks it out, it's a fragile little thing."

However, all groups largely agree. This new bridge is certain to provide an economic boost to the whole region.

OPINION: THE FOLLY OF LORD LOCKHEART

To some the victory in Rokar was a sign that maybe Lord Lockhart is a competent leader despite his constant illness and the disrepair of the structures on his land, he knew this and used the trial to prove it to himself and all of those who thought he shouldn't rule. Case after case was passed in front of him and each case was dismissed or given a slap on the wrist, then Fern, the court doctor, stepped forward, the same doctor who had saved Lord Lockhart and almost every other person in the room, some multiple times. And yet despite all of this, when Fern stepped forward all he saw was a lich, not a cursed citizen, not a hero but an undead abomination, instead of promising her salvation for her past deeds, he banishes her and then orders the rest of us to help her break the curse, which will be a little hard to do if she isn't allowed on this land. Lockhart's actions are those of a man who is afraid to have his power taken from him and is attempting to prove that he can use that power and that is a dangerous mindset.



Poetry

Shorter days and colder nights,
colored leaves borne in flight.
Grasping arms move in the dark,
rarely do they miss their mark.

The crops stand ripened in the field,
as the summer days away are sealed.

Ice begins to cling and bind,
And no longer warmth will you find.

Heed the tales 'bout winters crone
Sent on winds that shriek and moan

.

Eldar sintanë nurtanë Amber,
mela ú quenta,

varya muilë ui lammar ná carina

Elves hidden fadded from the world,
love without speech,

to protect secrecy no sounds are made



Fine Top Hats Two Florin Each

certified free of magic, poison, and traps
Speak to Capt. Arglac or Sgt. Tatha



Ever have a special occasion
and you need to ditch your spawn or leave them alone?

HEY! Don't do this!

Sylverfern is a dangerous place!

Bring them to the elf with the plants in her hair and she'll protect them!

Inquire with the council on this!

YOUR YOUNG ARE IMPORTANT!

Gemma's Babysitting Service! Inquire Today!

(Not responsible for damages)

Aspiring Writers, Journalists and Spreaders of Truth

The Sylverfern Star cannot write itself! We are always seeking contributors willing to seek out newsworthy stories and dig up facts in dire need of being shared with the world.

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.

DEALING WITH UNDEAD

By Antonia Bianchi, of the Sylverfern Council

Veddish Khal is a holiday with a large amount of activity from trick-or-treaters and undead alike. If you see a trick-or-treater, keep a close eye out to make sure they are safe and alert a town guard if they appear to be in peril. If you see undead, the correct way of dealing with them depends on its type. Ideally, there will be a town guard or priests, particularly priests that can perform miracles in the death sphere, around to deal with the undead. If there are none in sight and you have no means of escape, you will likely need to defend yourself.

The best hope for your surviving minimally wounded varies depending on the type of undead. Holy water and healing prayers from priests that have the healing sphere are universally harmful to undead. If you are a dedicated follower of a god with the healing sphere, I strongly suggest that you procure scrolls with healing prayers if you can at all afford them. These scrolls may save your life. Even if you are a Chosen, they are useful if you run out of strength to channel your god's energy and cannot get to a hearty supper just yet. You also do not need to be a Chosen or even a follower to use holy water, although it is more effective if you are dedicated to the god whose holy water you have.

If you have neither holy water nor scrolls, you will need to use your weapons. Certain types of undead, such as shadow wraiths, require weapons that are magic, silvered or both. However, blocking attacks is still an option even if you're incapable of putting them down. Do not travel unarmed during Veddish Khal! Bring anything that can at least block you from being stabbed even if you're unable to inflict damage.

Simple reanimated corpses, zombies, are slow-moving. Speed and agility are on your side. Find open ground, keep moving and don't let them swarm you! Skeletons are much faster, but most often even regular weapons can chip away at those as well, though magic and other options are more effective.

Shadow wraiths are infinitely more dangerous and do not just harm your body. If you are killed by one, odds are your soul will be converted by one. However, that situation is not entirely hopeless.

Many townsfolk helped me protect a farmer from that exact fate. The spirit is bound to the world temporarily until the shadow wraiths come for it, but if they are fended off from the spirit, the spirit can escape to the Greylands and avoid that terrible fate. You need numbers to kill a shadow wraith. It needs to be surrounded by lights, beaten down by magic and silvered weapons and then killed by a daystrike to where the heart would be.

Liches are fearsome, owing to their having whatever level of intelligence the living person they once were possessed in life. Liches, with extremely few exceptions, are powerful necromancers pursuing immortality and seeking to cheat death, the one road you, I and all that live are destined to travel one day. Liches create vessels called phylacteries that bind their life force and prevent it from getting to the Greylands. Liches cannot be destroyed until their phylacteries are destroyed and these are typically protected by powerful and harmful magic.

The most complicated undead are the ones that are put in that state as the result of a curses. The most frequent of this type appears to be poltergeists. Some poltergeists are sentient and some are not. They can be temporarily banished but come back until the curse is broken. The source and nature of the curse must be identified and a way to break the curse found.

There are at least two corporeal undead from curses to my knowledge as well; one is a lich and one is a skeleton named Carl Trueheart. Both of these are sentient as well. The wisest course of action with these is to find out what made them that way and then locate a means of breaking the curse upon them. The best hope with this kind is to be unobtrusive and if they, for some reason, initiate aggression (most likely because they are curse victims if it happens), locate either a massive supply of holy water, healing scrolls if you are dedicated to a god with the healing sphere, or locate a priest that can perform miracles in the death sphere that can keep any aggression that might manifest in check until the curse is resolved.

The past two Veddish Khals, Fisherman's Wharf had severe difficulties owing to necrogeysers,

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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

Cyrrah's Cache & Scholars of Faith Stash

My shoppe carries a variety of wares and services:

Hand-Crafted Jewelry, Gaming Dice, Blank Journals & More

Available Training in Various Skills

If ye seek to buy, trade, donate, or sell

Or ye just wish to set and chat a while, come by

Cyrrah's Cache & Scholars of Faith Stash

Seek out Cyrrah, Rah'Kasha Priestess, for further details

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Some complications arose from the rescue of Lady Samantha, as evidently two members of town, a young woman named Ket-Al and a visitor from Vrengar named Z'cera, had fatally hewn the captors where they lay. Captain Arglac Dunhelm ended up calling them to answer to Lord Lockhart at court for this, which resulted in Z'Cera being conscripted to the guard and Ket-Al being sentenced to undergo therapy at the hands of Doctor Amelia Klorast, a psychologist from the Dormatorium for the Addled Mind.

Lady Samantha herself, in regards to the matter of the captors being killed while unable to defend themselves, simply pointed out "they did it first," clarifying that Dwendel had been bound and completely helpless when her kidnapers had ended his life.

Count Barillo Vargas himself was visibly infuriated by the attack on his daughter. He would not offer comment, too angry to speak, but did permit his understandably shaken daughter to offer testimony about what she'd experienced and witnessed.

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which in simplest terms are extremely heavy concentrations of necromantic energy. All that is dead in the vicinity of one of these ends up reanimated as undead. Touching a necrogeyser causes instant death; only Vordis have any chance of touching one safely and even they can end up severely wounded or slain. At extreme risk to their own lives, our local Vordis and other townsfolk fought their way through the hordes of undead, some of which inflicted poisoned wounds, in order to seal off these necrogeysers and put their victims to rest. It is my hope, the hope of a fool perhaps, that there will not be any new ones this year now that the extant ones have been sealed off.

Be vigilant during Veddish Khal. It is my hope that this advice helps make the difference between life and death.



LOCKHEART VS. LOCKHEART

Alista Plathor

This last moon had many surprises. The announced trials, the homecoming gala. The biggest one happening during the gala dinner a shadowy figure stepped into the light making his presence known. The rage on Lord Lockhart's face was instant. He started screaming at his guards to kick the man out, he's banned from these lands. Who was this man? None other than Lord Lockhart's older brother, Lorenzo Lockhart. Now many residents are new to town so let's fill you in on a little history lesson on why the younger brother is the Lord and not the elder.

Around 4 cycles ago in the year 314, only known as Logain Lockhart at the time and his wife the now Lady Lockhart were expecting their first child. One evening she grew deadly ill and almost died with her unborn. The evidence concluded that she was poisoned and an assassin was apprehended. Before said assassin could stand trial to find out who hired them, they themselves were assassinated. That assassin

remains at large to this day. The speculations were that Lord Lorenzo Lockhart at the time was behind this assassination attempt. Fearing the people may turn on him, noting his own lack of an heir to keep the land safe that his brother may try for a hostile take over. He was never charged however due to the lack of evidence.

Lorenzo Lockhart however was deemed unfit to rule by the Duke Fallstav noting the incredible debt he ran the town into that we are still struggling with to this day. Lorenzo was run out of town saying he was set up on insignificant charges as an attempt to still punish him for Lady Lockhart's attempted death.

The Earl however, calmed Lord Lockhart down during the gala noting that while Lorenzo may not be lord anymore he did have a right to be on his ancestral lands. But what for? What is his plan? As of now no one has been able to sit down with him to ask so we can only keep a vigilant eye and speculate.

COUNCIL MEMBER UNDER TRIAL IN VRENGAR

On Water Day the 24th of Leafturn, a member of the Sylverfern Council will be called to court. However, this is not the type of court one would expect of one of Lord Lockhart's Council. Rather than this particular court taking place in Sylverfern, it will be a hearing before a higher-level noble and magistrate in Vrengar. As for the Council member? She is being ordered to appear in Vrengar to stand trial herself. The alleged crimes of Lady Antonia Bianchi fall under the umbrella of "hooliganism:" breaking-and-entering, criminal mischief, wanton destruction of property, and petty theft.

This past moon, specifically on the 23rd of First Harvest, the disturbed young noble crossed a line that was the final straw for Vrengar Finishing Academy, her school since fall of 310. Bianchi had been a remedial seventh year student due to excessive absences and under independent study due to both her role on the Sylverfern Council and her fragile health. According to allegation, the student reportedly went to the school to pick up homework and for some reason understandable only to herself, manipulated several first-year-students, impressionable eleven and twelve-year-olds, into assisting her in breaking into the office shared by her history teacher Professor Avery Barghava and his assistant Kane Murata. Once they'd breached the lock, the hooliganistic youths wrought terrible havoc in the office that could only be discovered after the door was repaired. They somehow managed to seal the door with what is suspected to be an elemental spell called "Stone Lock." Nobody at the school was able to remove the spell, which resulted in school guards having to smash the door down with a mace and

the school itself subsequently replacing the door. Once the stone locked door was breached, the shocked staff were met with the sight of several open drawers that had very clearly been searched, a smashed window with traces of blood on the shards of glass, a malodorous stench permeating the office and even a small amount of blood on the floor. No valuables were missing but according to Professor Barghava, multiple personal items of significant sentimental importance to him went missing.

The deeds of which Bianchi stands accused resulted in her expulsion. Furthermore, she faces criminal charges due to the nature of the offences and the cost incurred by property damage. As a noble, the girl by the terms of law cannot be arrested for what amounts to multiple minor crimes. However, she is obligated to appear for court in Vrengar on the 24th of Leafturn. If she fails to report for her trial, Bianchi will face more severe charges for the failure to appear and may even be held in contempt of court.

According to Professor Barghava, Bianchi has been offered one means of having the criminal charges dropped and simply being held responsible for restitution of property damage. "The other students were first years and the academic year had commenced barely a fortnight before they did this; those were students whose names I have not yet learned because it is so early in the year. If Miss Bianchi would deign to provide the names of the new students that were subjected to her manipulation, my TA Murata and I would be able to correct their misbehavior

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HERO RETURNED TO UNLIFE?

Witnessing the walking dead is a horrifying experience for anyone that has ever beheld reanimated corpses. It exacerbates matters when the undead turns out to be a relative or family friend that had their grave unlawfully exhumed and their remains stolen to be used as a necromancer's playthings.

Such is what happened back in First Harvest; someone robbed the grave of the fallen Sylverfern hero Sir Garrett Rainwood and raised him to be an undead- and forced him to attack his friends in life! One was reportedly slain and there were multiple injuries. Luckily the reanimated shell of Sir Garrett was put down and a guarded repose prayer was used, but it forced grief and horror to the forefront of all that knew him in life.

Sir Garrett Rainwood had come to Sylverfern after attending the ill-fated masquerade in Blutmund back in Earththaw 317.

Lupin Shadowsun, patriarch of the Vordis clan called the Sun Cadre, had this to say: "Garrett was a good friend, and a hero with great potential taken way

before his time. It was horrifying to see that same friend not only rise up and try to attack me, but recognize me and be powerless to stop himself even. Definitely messed me up pretty badly, goes without mentioning the effect it had on ol', Alex. We still remember him as he was, a friend, dearly departed."

The Alex to whom Shadowsun referred to was Alexander Jorak III, a Dromidigen follower and, despite being Fallstavian, a member of the Inquisition of the Children of the Covenant. He was unreachable for comment. Another dear friend of Sir Garrett that was likely badly affected with Doctor Zar Quinn but as he is still recovering from his ordeal of being kidnapped by the trolls I, the writer, have chosen to spare him questioning.

Veddish Khal draws nigh, a night of trick-or-treating and revelry for youth, extreme amounts of illicit necromantic activity and many fights against undead for town guards and the remaining Dromidigen priests in this area after many of them were slain in a mass slaughter at the Temple of Guarded Repose.

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and explain to them that they are under no obligation to obey whatever a seventh year- or any upperclassman- tells them to do without question. I would be willing to dismiss the charges; I know she's had tremendous difficulties between the Red Masquerade, witnessing her friend being kidnapped and nearly slain, the maladies of her mind. I am not without compassion. She signed that she received both her expulsion notice and my offer. It is a pity she refuses to see reason."



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The question is, how did things come to this point for the youngest Council member?

When Lord Lockhart formed the original Council back in First Harvest 315, which consisted of Lord Lockhart's nephew Lord Hunter Silverhart, Ava Bainard, Sigmund Kijam, Lady Antonia Bianchi and Tatha the half-elven, Bianchi's appointment was one that raised eyebrows for two reasons: her young age (she was barely 17 at the time of appointment) and her background as an extremely rebellious agitator of a boarding school student. Fears about her in particular were allayed as the girl's behavior for a time grew markedly more mature due to serving on the Council.

After the Red Masquerade of Earththaw 317, however, the troubled youth disappeared from public life for several moons when she was placed under house arrest in her family's village Centerborough both for her protection from the fallout of the Red Masquerade and to recover from the damage to her mind. She underwent treatment for hallucinations and delusions derived from severe strain until it was determined that she had improved enough for her family to permit her to continue her Council duties in Sunhigh of 317. Bianchi suffered a relapse of her maladies of the mind within a moon and was brought back home for another round of therapy. Overall, the girl was absent from Sylverfern for nearly half a cycle. She was finally deemed well enough to resume Council duties in Firstfrost of last cycle, though reportedly her parents remained anxious about whether she would remain functionally sound of mind. This fear proved well-founded.

This accusation is not without mitigating circumstances. The most obvious one is that everyone in town that attended court at high noon on the 23rd of First Harvest very clearly saw the young Council member present to perform her duties. Bianchi was not present at the gala, having adamantly refused to go because of "bad memories." However, she as a Dromidigen acolyte was seen performing a funeral for the fallen heroes Nightshade and Biggins the afternoon of the 22nd. Vrengar is a three-day ride away. On the other hand, there are exceedingly rare but possible ways in which to travel long distances in a short span of time

Bianchi herself was not available for comment on anything regarding this situation, having evidently gone out of town recently. Whether she will appear for her trial will be evident come the 24th of this month.