

Sylverfern Star

Volume 3, Edition 4.

Heatwane A.F. 317

A PLEA MOST URGENT FROM LORD LOCKHEART

IN THIS EDITION:

A LETTER FROM THE
RECOVERED LORD
LOCKHEART

RED HAND ARREST
THEIR OWN FOR
DEMON SUMMONING

HOW TO FIGHT THE
MONSTERS FROM
CHILDREN'S TALES

PEACE?

PIRATES

HOROSCOPES

MUCH MORE!



My fellow Fallstavians and heroes of Sylverfern:

A grave threat afflicts these lands. I do not only mean our small barony, nor even the mighty Dukedom of Fallstav, I mean all of Middlehaven. It has become clear that a foreign power is attempting to upset the balance of power in our Kingdom. This entity seeks to pit brother against brother in an all out war, and after all sides are divided and critically weakened, they will sweep in and seize our freedom.

I am referring to our ancient enemy, the J'teth empire.

Twice before they have attempted to invade and destroy us. Twice before we have beaten them back. Now they plan a slow campaign of corruption to turn our strengths into weaknesses.

We must find their agents, and remove them by the roots. I cannot stress enough that this enemy is crafty. The J'teth plan for the long term, slowly corrupting from within. Only decisive action can save us.

On the twenty fifth day of Heatwane, I call you heroes to be prepared for a journey. We are traveling to the Pirate Island of Grimdom'ok. You may recall that, six years ago during a different invasion (this one courtesy of the Sordarian Empire) we actually aided the denizens of that Island when their home was conquered. We still have allies in that lawless place, which we will use for our next step in the plan.

My friends, I am sending you on a dangerous mission of the highest importance.

It is time for US to be pirates. Prepare yourselves, and gird yourselves for the journey.

-Lord Logain Lawrence Lockhart

We at the Star received a letter, urging us to place it front and center, Lord Lockheart Although it is not generally the policy of the Sylverfern Star to even entertain requests such as this, we felt it was in the best interest of the citizens of Sylverfern, and Fallstav as a whole, that we do so. Perhaps for the good of Middlehaven in total.

-The Editor

The text of the letter is as follows:

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LETTERS TO THE EDITOR:

Continued from pg. I

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FIGHTING THE MAKE-BELIEVE THINGS

So we all know people tend to not believe in certain things after oh, about six or seven years of age or so until they see them- if they ever do. There's a lot of stories of people seeing these things and many more people that insist they are not real. The stories, the ones people tell now, involve a lot of bloodshed. These stories include people allegedly meeting their end at the hands of these creatures, in a plethora of cases not realizing what they were let alone how to deal with them until it was too late. So let's just pretend this is an advice column in case you suddenly find yourself facing make-believe things as though you are IN a children's story now, shall we? Please just hear this out. If any of this stuff is real, then in THAT case this information might save your life. And if it's true it's not real? Then it's simply creative writing based off the scariest, less childish version of these tales.

Fae

Let's start off with children's tales number one: the fae. I should also point out that the stories written for children are quite
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CONSTABLE'S CORNER

Red Hand Arrests Alleged Demon-Summoner

In Sunhigh, a band of men and women of the Red Hand, a religious sect consisting largely of Dromidigen followers as evidenced by their symbol, though it has been said by their own that followers of other gods are also included, came into Sylverfern. Their purpose? To arrest someone considered a criminal both within their order and under the eyes of the laws of Fallstav duchy, a man by the name of Gunther Oakbeard.

As per the unit's leader, Inquisitor Forscyth, "Gunther is under arrest for the allegation of unleashing the demon lord, Gunthrax. At this time he is in our custody and is under house arrest."

There was a fair bit of confusion over the whole situation, as many people in Sylverfern are unfamiliar with the Red Hand- or at most, heard the name and that they wear an inverted Dromidigen symbol. When asked of the principal mission of the Red Hand, Inquisitor Forsyth had this to say: "That our purpose first and foremost, is to hunt down and destroy any demons and those whom they have influenced, and prevent more demon lords from being freed. We are given extrajudiciary privileges for this purpose across all duchies, and it is unwise for any to interfere with our proceedings therein. Feel free, however, to call on our aid against these demons, and report suspected incursions to the nearest Hunter."

It has not yet come to light whether the Red Hand would choose to involve secular law in their dealings with the man they'd arrested. However, several manorhouse employees indicated that three Council members, the Master of Arms Krynvalis, several members of the Sylverfern Guard and even Earl Bethur Fallstav were all present at supper.

However, things only went as far as their questioning what was unfolding when a scuffle unfolded. Once satisfied, however, that it was a religious order dealing with one of their own when the Red Hand agents explained things, they backed off. As per Forsyth's account, "Oakbeard, in what I can only assume was a drunken stupor, resisted arrest and was swiftly subdued by my strike team, most notably my foul mouthed compatriot with the tomahawk, Sancho. Most everyone at the dinner did the smart thing and stood aside, authority figures questioned me, and I assauged their concerns. We were, with all civility, allowed to go on our way. Somehow, Gunther managed to undo his ropes, but after more subduing he stopped resisting."

Gunthrax is another name with which most of the town is unfamiliar, though the Red Hand asserts that his cultists are exceptionally dangerous. "Be aware of his servant's propensity to taint food and drink, and be doubly aware that his servants may have the ability to control the weak willed - not unlike puppets. Any instances of cannibalism, be it people disappearing or unfortunately finding the half eaten corpses, is a sign that his followers are in the area. As for what I have seen, Gunthrax's forces have not acted as of recent, which is good reason to suspect the demon lord is up to something. Remain ever vigilant, and keep a flask of holy water with which to anoint your weapons to keep the loathsome creatures at bay."

Given how much this town has already suffered, one can only hope that the Red Hand is merely being cautious and overstating the threat.

Has Peace Broken Out After All?

We are currently in a state of hostilities with the Perin government. There have been attacks on both sides, with loss of life. The largest two being: The vigilante raid against Fenlund where over a dozen Perin soldiers and one civilian lost their lives, and; the attack against Blutmund, where Count Polignac was brutally murdered, costing the lives of dozens of guards and Fallstavian citizens.

Even to an objective observer, it remains clear that the Perin government is opposed to our way of life, and the severity of their counter attack reveals that they are more than willing to escalate hostilities.

The great question, however, remains: why are we currently not at open war with Perin? Both Duchies have armies prepared for battle. Fallstavian conscripts are being trained near Sylverfern, and are being routinely dismissed for periods of leave to see to the season's plantings. Perin's army is also massing in full numbers.

Each duchy is poised to crush the other. General Strauss of Fallstav has called for "Total War" with Perin. However, no one from either side has given the order to attack.

Official diplomatic ties with Perin have been severed,

but couriers wielding white flags have traveled back and forth across the border with impunity. There is even a rumor that Duke Bertrum Fallstav himself is making preparations to physically meet with Duke Perin for the purpose of discussing restoration of the Armistice.

What, after all this bloodshed, could bring these two Duchies together? Anything we say here would have to be speculative. Perhaps each side admits their lands are not prepared for all out war? That is possible, but cold logic is not enough. Could Fallstav and Perin have discovered a mutual threat? That sounds intriguing, and there have been threats to the Kingdom of Middlehaven before. The most recent, six years ago, was the threat of Blackmaul who attempted to weaken us using an ancient Godwar artifact called the Maelstrom Bowl. The damage those storms caused have placed all four Duchies in a state of economic recovery ever since. Is it possible that Blackmaul has reared his ugly head again?

Then, of course, the next question arises. If we have a new threat so dire that Fallstav and Perin would put aside their differences, then what does THAT mean for all of our futures?

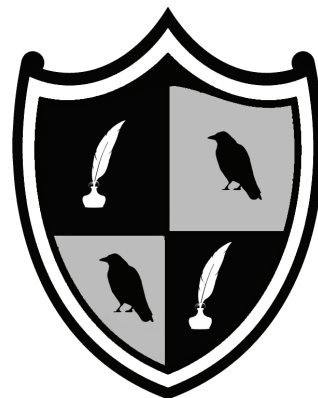
THE RETURN OF LADY ANTONIA:

Readers, I am so pleased to inform you that Lady Antonia has finally been spotted in Silverfern. After an extended stay at her parents' estate (the Bianchi estate of Centerborough) where she was being treated for delusions of demons she has finally set foot back into Lord Lockhart's manor. Some eyewitnesses say that the Lady seemed "out of it" but it is well-known that she is being seen by the Court Physician, a doctor by the name of Fern. Though one could only hope she is resting comfortably in the manor away from the hustle and bustle of troll attacks and the war with Perin, one farmer relayed that Lady Antonia was performing the priestly duties of a Dromidigen follower and was aiding them in putting their brother's soul to rest. Unfortunately, this was not a simple affair as it is well know that this simple ritual was disrupted by wraiths and of course if any involvement in such dangers would certainly alarm Lady Antonia's parents. I can only hope that the young Lady will now rest and obey the wishes of her family to forget her delusions and let the riffraff of Silverfern handle their own problems.

BEWARE AMAZING MAN-SIZED SPIDERS

In the past few months, exceptionally large spiders of an entirely unfamiliar breed have been multiplying in droves in Sylverfern, some, many times the size of a tarantula, often the size of a dog- and in some cases even human-sized! Although their toxin does not cause near-instant death like that of breeds that live further north, particularly the Rokarian House Spider, it is still exceptionally harmful. Many accounts indicate that these spiders are a far cry from typical.

It is important to make distinctions by size. According to Hadvar, a blacksmith, "I were attacked by the spiders outside. I learn' that thier poison be making ye paralyzed. I saw that t'small ones were afraid of me lantern light. But they also be smart, and attack from behind if ye have a light. Not them big ones tho, they seem t'be able to stand the light just fine."



PIRATES HEADED STRAIT FOR THE MONEY

For years the waters of the "dire straits" in Werdill have been relatively quiet, due to the heroic efforts of the Werdillian Navy. The waterway, which connects the Island of Marduff to the mainland of Middlehaven, has been carefully patrolled and pirate activity sternly reproached.

Unfortunately, that has allowed the pirates to rally themselves for a vicious attack. The merchantman "Fair Trades at Reasonable Prices," was sacked and burned by a pirate vessel. There was only one survivor, a boson named Harlock, who was tortured and released by the pirates in a lifeboat. Harlock was blinded by his captors, but was released to carry a message. "They want Werdill to know that no ship is safe. They will take everything, and kill who they may."

Despite his grievous injuries, Harlock calls

for the destruction of the Pirate threat. "If I could still see, I would go myself. Bastards took my sight, but not my will. Those were animals who butchered our crew, and they need to be destroyed."

The response from the Werdillian Navy was supportive, their Council of Admirals pledging ships and soldiers for the fight. However, local sailors are skeptical that the assault on the pirates will be simple, fast, or easy.

The "Dire Straits" are a particularly difficult body of water to navigate. From the words of Sylverfern's own Captain Khajj; "You've got rip tides, and tons of hidden rocks which will rip the bottom of your boat right out.

It takes experience to navigate those straits, but more than that, it takes guts."

According to many, the waters near the Pirate Island of Grimdom'Vok are especially dangerous. It is widely believed that this is the reason why the Werdillian navy has not been able to eradicate the pirate threat in the straits completely.



"It is being more than that," a source identified as a man in patchwork clothes,

told this reporter. "Werdill is paying the protection to Grimdom'Vok for many of the years. It allow ships traveling straits to be safe and save many lives, it no the unwise move. But for fighting now? Something must be all broken with the deal. The timing of this thing is very

suspicious... it stinky."

The Patchwork Man would not give his name but professed to be a "highly skilled information broker." When asked, "Why should I even write this into my article? A unsolicited report from a mysterious lunatic and fashion victim?"

The fellow then looked me in the eye, "The peoples who are reading this, who need to be knowing. They will know me. You do this." And then at this point, he pressed a silver helm into my hand and insisted that I share it with my editor... which was very odd.

Editor's note:

"Patchwork Man," stop giving my reporters counterfeit coin. It was funny the first time around. It stopped being amusing some years ago.

Also, you still owe me a drink from the last time...

ARE WE SAFE FROM OUR OWN GUARD?

Readers, I would like to believe that the guard serves Lord Lockhart faithfully and upholds the letter of his laws in Silverfern but that, unfortunately, is far from the truth. After the death of Guard Captain Elena Thistle, it appears that the town guard has lost their way. It appears as new Guard Captain, Mairi Cobbletooss is doing little as there have been rumours of open torture of prisoners, the aiding and abetting of the Necromancer Sethteca, and allowing the open worship of Mondrigror as well as other illegal religions.

Even one of these so-called guard member, who requested on staying anonymous, stated that "I don't trust them (the guard). I see more travelers defending this town than the hired guards, only reason I'm here is to make sure I get paid for my duties for once. Plus they're very poorly trained."

Due to Lord Lockhart being 'indisposed,' there are many who blame the Council for the lack of oversight of the guard. If the guard can't even vouch for themselves, why are we to? Why are we paying taxes for, if they are going to a lawless bunch of thugs who do not uphold the laws they are paid to enforce? Can we feel truly safe in Sylverfern if they are just as bad as the criminals they are supposed to be stopping? My answer is no and I put forth, dear readers, that a serious investigation needs to be put in place for these ruffians that call themselves the so-called Town Guard to put a stop to their lawless ways.

MORE DEMON ATTACKS

A rescue mission very quickly turned into a desperate battle on the 17th of Sunhigh when the rescuers found themselves facing a tidal wave of what is said to have been demons.

The manorhouse was extremely busy that day when a battered, bleeding Corporal Argus of the border guard ran in, pursued by demons, to warn anyone he could find of the extreme trouble he'd encountered. Evidently, a baker named Lionel Poilâne had been delivering payment of Lord Lockhart's tax to Argus when the demons attacked the pair. The two would have both been slain had it not been for the timely arrival of Rabscuttle the bard, who was able to use her music to prevent the demons from delivering a killing blow to the badly wounded baker. Many of the town guard and other town citizens promptly followed to aid them.

The ensuing fight was a vicious one. The demons were powerful, and most people's weapons seemed to cause them no harm. Only holy water, certain magic, and holy weapons seemed to produce any effect. Many people caught in the skirmish were struck down by burns and grievous wounds. The various priests and doctors, the only reason more people did not succumb to their injuries, had their work cut out for them. This was particularly true since they too, were targets- demons are not known for honor, where they fight only people willing to fight. They slay infants as indiscriminately and eagerly as they slay hardened, experienced warriors.

Kenric Aletto was commended in particular by a priest who specifically asked for the name to be omitted. "Kenric, a few others, and I took up a strategy to aid the fighters. He

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would run in anytime it was safe or undetectable and drag to me any downed man. Once healed, that person could return home safely. Guards were also healed and returned to the fray. A few brave civilians fought alongside the guards. I stayed back to heal people, I'd have been much more of a hindrance than a help because of the condition I was in- no, don't worry about it, I'm a lot better. About Kenric. One of the guardsmen, Darkwater, was injured so badly while admirably doing his duty that he was unable to move himself to safety. I don't doubt he'd have been run through if Kenric hadn't gotten him out of there- even at great personal risk. Kenric's agility and awareness of his surroundings is to be admired too, considering he managed to get in and out of the fray without getting himself killed."

In the end, largely due to the guard doing the job Lord Lockhart pays them to do, it was reported that there were only two deaths. Even more admirable were the people who voluntarily defended the town despite not being bound to the task by their occupation. These deaths have not been confirmed, given that their being seen alive and perfectly well makes the claim they'd perished spurious. The leader of the refugee band called the "Sun Cadre," Lupin Shadowsun, and an elf said to be named Wren, were slain.

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The particularly giant spiders seem to have their own special properties. Some accounts even suggest they talk. "T'big one never bit me, but it did spoke, it said t'me 'I will be savin' ye fer later.' Well, not like I be sayin' it, but the same idea. Be watching t'shadows too, they be able to pop out of 'em" Hadvar indicated.

Attacks by these spiders have been happening all over the place, even in the vicinity of Lockhart Manor. Reportedly they leak acid when killed. There was a particularly big attack on the seventeenth of Sunhigh. Some people, nearly died from the venom, gravely ill but saved by alchemists' antitoxins. Others reportedly have been plagued by extreme headaches ever since being bitten. "Oh, yes, an' my friend Zar methinks got bit by one of them big ones, he be sayin' he got a head full of spider babe, poor lad." The end result of this is dire, according to an anonymous villager, who also said that this is the way the spiders reproduce. "They would inject eggs into a victim. The head is where the eggs wound up, typically. It would take a while for them to grow and hatch, but upon doing so the...afflicted...would," His voice falters. "Ahem. They'd... lose their head. The spiders transmit the eggs through a bite, but one only need worry if the spider is of enormous size. About that of the average man." Continued on pg. 7

WHEN TROLLS... ABDUCT?

Trolls! A pesky nuisance on a good day, a deadly monster on a bad one. Farmers in the area surrounding Sylverfern have begun reporting that these monsters that usually only drag off livestock have begun purposefully seeking out children and people on the roads.

Three people were taken, two children, and a farmer who had been traveling on the road at dusk. At first, locals feared that the trolls had developed a taste for human flesh. One such individual was farmer Dale Hollister, owner of the Hollister farm to Sylverfern's north.

"It was only a matter of time," Hollister said in an interview, "before those beasts came after us. I can only hope that the guard does something about it right quick!"

The fear had spread quickly across the farmsteads. Yet, on Satyrday, something unexpected happened: the trolls brought forth several of the missing children, whom had only been lightly chewed on! Private Shün of the Falstavian guard witnessed the event unfold, firsthand.

"It was clear immediately that the trolls were not returning these people to us. When we tried to get close they growled, and seemed to be saying something. After a minute, we figured out they wanted supplies. We quickly got a cart and filled it with dried meat and other food goods. Someone even put in a barrel of ale! After we filled up the cart enough, they gave us back the three missing people. The farmer had has his hand eaten off, and they all had some bite marks on their legs, but aside from that they were fine!"

Holding people ransom in exchange for food?! How could these simple beasts have thought up something like that? Rumors circulate that a plant in Sylverfern, has taught the trolls to use the lives of locals to get their way. Whether it was a big oak, or a tiny flower, this is a big problem!

MISCHMETAL'S MYSTICKAL MECHANICKS, MUNITIONS AND MERCENARY MERRYMENT

PERIN CITY MERCHANT'S QUARTER, BORDERING THE CITY MILITIA BARRACKS.

TRAVELING MERCHANTS WELCOME. CATALOGUES AVAILABLE.

✱

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

FUNERAL TROUBLES AND RECOGNITION

I am a Dromidigen follower and priestess-in-training. I am writing to extend my gratitude towards- quite a few people, actually. You see, back in Sunhigh a pair of farmers accompanied by one of the Lightkillers came carrying the covered body of their brother looking for a Dromidigen priest and people directed them to me. They told me that their brother had fallen slain by shadow wraiths. This is one of the worst possible fates a person can meet because if you die to a shadow wraith, then your spirit gets bound to this world until the same shadow wraiths return the next day to attack the spirit and convert it to being one of them. The Lightkiller had offered a solution and seemed extremely confident that it would work. An unthinkable solution, and yet there seemed- at first glance- to be no other way. It looked like a no-win scenario for the poor fellow that had perished- to either become a shadow wraith or to undergo the unthinkable solution offered by the Mondrigror follower.

Astonished though I am to say so, that one Lightkiller was surprisingly helpful and answered everyone's questions, which enabled people to form a semblance of a plan to protect the spirit and keep it intact, unviolated and hopefully forever unharmed. I then conducted the funeral.

And? The spirit remained unhurt and made it to the Greylands, due to the part of everyone who agreed to help me! I never, ever would have managed this on my own. I am a mere student and no warrior. So here are my thanks, both to groups and individuals. I wish I could recognize everyone by name, but I am no prodigy to remember the complete list of everyone there. So...

Thank you to all of the Sylverfern guardsmen that once again carried

out their duties. This goes to both the longtime members such as Sharparo Darkwater and the Master-of-Arms and to newer members such as the doctor Zar Quinn and warrior Ouro'dai. Thank you for helping to protect the two farmers and for coming to face the shadow wraiths. The risks were much higher than usual, the potential costs much steeper and yet you still faced them bravely.

The Sun Cadre! Lupin Shadowsun, Oats, Nightshade, Iris and the other courageous Vordis. They too, merit more accolades than could ever be given. They were quite free to abstain from putting themselves in this grave danger. They knew what could happen. And yet, once again, they chose to help in the defense of the town anyway despite knowing that nobody would look badly on them for moving away from where the shadow wraiths would be as people not bound by employment or any other duty to do anything. I honor them for this.

Syr, Kenric, Andruzules, Kincaid, Wren, Orriro, Ziz. Like the Sun Cadre, none of you are on the guard (unless my being many months behind the times is showing itself again, in which case I implore you to correct me.) I did not notice any of you keeping to the tavern, which suggests that you were taking part in fending off the shadow wraiths. And because you are not on the guard, you, as civilians, had no obligation whatsoever to endanger yourselves. And yet you did! Even knowing what could potentially happen to you! And you are people who would have been completely within your rights had you simply fled to safety! And not only that, but you, like the Sun Cadre, watched the backs of your fellow townspeople, even though there was everything to lose and nothing to gain. Because of this, you all deserve the utmost of praise and honor from your fellow townsfolk.

I've noticed from not being in Sylverfern for well over three months for reasons irrelevant to this situation that there are many new faces, many new people I do not know. I wish I knew your names so I could ensure everyone reads just how much credit you deserve.

I should also thank the Lightkiller who was there for his help since even they should get credit where credit is due- and in this specific thing, he deserves a lot. So, I appreciate your not interfering and leaving the poor fellow's body and spirit untouched. Most importantly, thank you for all of the information you gave, which and kept injuries so low that when I was asking all over the place if anyone needed healing after and scanning for injured people, I heard and saw that nobody required healing for even limb wounds. Your information played a tremendous role in this; it allowed us to throw together a strategy on the spot to minimize casualties.

To the siblings of the deceased, I hope you're doing well now. I am quite amazed at how far you were willing to go to protect your brother in death, even putting yourselves in direct danger, standing by the exact site those shadow-wraiths were targeting to get to your brother's spirit. Particularly as people who are as far from strong, hardy, skilled warriors as one can get- not unlike myself. Not everyone would have done the same. I also hope you have been able to find comfort and solace, though I know quite well that grief can never completely abate. Remember him, spread tales of how he was in life. He can be safe and at peace.



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.

Many doctors and priests with healing capabilities in the area are quite concerned about these creatures, particular since it seems to be extremely difficult to heal anyone who has had eggs injected into their bloodstream to go to their brain. "I have the ability to remove poisons through prayer," said Cyrrah, a leader in the Scholars of Faith. "Although I haven't needed to attempt purification on these particular spiders' unfortunate victims... yet. Other than try to kill them without being bitten, there's no other advice I can offer. That would be something to discover, and as much as I abhor the harming of animals, in this case I would make an exception and put their Queen down." The priestess of Shalli, a goddess who indeed is known for protecting animals and nature, added, "spiders are usually beneficial, but in this case there's something wrong with these spiders in particular." Many others have echoed her entreaty to slay these particular spiders on sight.

Not everyone agrees about how dangerous these spiders are though. A priestess called Lealia, who was present at the first attack, stated "They paralyze their victims. Some were so big they couldn't enter the tavern."

The Rokarian priestess Lealia is the same woman whose apprentice Mathus was recently rescued from the J'Teth after being kidnapped from a youth party and held for nearly a year. They have been staying in Sylverfern while her apprentice recovers in mind and body from his year of captivity and brutal torture at the hands of the J'Teth. She then shrugged her shoulders. "They seem easy enough to kill, being affected by magic and prayer and no special weapon to kill em. Rest eh. Haven't really seen. Not a concern of mine."

All does not seem lost for the hapless people who got bit by the man-sized spiders. An anonymous villager managed to get a book from the infamous Lightkiller family with a possible remedy. The Lightkillers are at once feared as Mondrigror followers and necromancers and respected for their role in allegedly helping one of Middlehaven's old kings from the now-extinct Stormreach line defeat an archdemon. This book had information said anonymous villager finds highly useful, as it was written in regards to a situation similar to our current one in which huge spiders invaded, spiders that leaked acid when felled. "...the book also spoke of a gruesome but effective

remedy for those with eggs in their heads. A medical procedure, combined with a sort of, tonic I suppose, I don't really know, I'm not into all that medical stuff. The point was that, although a bit bloody, there was a way to save those afflicted."

This villager asked if this medical procedure was bloodletting, a treatment physicians often use for maladies ranging from sprains and broken bones to relieve swelling to insanity (in order to remove any toxins the body developed of its own accord to cause it as well as a means of shocking the person back into sanity.) Said villager clarified ". "No, something involving cutting into a person, near their neck or skull, I can't remember which at this moment...so bloodletting might be a part of it, but not the part that saves the person."

Only time will tell what fate will ultimately befall this "Zar" and others who had been bitten by the spiders, or if this information acquired from the Lightkillers is accurate. We invite all citizens of Sylverfern to contact the Sylverfern Star as time elapses to keep us updated for the sake of the health of yourselves and those whom you care about.

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 at the Sylverfern Star offices for more information.



FIVE INCREDIBLE WAYS TO PRAISE MONDRIGOR: THE LAST ONE WILL SHOCK YOU!

By Anonymous

Editor's note:

I have no idea if this is some new form of satire, or if this is meant to be earnest. The only thing I know for certain is that it was NOT written by any of the Lightkillers. It was lacking the usual clan seal and quaint leather "parchment" they write all of their missives on.

I would suggest reading it with

a pinch of salt, and tongue firmly in cheek.

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There have been rumors going around concerning the supposed release of a very powerful demon. Even if you haven't been keeping your ear to the ground, you must have heard or even seen some of the demon attacks that have been taking place in Sylverfern! There's no denying it, it's a problem we all face today. But what can we do? Most of us have no fighting skills, and no way to fight a lesser demon, let alone a really powerful one! You know who is equipped to fight demons? Who can turn back the tide of

horror laying siege to our fair lands? Followers of Mondrigror, that's who! The god of undeath holds such power, power enough to stand up to this powerful demon! But gods need prayers, and with so many of Mondrigror's priests out and about, it falls to you and me, dear reader, to help praise the dark lord! In the following list I will tell you five nifty ways to praise Mondrigror!

1. Be Miserable: This is a way in which we can all pray! Even the kids can join in! Pain and misery are a simple and easy way to praise Mondrigror! Life is suffering anyway, so why not make it prayer as

HOROSCOPES

SUNSLEEP (MONTH 1)

You are questioning your own journey and whether you are on the right track. Your inner strength and courage is lacking right now and you are feeling inadequate and vulnerable as a result. You do not have a good sense of what you are and are not capable of. You may out of touch with who you really are. You may not be being frank to yourself and to others, trying to talk yourself up when you know you cannot deliver. Are you being unrealistic? Are you really as good as you think you are? You additionally need to be very careful how much of yourself you attempt to hide. One day, all will be revealed. A new rival may appear, one who may overcome you if you do not gain a true sense of self. There may be a loss of innocence for a child in your life. Pay particular attention to a child whose natural sunny disposition has radically changed. You may face a major upheaval, disruption, emergency or crisis that is likely to bring chaos in the aftermath of such an event. A structure of some kind in your life is about to fracture.

WINTERDEEP (MONTH 2)

Your thinking is constrained by self-imposed boundaries. There are choices available but first you must be within the right mindset to know which option to choose. You, deceived, are struggling to see a situation for what it is. The fact is that you do have options, even if you do not like those options. Be independent in thought. Use your unbiased observations in order to make a judgement of a particular situation, drawing upon every piece of information and fact that you have gathered along the way. Empathy or compassion towards others may distract you from the task at hand. Use cold fact and hard logic. Use your intellectual self to determine the best path forward, one that avoids any possible victimisation or restriction.

EARTHTHAW (MONTH 3)

You are feeling overwhelmed by challenges and responsibilities, buried alive, unable to look at the bigger picture. You may also feel as though you are having to compete against or are constantly comparing yourself to others. You feel inadequate and vulnerable. Moreover, you feel as though you are constantly being judged or criticised by others. You would prefer if they could just keep their mouths shut and let you be! Nonetheless, you don't actually say so. You are trying to avoid conflict wherever possible, and as a result, you are backing down on your point of view too easily. Being accepted by others is more important than standing your ground and fighting for what you believe in. Grow some confidence. Have faith in your achievements and how this will be received by others. Do not let fear or guilt stand in the way. Be proud of what you have gained and not afraid to hold your head up high and feel worthy of others' attention. But be wary of self-importance. You may come to think that nobody can be better than you. If you take on this attitude, people will want to take you down a few notches, bringing later humiliation and disrepute. You also fear risk-taking. You know to create the change you seek, you need to go through a period of significant discomfort. You are leery of discomfort. Fear not big leaps. Sure, the stakes are high and it is risky territory but if you really want to achieve the scale of change you aspire to, then you need to take some risk.

FORRESTWAKE (MONTH 4)

Luck is not on your side. Take no gambles. This is a time when you need careful planning in order to manifest your dreams and achieve your goals. A turn of events against you sends you into a tailspin, changing your world significantly. There are negative forces outside of your control leaving you feeling helpless and powerless. However, while there have been unfortunate circumstances outside your locus of control, the run of misfortune you are experiencing may also be reaping the sowing of poor decisions you have made in the past. Think about what actions may have contributed to your present circumstances. You may need to consider expanding your skill sets or learning completely new ways of doing things. You may also want to be careful about what you say to whom, as you are prone to sharing confidential information about yourself and others. So, protect your privacy and that of those who trust you. Ground your thoughts before speaking, in order to ensure that you do not later regret what you have said..

BLOOMINGTIDE (MONTH 5)

You are beginning to realize the full implications of your past and appreciate the lessons learned. You may even recognise the value of the painful experience in the broader scheme of things in preparing you for later experiences. You feel regret and nostalgic but have regained hope for your future. Try not to be trapped by "what might have been." It's done, it's over, you can't change the past, move on. Think about what makes you grateful if you need help. You are likely to spend more time thinking about big ideas than doing the work you need to do right now to execute those ideas. While it is good to 'think big', you need to balance this with action to ensure that you can fulfil your dreams. You are making a decision between sticking with what you know, or expanding your horizons and taking a risk. You know that the world has to offer you something 'bigger' or more meaningful, yet you are also aware that in order to maximise on this opportunity, you must leave your familiar grounds. Even though you have already invested a lot into your current circumstances, for you to be able to grow and to maximise your potential, it is imperative that you step out into a new world and explore your options.

SUNHIGH (MONTH 6)

You have all of the skills necessary to accomplish your goals in life, thus you have the ability to succeed in all your ventures. You are keen to improve the quality of your life or your work. If you continue to work toward the fulfilment of your dreams and do not allow disillusionment to dampen your enthusiasm, ultimately you will experience prosperity and success in your goals. You need to do work that is satisfying to you and that you can be truly proud of. What new beginnings are you experiencing in the material realm? Is there some project or creative venture you have been putting off because of fear of failure? You may start feeling that you are finally honouring the person who you truly are or want to be, rather than simply following a routine that has little meaning to you. You hope your future will be better than your past. You may get this, yielding lasting happiness and your reputation may be enhanced. You need to go it alone in order to build up valuable life experience and maturity. As you seek freedom and independence, it

is likely you will make mistakes on your way due to your reckless and impatient nature- all part of the journey.

SUNHAMMER (MONTH 7)

You are faced with the difficulty of a painful decision and you are at an impasse, uncertain of which way to go. Despite the fact that you have boxed yourself into a corner, there is a way out. The solution is simply to deal with the situation in the most direct yet tactful manner possible, and face your choice with inner strength. It is time to be honest with yourself and others. Inside each of us is a passionate and instinctual side that, depending on the person, will either burst out frequently or infrequently. If you are one of those people who acts impulsively or irrationally, and who blurts out angry comments or negative things to others, try to tame yourself and offer peace, love, understanding and warmth. Jumping to conclusions, leaping out at others and saying some things you might later regret hardly wins friends. This is not a time to act out in rage or in hatred but instead to look at situations from a place of love and compassion. Put yourself in the shoes of those you despise to gain an understanding of where they are coming from and why they are the way they are. You may have been displaying an excessive interest in material things lately. You may be one of those people who would do anything for money or carnal pleasure. You may care only for your possessions, using other people to gain them and discarding them when you deem them no longer useful. This will bring instability and cause people to lose esteem for you. You must find a deeper meaning than superficialities.

HEATWANE (MONTH 8)

There may be issues from your past that you aren't over. You've had trouble working past certain painful memories. It is important to explore the memories of your past but do not get stuck there. Your ideas and beliefs that were established in the past may be prohibiting your progress. Someone is behaving in a manipulative, pushy or selfish way. One of you seems to be in a chronically bad mood, angry, resentful and jealous. You may find yourself being attacked or bullied, or behaving this way yourself. Try not to be a shrinking violet. Despite challenges and setbacks along the way, you will finally reach a point of completion and accomplishment in your journey. This sense of accomplishment is likely to be as a result of an improved career path, more solid financial reserves, a stable home environment and a possible committed and long-term relationship.

FIRST HARVEST (MONTH 9)

You've overextended yourself to the point of emotional exhaustion. Even though you have already come so far, you feel that you can no longer go on and your only choice is to walk away from the situation. You feel disappointed with yourself but know that this is the right thing to do before you completely burn out. You are feeling stuck or restricted in your life. You may be tricked into believing that you are being controlled by external forces when in fact you have created your own chains of imprisonment and powerlessness. Ask yourself why. Work to release yourself from these restrictions. You need an emotional release from whatever it is that is leaving you feeling stuck. You are seeking deeper meaning to life and focusing in on your personal truth. Accept and

surrender to your present circumstances. This is a time for stalling decisions. You think you need something and you are willing to go against what you know to be right and true in order to obtain it. You need to break free of these negative patterns of behaviour by acknowledging the hold that they have over you and the negative impact they are having on your life. Often they are behaviours that are immediately gratifying but which cause longer-term damage to your inner fulfillment. Reflect on the situation at hand and consider the greater good. If you can buy yourself some time or hold off on any further activities for a short period, you may actually create a different, and better, outcome. This may be just what you need to do in order to allow new possibilities to arise. Sometimes not acting will help to shed more light on what other options are available to you and will allow more attractive opportunities to emerge.

LEAFTURN (MONTH 10)

Someone in your life likes to show off to others about how smart he is by using big words or talking about topics about which no-one else knows. He may also be very cutting in his words, critical of others, and stern in his manner. It may even be you. You need to be wary of this type of person. They have only their personal interests in mind and will do whatever they can to achieve these interests, even if it means stepping on others. You may also be lacking the mental clarity to work out what it is that you need to do in your situation. Your thoughts are scattered and may be starting to feel quite panicky and out of control. You are feeling very lost and uncertain about your options, let alone the decisions you need to make. You are delaying necessary decisions and generally not achieving anything because you are getting so worried. Be very careful of making promises that you know you cannot keep. Before making a specific promise or commitment, ensure that you can and will deliver on it in order to maintain your integrity and reputation. Also, be wary of other people's commitments to you and put in place measures to ensure that they will deliver on what they promise to deliver.

OBSERVATIONS NEAR THE MANORHOUSE

Kincaid, a lunatic warrior who's returned after an absence of several years, probably holed up in the booby hatch or something and visiting elf noble Lady Gemma Silverwolf were seen spending quite a lot of time together. Is this where half-elves come from? Why yes, Kincaid does still act very much the madman people were saying he was a few years ago.

Speaking of half-elves, the one on the Council (Tasha, was it? Ahhh, all their names sound alike) and Councilman Sigmund were seen having a long conversation with people openly wearing Heketa symbols. What was THAT about? I wonder if they were even arrested?

Oh, and some barbaric Rokarian was here. Wonder whose children ended up eaten by Rokarians this time.

There was a pale undead thing walking around and the court doctor Fern, Lady Gemma, the added warrior Kincaid and a sandy-haired youth looked like they were becoming very good friends with it. The elves must be necromancers, everyone knows all elves and Mo'Raak have magic blood to do magic stuff

Wait, there WERE two Mo'Raak in town, that's right, the one who's bodyguard to that shifty Silas Flynn and the black-haired one who hangs around Enix Krynvalis, maybe one of THEM raised that

undead thing. And then the aforementioned group decided to be friends with it.

What's going on with the most well-known Vordis couple? First Iris was absent a while and then she and Lupin were seen having a heated argument. Trouble on the horizon?

Guardzman Darkwater has been spending quite a lot of time around the elf with a bird's name- Phoebe, or Robin, or some bird like that. Does this mean he's about to use more weapons than just his magic and cross-bow and break in the one of love?

It seems the people making dire predictions that those

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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 newest 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.



well? For how to be miserable, just start by thinking about your current situation! You're in a land plagued by demons, giant spiders, orcs, and crazy sword-wielding adventurers. If that isn't enough to make you sad, try focusing on all the immediately negative things that have happened to you recently. Things not going well with a loved one? Dwell on it, let it fill your mind, and focus only on the negative! Had a bad harvest? Consider how your financial well being is now in question. Got bitten by a spider? Think about how it's your fault you got in its way! For material ways to suffer, try fasting, blood-letting (I recommend seeking the help of a local physician for this one), or perhaps trying to ask the Council or guard for help! That's sure to cause at least short term suffering!

2. Misery Loves Company: Nothing helps a bad mood like spreading it around! Some people don't want to worship Mondrigror, but as stated in way number one, anyone miserable is already praisin'! You can spread your bad mood around. Share it with a friend! Sharing is caring after all! Lament your troubles to another! Commiserate on how terrible life can be! It really helps if they don't want to hear what you have to say in the first place! Resentment is a good first step towards a miserable day!
3. Sacrifice: FIRST AND FOREMOST, A DISCLAIMER. Neither myself, nor the Sylverfern Star, nor any of its affiliate writers promote the breaking of the law! We do not advocate murder, theft, or the sacrifice of an unwilling sentient being! I had to write that first bit becuae people read "Sacrifice" and "Mondrigror" and they always imagine some damsel in distress tied to a stone slab, some creepy old cleric standing over her with a large rusty knife. Well that stereotype is wrong, let me tell you! Firstly, the sacrifice need not be human, or any other sentient being for that matter. Livestock works just fine. If you are spilling blood in the name of Mondrigror, that's a good

start. This is a good one to remember when you are making a meat based dinner, as adding the words "In the name of Mondrigror, I spill this blood," is really quite a simple addition to any recipe. Again, we must urge you to stay on the proper side of the law. Although killing your neighbors livestock would make them miserable and be a sacrifice to Mondrigror, it would also be illegal slaughter of property that isn't yours. You can praise Mondrigror and be a law abiding citizen.

4. Face Your Fears: Mondrigror supports those who can support themselves. If you can become stronger, and honor yourself as an individual, Mondrigror will be pleased with you! Well, more pleased, anyway. Mondrigror and his followers value strength of body and spirit. Try pushing yourself past your physical limit. Work to strengthen your body. If it hurts, you're doing it right! Another thing you can do: go out into the world and try to face a fear that you have. Suffer from arachnophobia? Now would be a great time to get out there and stomp on one!
5. Shout "Praise Mondrigror!" as you die: Reader, let's face it. We're not long for this world. What with demons, trolls, brigands, disease, giant spiders, and more trolls, death is right around the corner for all of us. You can, however, give your death some purpose! If you have the good fortune to see it coming (and thereby lament your imminent demise) you can plan for it. Trust me, you aren't outrunning that troll, or outsmarting that highwayman. Just go with it and shout one of the following phrases: "For Mondrigror," "Praise Mondrigror," or, if you have the time and lung capacity, "I die in the name of the dark lord, Mondrigror!" Variations on these are also acceptable. Don't be afraid to improvise!

Well there you have it, readers! Five great ways to pay homage to the dark lord Mondrigror! Try and practice them as often as possible. With each bit of prayer Mondrigror grows stronger, and with that strength the demon lord shall be cast down once more! All praise Mondrigror!

Personals, Want Ads, Classifieds & Assorted

To place an advert in the Classified Section, please send a missive to the Sylverfern Star, care of the editor. 50 words or less - 5 groats. If you would like a bigger space or more words, please contact the editor about advert space for a nominal charge. Please note that the Sylverfern Star takes no responsibility for the adverts within. Respond at your own risk!

Ma... when ya coming home?
Da's body is getting cold
without you...

My daughter is twenty four
years of age, medium size,
dark hair and eyes. Wishes
to find a kindred spirit.
He must have cultivated a
mind, warm heart, and must
possess true religious
principles, be capable
of unchanging affections,
and live physiologically.
Such a one, wishing an
acquaintance, may contact
us via the Star.

Miner and dwarf of fine
character, habits and
tastes, desires refined,
educated girl, 30 to 35 or
life partnership in charming
mountain vista: an ideal
life, midst the coulds and
streams; beekeeping, poultry
for farming; girl preferred.
Object: matrimony. Contact
via the Star.

Y.C. I have your sheep.
You know where to bring the
buckles. Do it.

watered down; the one for teenagers and adults is far more nightmare-inducing. To paraphrase, fae are these immortal creatures made of magic that like to drag us mortals into their politics regardless of whether we have any desire for such involvement or not. They also apparently dump their most malodorous rubbish in our realm, then get hostile when very predictable consequences ensue. To explain, they have five courts-Spring, Summer, Autumn, Winter and the Celestial Bureaucracy. Winter and Summer are the strongest and they don't exactly get on well, to say the least. And by that I mean they tend to prefer stabbing each other to arguing, but more on that in a little bit. Winter fae are the unseelie, summer the seelie. The other three courts? They've yet to seem hostile, so let's just worry about the seelie and especially the coldhearted unseelie for brevity's sake.

Seelie Fae

To give this lot credit where credit is due, they're not quite as murderous as unseelie. But I wouldn't call them the good guys either. There was an incident at the Festival of Flowers two years ago where they dragged several people outside. Thank the gods nothing too dreadful to my knowledge happened. TO MY KNOWLEDGE being the key words here since people never share information when it matters though they SURE LOVE gossiping and screaming to the world things that should remain secret. I can say for fact though that a few people took rings as presents from seelie. And then during the Festival of Flowers basically got turned into puppets to do who knows what. Moral of the story? DO NOT ACCEPT GIFTS FROM FAE. Never! And be aware that they might try to trick you into taking them. Unless you like the idea of having your actions manipulated by things that don't belong in our world to begin with, steer clear if it can be helped. If you directly encounter one, be as polite as you can without accepting any gifts or deals and exit the conversation at the earliest opportunity.

If you have to fight one of these, use cold iron. I'm wondering if holy ice, if it exists, would work like I heard holy fire definitely does on unseelie. Worth a try if you ever for some reason have a seelie trying to kill you.

Unseelie Fae

It's much more likely you'll somehow find yourself in a place where one of these guys is trying to kill you. Unseelie are murderous sarding little buggers-I'd say they have hot coals up their bunglehole, but then they wouldn't be much of a problem. An icy staff, perhaps. Anyway, if you ever have one of these fellows with their knickers in a bunch at you, carry around lots and lots of silver. (You know, I wonder if anyone's ever thrown a helm at them to see what happens. Aren't they made of silver?) If you're able to cast holy fire, with scrolls or otherwise, stock up on those. (It's possible dragon's breath might work, but no guarantees, I don't think anyone's tried that one. Please let me know how it goes if you do!)

Can you tell I'm not fond of unseelie yet? Here's why: they essentially did the fae version of exiling one of their criminals that is generally malevolent and/or manipulative to everyone whose path he crosses rather than killing him so he can't hurt anyone anymore. (He likes doing things like tarnishing souls by finding people facing a hopeless situation and offering hope- along with THAT- and torturing people and trapping souls in objects) And guess where he got banished? OUR WORLD. Nice. And they took away his favorite soul-trap.

It gets even better, when they get what they should've seen coming a mile away- he starts getting people in our world to help him get his soul-trapping stick back. (PS, remember when the Lockhart twins got kidnapped? The unseelie engineered that one, and would have KILLED the twins, so had they not kidnapped the twins, that wouldn't have happened). They respond with, among other things, sending some of their defenses away to kill the people who cut the deal with the Boglin Lord to recover the twins. (If you ask me, I think this is also because they're all butthurt that we got the twins back, especially since people had literally no idea of the true nature of the staff and we didn't exactly have the time to do the research or find a third option that wasn't "take the geas" or "let the twins die.") Oh, and they also hit a bunch of people that had literally nothing to do with the Lockhart twins kidnapping with a curse that torments them with constant cold, makes their skin turn blue, makes silver and fire hurt them badly. And made normally docile animals bloodthirsty, and made it winter until practically Sunhigh last year. Can't they just call a truce with the seelie long enough to actually kill the bastard like they did when he ended up being chucked on us? And maybe, if they think him such a danger, they should've put him to death to begin with so he wouldn't have been anyone's problem?

So, yeah, that's the unseelie. Murderous, vengeful if you even look at them wrong, don't even know how to do their homework or they wouldn't have USED a curse that the Boglin Lord could then commandeer, hotheaded, coldhearted, kill them with fire. And silver.

(If you want to know more about fae, the Council has notes)

Netherfae

Netherfae wear masks. Most of them are in the pockets of the winter court, sadly, for reasons that are extremely heartrending-research the legends and the myths if you want to know more. They are to be pitied, but be careful in case you are facing one of the ones tied to the unseelie. Most of them are. Don't take presents from them. Don't make deals with them. I cannot say it enough. It won't work out well for you.

Demons

These bastards are even worse than unseelie fae, if it can be believed! They come out of the Ashen Planes and, to way oversimplify it, want to destroy everything. Forget taking over the world, let's just incinerate it! This is the only time I would ever urge someone to kill something on sight- if it's a demon. They are invariably evil. You're even more screwed if you make a deal with one of these things than if you make a deal with fae. And to kill them? Depends on what kind of demon it is. Holy weapons tend to work most often, as does holy water. The Scholars of Faith can get you connected to holy water and there are priests in town that are not part of the Scholars of Faith that can also help- ask around to find out who these freelancers are. There's a couple of us "less-official-group-joining" types that can also make it. Other things that sometimes work are silver and magic the opposite of the element of what demon it is. For the sake of not plagiarizing an entire book on demonology, I'll just say go to the library. The Council also has notes and can give you the abridged version.

Shadow Wraiths

Did I say demons are the only things you should kill on sight? My mistake. These also fall into that category, especially since they exist only because of a demon. That's

if you can even see them. It's best not to travel at night, and if you must, make sure you travel really fast because luckily at least these are slow. And carry a very bright light. If your light goes out for no apparent reason, run like the dickens, no matter how winded you are- better in pain from pushing yourself to run really fast than dead. ESPECIALLY to these guys. You see, if you are slain by one of these things, you get turned into one of them. You don't GET to go the Greylands. And if someone ELSE is slain by one of these things, do the following to the best of your ability:

1. Give them a proper burial as usual, but have a lot of people and a lot of light present. Make sure everyone has a lightsource of some kind. Holy lights and magic lights especially, if you can. Shadow wraiths and light don't mix well. Have magic weapons. People with regular weapons should either get their weapon enchanted if possible or just focus on always having a light and always being in motion.
2. If you have someone who can consecrate the site, get them to do so. Add holy water. These are all merely obstacles to prevent the wraiths from getting to the spirit of the person they slain. They may still get through, but if there's enough obstacles that buy the person enough time, their spirit can escape.
3. Get an elemental or someone else that can perform the daystrike spell present.
4. Pray to whatever god you follow- or Dromidigen if you haven't got one you're dedicated to since this is a funeral and a proper burial- that at least one person present has the ability to see spirits. Even better, if some "loon" you know has claimed to see them in the past, invite them. If anyone says they can see them, follow their directions.
5. If you can see spirits- direct people on where to go to not be harmed. Try to direct people into a position where they can surround and beat down the shadow wraith. Once it's beaten down, kill it with a daystrike to where the heart would be.)
6. If you have a priest that can cast a sanctuary circle present, direct the priest to be right by the spirit- and to have a holy light lit before they cast the sanctuary spell! The shadow wraiths won't be able to extinguish that, and it's fun watching them get pissed off about it.

If you feel sudden weakness, that may have been caused by one of these. Light a light to hold them off! And keep moving best you can!

Moving targets are harder to catch! And from what I've seen these things are slow!

Oh, and watch who you talk to if you ever encounter these things that aren't supposed to exist. At best, people will think you got besotted SO hard that you're actually hallucinating- or that you've been having some fun with curf or something. At WORST they'll think you've gone round the twist and have you locked up and drugged. Don't keep a diary about these things either. Bad idea, especially when people around you also know how to read.