

Sylverfern Star

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First Harvest A.F. 317

IN THIS EDITION:

J'TETH INVASION
FORESTALLED,
MIDDLEHAVEN
PREPARING

LOCKHEART BACK IN
FORCE AGAINST THE
SUPERNATURAL

INCORRUPTABLES
FIGHT AGAINST
GRAVE ROBBERS

OPINIONS

OBITUARIES

HOROSCOPES

MUCH MORE!



INVASION FORESTALLED AND A HEROES PEACE

It is an amazing story of heroism and courage. Using a custom ritual to activate an ancient artifact from a forgotten civilization, agents from Fallstav were able to slip into the Pirate Island of Grimdom'vok.

However, rather than seizing the island and executing all the lawless pirates, they searched and investigated. Rather than discovering the wanton brutality thought responsible for the burning of the Merchantman Fair Trades at Reasonable Prices, they found a council of pirates who were as upset at the destruction of that vessel, the murder of its crew, and the blinding of Boson Harlock, as any citizen of the Middlehaven mainland.

Not immediately trusting the words of these pirates, even in the guarded confines of the pirate council, these agents continued to search for more clues.

By stealth and guile, documents were uncovered which revealed that one of the "Hazzmar" Captains was secretly a J'Teth agent. Working with the foreign invaders, they employed a secret ship, the vessel responsible for the attack on the Werdillian Merchantman. This vessel was docked at a small island adjacent to Grimdom'vok, where the remainder of the J'Teth invasion force lay in wait.

These documents proved that it was the plan of these craven and cunning invaders to provoke a open conflict between the Grimdom'vok Hazzmar pirates and the Werdillian Navy. The intention was to greatly weaken both navies, so that the hidden J'Teth strike force could seize Grimdom'vok and hold it as a J'Teth base for for an invasion of our home.

In a daring raid, the Fallstavian agents attacked the J'Teth island. Although they suffered great casualties and loss of life, they manage to drive their enemies from its shores.

But their acts of heroism did not stop there, in a titanic sea battle, two allied vessels (one of which was commanded by Captain Khajj, a Sylverfern native) engaged the rebel pirate vessel which was led by the J'Teth double agent (The Vae Victus) as well as the secret J'Teth vessel (Name Unknown). The fighting was fierce, but the stalwart heroes from Fallstav were triumphant. Both enemy vessels sank beneath the waves of the dire straits, all hands perished.

In short, the J'teth invasion has been (at this time) completely crushed. All of Middlehaven owes these heroes a great debt.

Once more, while these events make an adventurous story another benefit has been reaped. The Duchal Officers of both Fallstav and Perin are talking again, both great leaders taking the danger of another J'Teth invasion as a greater threat than anything their rivals across the border may bring. Conclusive evidence of the J'Teth plot has gone a long way to convince the squabbling high lords to put aside their differences and engage a much more dangerous threat.

"One matter of great Concern" Spoke Duke Bertram Fallstav himself, controversially revealing information which had previously been a closely guarded state secret "is the J'Teth presence directly to our North. Our ancient enemies chose to back a specific Rokarian house which has now gained great strength in Rokar. One of their first acts was to take over a source of ancient magical energy called a 'Nexus.' While a friendly political faction in Rokar was able to close the nexus temporarily, they knew it must never be surrendered to the J'Teth because they possess the skills needed to re-open it. This has been done, and our agents report the J'Teth not only stand with Rokarian allies, but they possess a fully functional

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RETURN OF LOCKHEART AND A TURN TO SUPERNATURAL TERROR

The past week has been very eventful for the residents of Sylverfern, and the Barony is still reeling from the changes.

First, we saw the restoration of our beloved Lord Lockhart, who (in the absence of the council) has returned to manage his estates himself once more. Sightings of the Lord walking around the grounds of his estate and even venturing into the village of Sylverfern were heartening to all. His Lordship was healing well, and found he could get around with only a cane for support.

Tragically however, Lord Lockhart was savagely attacked the fifteenth night of First Harvest by a force of supernatural enemies who had used their ability to pass as human as a means to infiltrate the heavily guarded Lockhart Estate and Manor House.

Fortunately, due to the heroic actions of his

Lordship, and a local farmer known as "Alex", these demon men were driven back. Unfortunately, several trusted aids and local guards perished in the fray. Lockhart and Alex were the "last men standing" after the horrible battle, both battered and bloody but fiercely determined to stay alive.

It is then, with some understanding that after that savage attack, where Lockhart saw many of his trusted retainers perish, that there have been several changes in Sylverfern.

Firstly, Lord Lockhart stripped the manor of much of its remaining guard and set them to reinforce the borders. New Guards were found, carefully vetted, and formed his new high guard called "The Incorruptibles". The captain of this new order is the former commoner "Alex" who has become one of Lockhart's most able and trusted confidants.

Next, after seeing his Barony fall to the corrupting influence of the Cultists of Mondrigror, Lord Lockhart orchestrated the "Great Purge." Pronouncements were made, far and wide, that all who violate the Fallstavian Law concerning the worship of "Prohibited Gods" were to be found, and summarily executed. The old Lord Lockhart would never make such a bold declaration against these cultists, but after surviving his assassination the Lord is driven by a grim determination to strip his Barony of all evil. "Let them find no solace in these lands. Those who protect the followers of Mondrigror, Heketa, or the Filthy God of Thieves will find no safety here." are his words for us to hear.

Unfortunately, the forces of evil fought back. The assassination attempt was only the beginning, and the supernatural evil monsters rose in great number. Our

valiant guards continue to fight against them, but the demons haunt the nights here like they never have before. All who dwell here know people, perhaps close family members, who have been carried off to who knows where.

The people began to despair, and sought to flee Sylverfern, and Lord Lockhart was forced to make a terrible decision. Travelers on the roads were the first prey of the evil ones. Only by remaining together, fighting together, could Sylverfern remain strong. He set a curfew, and ordered ALL (commoners and nobles alike) to "Stand their Ground" and "Stare the Devil in the Eye." Regretfully, the border guard was charged with turning those who would flee as cowards back- and some of them were even (by necessity) imprisoned. This controversial decision cost our Lordship much of his popular support.

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CONSTABLE'S CORNER

Incorruptibles Deter Grave Robbery, Leave Skeleton Unburied.

At around eleven o'clock at night on the 20th day of First Harvest, the Incorruptibles (Lord Lockhart's newly established elite guard) came across a sight that would infuriate any bereaved relative- a trio of hooded people in the process of digging up a gravesite, unburying the corpse within and then running off with the corpse.

The violated grave belonged to a woman named Cornelia Cooper, a widow and seamstress who earned a measure of acclaim for dying in a most heroic fashion two years ago at the age of 48- taking up various household objects to use as weapons and defending a 6-year-old boy with her own body against vicious attacker, thus surrendering her own life to buy the child time to run away. Even the inscription on her tombstone, "Lived as a seamstress and died as a hero" stands testament to the heroism

she displayed, proving that one need not be a noble or earn the label "war hero" to be a hero.

Most unfortunately, the three persons responsible for digging out various bones managed to get away. They attempted to bring the bones with them at first, but when they were confronted by the Incorruptibles, who gave chase when they ran, they dropped the bones and threw them all over the place.. Most unfortunately, none of the trio were apprehended, although luckily the Incorruptibles managed to remain uninjured, a far better outcome than their predecessors of the Sylverfern guard. It is speculated that the level of experience of the Incorruptibles has led to their staying alive against foes that would have slain their predecessors of the Sylverfern Guard.

"Those were bound to have been filthy evil Mondrigror

followers," one of the seething Incorruptibles, John Krauss, reported. "There's one reason and one reason only that people desecrate gravesites and dig up the dead within the grave- to reanimate the body and create undead. Mark my words, we are going to find them, and if they dare come back, we shall water the ground with their blood! They will pay for all the suffering their kind have wrought upon many with their filthy necromancy and their undead. Then may the gods help their souls! Their days of evil are over!"

Incidentally, the Incorruptibles have not reburied the bones. They have been patrolling the area of that grave on a regular basis, clearly expecting the necromancers to return due to the fresh condition of the bones that remain scattered all over the ground unburied.

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Nexus only a few hundred leagues away from the Middlehaven border. The J'Teth action in Grimdom'vok ALSO appears to be related to their plans in Rokar as another nexus is located on that lawless island. Lastly, there is the well known and studied Nexus which lays in the "Disputed Lands" of Fenlund, just over the Perin border near Sylverfern.

"The J'Teth plan seems to be clear, their ultimate victory appears to be connected to these 'Nexi' in some way. It is absolutely imperative that we do everything our power to prevent them from having that. It is in that vein that we are announcing a return to the official Armistice between my own Fallstav, and the

honorable Duchy of Perin. We must stand together against the great enemy, and show them what the people of Middlehaven are made of."

When asked why Duke Fallstav had chosen to reveal this information, his Grace offered the following; "We were only keeping this a secret from our allies. Our enemies already knew their plans. By heightening the awareness of the general public, we make it far less likely that they will succeed. The J'Teth move slowly, carefully, and with great planning. They seek to weaken through corruption before they strike. They are enemies in the shadows, and their greatest weakness is the light."

"The J'Teth are coming. But we will be ready."

MULTIPLE SYLVERFERN RESIDENTS SLAIN IN GRIMDOM'VOK

Often a major achievement is accompanied by some form of sacrifice or loss. Such was the case when a group from Sylverfern went on a journey to Grimdom'vok to combat J'teth that were endeavoring to seize the pirate island for themselves. Our heroes earned themselves a great victory in uprooting a J'Teth plot to create war between Werdill and Grimdom'vok and subsequently sweep in and grab the pirate lands for themselves. Sadly, three of the group lost their lives in the process.

Many dangers exist on Grimdom'vok, which is to be expected on an island that is primarily inhabited by orcs, Ra'Kasha and Hazzmarr pirates. One of these was the J'Teth, which will be further detailed in a separate article by one of my colleagues. There was also a terrible plague, a highly contagious and lethal malady borne by spiders, sweeping through the island at the time. There are even rumors that demons exist in Grimdom'vok too, though not quite at Sylverfern's nightmarish level, largely due to the actions of certain local mages that dabbled in the highly forbidden art of diablerie.

The first of the three to fall was a young woman named Aristania Vladnikov on the 26th day of Heatwane. She was among the several dozen people present on the island of Grimdom'vok that succumbed to the ravages of the spider plague. Doctors in the vicinity, including Dr. Zar Quinn and Sylverfern's Court Physician, Fern, put forth valiant efforts to save her at the risk of their own health but unfortunately there are many things that cannot be undone and she perished.

An orc called Orriro of the Battle Toads was also slain later that night. He was in the midst of battling J'Teth forces when he was scorched unconscious by the fire spell of a dread J'Teth mage. Sadly, he expired from his wounds before any of the doctors and priests in the vicinity could get to him.

Sylverfern's losses did not end on the 26th. On the 27th, the heroes of Sylverfern found themselves in a battle against unnaturally large spiders of a similar ilk. This struggle started when a sailor from the crew of Captain Khajj Tamir's Wasted Walrus, later revealed to be named Josie, was found in the throes of the plague's end stages. She had investigated the source of the spider plague and fought against the agony of her illness to convey this information to the Sylverfern heroes. They went to battle an apparent monster that was responsible, but one of the Sun Cadre, Kenpachi, got eaten alive in the process. Sadly, they were also unable to save Josie; brain surgery had been attempted on her but

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OPINION PIECE: THE LOOTING OF CORPSES IS BECOMING A MAJOR PROBLEM

Sylverfern has become an extremely difficult town to live in, so extreme in fact that were it not for the fact that Lord Lockhart in his dubious wisdom has actually made it ILLEGAL to leave. I am furious, for had he not made it illegal, my son might still be alive. Instead, he is dead. He was only sarding 22!

Something else, though, is adding insult to injury. Not just to me but to many other bereaved parents. There are opportunistic people who are proving themselves to be just as monstrous as the demons by profiteering off the many deaths. More specifically, they are forming small bands, prowling the streets seeking the bodies of those slain by the demons, often left to rot, and conducting extremely thorough searches and stripping the corpses of everything even remotely valuable from them, even right down to shoe and belt buckles!

You know what the problem of looting corpses is? Quite aside from the disrespect of the dead, burials typically require the expenditure of coin. Not to mention the lost wages to the family... family members NEED the valuables the deceased have on them to be able to pick up the threads and move on without suffering financial ruin along with the loss of a loved one! You are condemning some families to starvation by looting their kinsmen!

These bastards are also breaking into people's houses, dumping drawers, emptying trunks and other storage items, strewing attire everywhere, ripping apart beds and otherwise destroying the places even worse than the demons did to look for gold, silver, diamond and anything else even remotely valuable!

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DEATH OF A VIRTUOUS MAN

In life, Bartholomew Barnwell, 38 a turkey farmer and devoted follower of Valkor, was renowned within town for his multifarious virtues. He was never even once known to have broken his word. Although Barnwell was no noble, he was generous with his deeds. He offered all the assistance he could whenever he saw a neighbor in need. He never was known to complain about the taxes imposed by Lord Lockhart and sustained by the Sylverfern Council during Lord Lockhart's illness, arguing that while nobles have much more revenue due to taxes, they also have many more expenses than a commoner such as himself or anyone else would ever face since it is the noble that is held responsible for the welfare of the town, the noble that must maintain the roads

and bridges and the noble that is expected to pay a four ryal tribute to Vrengar every Firstfrost.

As the saying goes, the good die young, and Bartholomew Barnwell was only in his late thirties when he met a most violent and sudden end. On the thirteenth day of First Harvest, Bartholomew Barnwell was on his way home from assisting a neighbor who'd suffered a back injury with the maintenance of his crops when unknown assailants fell upon the hapless man on the road. According to Sylverfern Guardswoman Edythe Trotter, the lethal injuries inflicted upon the man had torn the entire front of his torso and his face open. "It was not the weapons of humankind that caused that," she told us. "It looks almost as though it was

done by giant claws if you ask me- it looked like scratches that my cat leaves when I give him a bath except much, much larger."

Due to how viciously the farmer had been savaged and wishes he had expressed in life, his surviving family members had him shrouded and cremated. He is survived by his wife, 35-year-old Barbara Barnwell (nee Smith) and a 13-year-old son Bartemius. His ashes were then placed in an urn that commemorates his life and his virtue.

The guard was unable to locate the attacker or attackers responsible for the brutal attack upon Bartholomew Barnwell. One can only hope the Incorruptibles hunt down whoever did this and bring them to justice for their savagery.

OPINION PIECE: GET THESE OUTSIDERS OUT OF SYLVERFERN!

Heroes of Sylverfern... that's what people are calling the influx of people of the last three years that have been coming rolling through here and trashing the place. Heros, my foot. All they've done was bring trouble down on our heads. Demons... Perin...trolls... the trouble with Rokar...

Maybe it has something to do with the riffraff allowed in- first and foremost, slobbery smelly filthy orcs. Enough said. It's a sarding miracle Sylverfern hasn't already burned to the ground with the likes of those ugly malodorous greenskins around.

Let's not even get started on all the Vordis out of Occupied Fallstav. What nonsense. I heard somewhere that the Perin troops are giving Vordis in occupied lands ichor for free. It's quite simple really. You want ichor? Don't break the law. Then you don't have to worry about the price. Easy peasy! Nope, they come here instead, meaning they're troublemakers, and naturally now they're starting trouble here, wouldn't shock me if

Fenlund's trash had anything to do with the escalation of hostilities as though we need another war. Vordis are known for being assassins and thieves. And yet people would trust them to stay in town and not bring any sort of harm along with them? What a laugh. They probably helped the Mondrigorians, or at least the ones not in Grimdom'vok did.

And the Council... none of them are even from here! What right do they have to come marching in from all corners of the world and then think that they can boss us around as though they're related to Lord Lockhart or something? The orc filth, the fool that runs around with Vordis, the spoiled addled child, the half-breed, the lunatic who thinks an old man is himself, the one that talks to people who aren't there and play to all sides and ensures nothing ever gets done especially when he isn't around... Yes, great choices to lead town, really. Thank the gods Lord Lockhart is back to restore order, though what he was thinking making those specific people council is a big mystery. Oh and can't forget the Child of the Covenant and the result of a drunken union, but at least they've not darkened Sylverfern's doorstep like those others recently.

I'm just glad to hear that they stripped the Captain of

the Guard of her title while she is away and instated that fellow Alex, who's been unwaveringly loyal to Lord Lockhart as her replacement. Especially since Cobbletoss is from PERIN... suicidal move, really, Council, appointing a Perinite to lead the guard... And handing her a chance to sabotage us in Perin's favor on a silver platter. Good riddance. Maybe now we can have some peace here.

Editor's note:

Just a reminder that this is an opinion piece and that as of the time of this printing, NONE of the alleged facts of this article have been verified.

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"We are at war against evil. And threats remain on all sides." Lockhart decreed. "Cowards and deserters will not be coddled. Every craven heart who flees weakens the resolve of those who stay, and we must stand firm against this foe."

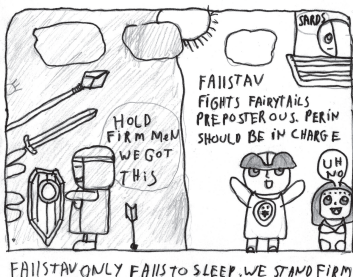
In order to restore heart to his people, Lord Lockhart gave unto the people a great boon. "The nobles of this land will not grow fat while the people suffer." he ordered his tax collectors to return home, and instead offered them new jobs, to take up steel to defend

the barony against the demons. "Until this threat is abolished, no man or property, nor business, nor road shall be taxed. Use your wealth to see to the defense of your family and that of your neighbors."

Knowing that their Lord would forestall his own comforts, the people were heartened and the flood of citizens attempting to flee was stalled. The Midnight curfews aid in quelling the panic, as the people hold themselves in their homes- defending them like small fortresses.

However, it is on many mornings that we wake to find entire families gone. The Incorruptibles Patrol the night, seeking battle with the demon-spawn, but even they cannot be everywhere at once and our casualties are high.

It is the Sylverfern heroes which we desperately need. Those, who prevented the J'Teth Invasion should be returning soon. They are our only hope, and may the Gods see them guided safely home.



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And nobody is doing a thing to stop such wanton disrespect! It would be nice if the looters would consider how they'd feel if someone decided to pilfer everything of value on THEIR relatives.

It seems they're even organizing. I was in the tavern and overheard a couple of people boasting about things they found on dead bodies... I might have attacked them but there were a couple of the Incorruptibles around so I didn't dare- they lock people in the prison over anything and everyone knows the demons go after people in the prison first. No thank you. But hooooo did I have a sudden urge to go get my pitchfork and start stabbing!

It would be nice to see the demons go after the looters, but they apparently are taking out all the decent people first...

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she bled to death at the same time the last of her spiders was removed.

Grimdom'vok, Sylverfern and even Fallstav as a whole are indebted to the memories of these three brave heroes. Their names deserve the utmost of honor for spilling their blood for the safety of the land in which they were present and in their endeavors to curtail the twin threats of the spider plague and the J'Teth. 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.

Veddish Khal is Approaching

It may seem far away, but Veddish Kahl is approaching.

Best to start thinking of how to be ready now.

Waiting until the last moment could be disastrous

In remembrance of Captain Thistle we

should begin preparing for this holiday where the barrier that holds back the spirits weakens. Things come out at night. The undead come forth.

Arrange to stay with friends and family.

Bring your pets and livestock inside too

Make sure you have enough food and water so you can stay safe in your home

Avoid being alone on this holiday.

Start preparing now. Reinforce doors and any point of entry

Make sure to store holy water to fight spirits and undead

Stay inside well before night fall

Keep candles and lanterns so you can see at night

Consult your local priests for advice on how to keep evil spirits away

CURSED ROOMS OF DEATH'S BREW

The heroes of Sylverfern have yet to return to town. However, one of the things that is said to have been among the problems resolved is a cursed room in an inn called Death's Brew, the inn belonging to the Wasted Walrus' captain Khajj Tamir's mother and her wife. Although the stories are wildly varied, there are several common denominators in what is said.

One thing agreed upon is that the curse was a necromancer's revenge against Enri Tamir, Captain Tamir's mother, for turning her over to Pirate King Swailles. Evidently, the necromancer, Aisling Lothimoore, had been in collaboration with the J'Teth and plotting against the king. Enri Tamir located damning evidence and passed it on to the Pirate council, ultimately resulting in Lothimoore being put to death. In vengeance, it is said that Lothimoore administered a "dying curse" upon the Tamir family and their Death's Brew property. This curse is said to be responsible for the deaths of many that stayed in a particular room. Supposedly, those who died got turned into spooks but there is no way of telling whether such specters even exist. On one occasion, there was also an incident in which unknown attackers laid an assault upon the inn, slaughtering most of its guests.

As tales say, the curse was resolved via a ritual involving a jigsaw puzzle, breaking the curse and supposedly freeing the alleged "trapped spirits." In any case, it is said that nobody has died in the inn in over a moon and a half, if such a curse even existed. It is our hope to learn more once the party that went to Grimdomvok returns from their journey of heroism.

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."

WHY WOULD ANYONE WORSHIP CORRUPTION?

Mondrigror is god of undeath, disease, and decay.

I struggle to understand how people willingly worship the Lord of decay.

To me, this would appear like the very definition of madness.

A casual scholar may see this religion and it's rituals as a way to accept death and respect the process of decay as an important part of change. These aspects of change, decay and death are a necessary part of the balance to make room for new life.

Except, that is not what it means to worship Mondrigror. No! Mondrigror does not embody balance. This diety is about corruption and the destruction of society. We are talking about encouraging the sacrifice of people as a means of worship.

Those that understand and pray to Mondrigror, want to destroy the world and have it reborn with Mondrigror in control.

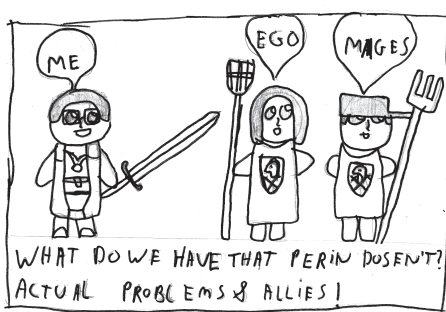
As far as natural death and decay, Mondrigror does not embody this either. Mondrigror is the patron of the undead. Undeath, outside of nature. A terrible curse that imprisons a spirit in order to animate a corpse that will obey commands. Enslaved, and tortured for possibly eternity. Where the

victim will never find peace or journey to the greylands.

A worshiper of Mondrigror is either misguided or power hungry. Possibly a thirst for revenge, maybe a victim of indoctrination, or insane.

Some may argue only through Mondrigror's power, can even greater evils be held in check. I would say, there is not much worse then the end of the world. Whatever the excuse or rationalization, the primary goal right now for Mondrigror worshipers is the destruction of the world. Throwing in with Mondrigror and hoping for anything resembling a good outcome is foolish. Do not be seduced by false promises or good intentions that will be twisted by the god of corruption!

Perhaps a necromancer would turn to such a deity because they feel this is the only place they are accepted. This is where I would propose, we create a place where a necromancer can be encouraged to use their abilities for good. A necromancer that does not create or control undead. A necromancer that heals the injured. A necromancer that gives closure to the grieving that have lost loved ones. Focus on helping others. We would save many lives and souls. Necromancers would finally get the recognition and appreciation for what they can contribute to society.



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.

THE VORDIS VOICE

I see what's happening yeaahaah
Face to face with a vordis, and
it's strange
You dont even know what to say
It's hilarious
Well it's nice to see that humans
never change

Open your eyes lets begin
Its me, I'm Lupin, breathe it in!

I know its a lot, the blades the
bombs
Cause Shad-o-sun got it going on!

What can I saay except your welcome
For my cadre helps keep the town
safe
Guess its ok, its ok, you're welcome
Just listen on, oh ye of little
faith

Who got two blades that cut through
your foes
When yer 'bout to get death blowed
This bro!

When the nights get cold who
brings you coin from up above?
Youre loookin' at him love

Oh, also I shine for the Sun
You're welcome
the greater good can be such fun

Also I harnessed darkstone
You're welcome
To send those J'Teth running home

So what can I say except you're
welcome
For the prosperity you'll soon see
Just wait for that day, ok
You're welcome
I gotta say its me just being me

You're welcome
You're welcome

Well come to think of it
Lad honestly I could go on and on
fighting the evil and natural
phenomemnon
those Spiders, the Demons, oh yeah
the J'Teth
Most of those guys just a waste of
my breath

Went to Grimvom, and helped free
some peeps
Fought off some pirates that game
me the creeps
What's the lesson what is the take
away
Don't screw with Lupin when h'es on
the breakaway

And the scars all here on my skin
Are a map of the victories I win
Look where I've been
All the problems im solvin'
Look at my arsenal just quickety
quickly evolvin'

Well anyway let me say, you're
welcome
No, I dont need your groats
I'm rushing away away
You're welcome
Cause darkstone keeps me and my
boys afloat

You're welcoome
You're Welcome!
And THANK YOU!

HOROSCOPES

SUNSLEEP (MONTH 1)

An intuitive, practical, creative and honest, if somewhat emotional woman plays a prominent role in your life. This strong woman will offer you valuable advice and her assistance in the coming moon .Beware allowing material possessions to bind your priorities lest you lose a chance at personal growth. You may be overconfident due to past victories in surmounting obstacles. Beware impossible ambitions that come from ignoring the obvious facts right under your very nose. Your imagination tends to run wild but it has the potential for masking circumstances and preventing clarity. Also, try not to overly emphasize material comforts and recognition. It could cost you spiritually. Don't give in to any temptations to forego your efforts; failure need not be your fate. You've gained new ambitions recently due to things you've been through. An unexpected element, however, will alter what is necessary to achieve recognition and realize your goal.

WINTERDEEP (MONTH 2)

A cycle of misfortune is reaching an end for you. You will be learning some new skills, and putting them to use, in the near future. You are rather angry. Remember that it can be self-destructive, harming you more than the source of your anger. Follow your inner voice to make sure your decisions are correct. This will guide you to a significant breakthrough in inspiration, leading to triumph. Fear not change and eschew self-pity. Refuse not risk lest you slow your progress. Others will rely on you for an important decision; be sure to plan for the future. Wonderful opportunities will soon come your way.

EARTHTHAW (MONTH 3)

Recent suffering is bringing you to newfound strength and life. An amazing chance to change your life for the better is on its way. You'll soon receive an offer- or a reminder of a recent offer- of assistance or partnership in a new-fangled idea. This offer must be acted upon immediately. You will attain swift progress. A new chapter begins in your life. You can achieve financial stability through careful progress. You also face a plethora of criticism from others. Be wise in how you cope with this. You recently or soon shall experience defeat. It is only a fleeting thing; being realistic in how you address said defeat can lead to future victory. You'll gain a flash of insight showing you the way. You can gain serenity in being less emotionally dependent on others. Your knowledge will impress them and guide them to approve of your plans.

FORRESTWAKE (MONTH 4)

The present time for you is about success and transformations courtesy of changes you make in your life that will bring you victory. Surround yourself with positive energy that encourages fruitful action in the future. As the saying goes, the gods help those who help themselves. Inner strength earns you the respect of your loved ones. Developing yourself physically can lead you to a new occupation. Avoid overindulgence in drinking or food. Make sure your possessions are well-protected. Overemphasizing material security, however, can prevent you from gain as you shrink away from risk-taking. You

are a veritable nonconformist, very open to new ideas. Loving yourself truly is how you shall prevail.

BLOOMINGTIDE (MONTH 5)

New beginnings are before you but first you very much need to learn to control your emotions. A secret may come to light. A foreigner may bring help your way. An impetuous young man will lend you some form of aid. You've suffered from inner dissatisfaction, making the successes of the past count for nothing in your eyes. Spiritual guidance is needed to surmount the constricting circumstances of your present. Selfish spending may cause a financial shortage. Lack of self-confidence is preventing you from taking chances. Love is what triumphs over difficult obstacles. The consequences of past actions will be completed as relationships resurface. Have some confidence. Do not lose faith in your abilities. That is what will bring emotional fulfillment and success to you.

SUNHIGH (MONTH 6)

A period of terrible sadness is reaching an end for you; if you've not have one, you're about to be disillusioned. You'll discover some useful new skills. Learn to follow your heart to discover your true purpose. Impulsiveness and a lack of patience otherwise will impede your progress. Make sure to think carefully before committing yourself to anything. Self-discipline is the key to rewards. Be warned; outside interference may sever an emotional bond. Envy from others will cause you some distress and unhappiness. You are a born organizer. Preoccupying yourself with financial gain, though, will make you mediocre.

SUNHAMMER (MONTH 7)

You see both sides of a matter and face a new life. This new beginning demands patience and careful nurturing. You see only hurt and disappointment caused by others. Your plans may fail if you show an inability to move forward with the times. Being selfish with your coin and spending could cause a financial shortage in your home. Your perception of present or future events may be clouded by latent insecurity. A proud and unforgiving nature often chooses the wrong road in life. Unfortunate news may shatter your plans. However, you have a fulfilled romantic relationship or some kind of recent triumph despite things. Pay attention, learn these impending lessons and you will discover true happiness.

HEATWANE (MONTH 8)

You're at a momentous time in life and have discipline and self-awareness. You sense that you have become detached from your own life. Something momentous is in the offing. Know that ostentatiousness and wealth are not all-important. Some obstacles may appear but they won't hinder your goals, though your lack of courage to assess and confront a situation may do just that. You have a rival, but you are clever. Discover their weaknesses and you can defeat this quarry. The obstacles from before? They'll look impossible initially but they are merely temporary. Don't forget to remember your personal and emotional needs amid your labors. You're on the right path, whatever the costs.

FIRST HARVEST (MONTH 9)

You seem to be coming into a time of disillusionment and some form of large-scale suffering. A spiritual person will encourage you to employ psychic abilities. You've grappled with unfulfillment and dissatisfaction via the repression of your productive energies. The beginning of regaining these energies is going to be through a show of love desperately needed either by you or from you. You hope to discover a new profitable or skilled occupation that makes thorough use of your strengths. You genuinely love the town and want to provide help to others. Think before you speak, otherwise it may become too late to make amends to a quarrel. You may misread a sensitive situation, resulting in a harrowing emotion problem. The seeds for success you've laid in the ground are growing quickly. Be wary however that you cause no harm to others in the name of growth.

LEAFTURN (MONTH 10)

You face one of the following: a messenger bearing news of some king, a foreign person or country or a rival. You also have a new love interest, placing happiness in your heart. You have some new ideas that must be used wisely, though in your case identifying and following your deepest wishes will guide you to success. You have to put in more work to achieve the destiny you want. Do not put forth your energies out of selfishness lest you lose. Reassuring news and an important letter both shall come. You have psychic powers of some kind that can be used to help others. Sudden inspiration will usher in a new beginning.

FIRSTFROST (MONTH 11)

After a long struggle, you are to come into some form of success. You're facing down a challenge, tackling it by the horns and defeating it. Consistent industriousness is bringing you recognition and reward. You do however need to take care in how you arrange your energies. Ignoring what is before you leads to impossible expectations. Additionally, you absolutely must work through spiritual ties with others. You cannot dodge clashes in philosophy forever. Refusal to face opposition does not curtail a dreaded moment but merely delays it. You are imprisoned in an old pattern that desperately needs to be shattered. Dodging taking a risk for the sake of personal security merely prevents growth. You must accept help and advice.

LONGSHADOW (MONTH 12)

It is using your mind and not brute strength that will attain an impetus. The use of a mind and a mutually beneficial partnership. You've been suffering due to some form of separation from family or a loved one. You also find that past wounds, if not forgiven, are difficult to forget. You're insecure because you've dealt with a dearth of recognition for your work. Something is coming that will alter your future. You get strong support from a loving friend. Get to know yourself though or you will have wool over your eyes. Your emotions may become frozen if you are too protective of your inner self. You wish for happiness and prosperity. Do not be too preoccupied with coin though or your life will be lackluster.

OBITUARIES

Aristania Vladnikov

Aristania Vladnikov was a young woman who was extremely new to Sylverfern even by the standards of the new wave of Sylverfern settlers. Very little is known about her, but it is clear that she was a highly skilled transmutationist in life. She was also highly intelligent and had the knack for learning new things very quickly. She also became an associate of the mercenary group called the Sun Cadre.

Aristania Vladnikov was part of the group that accompanied the mission to Grimdom'vok. Remarkably, she also tested as having ancient traveler blood flowing within her veins which enabled the stealthy method that was used to get into Grimdom'vok very quickly. Sadly, while she was in Grimdom'vok she fell victim to the spider plague that swept the island nation.

It is our hope that the name Aristania Vladnikov will live on far past the scant number of years in which she walked this world.

Kenpachi of the Sun Cadre

Kenpachi was born to a warrior orc-man, also called Kenpachi, and a woman from Fenlund in the town of Sunspurge Creek (an unusual town in that it was comprised of mostly nonhumans) in what is now occupied Fallstav. He was raised and schooled within the same town. He became a highly skilled guitarist.

After Perin's Coalition forces attacked Sunspurge Creek during the fateful year of 312 in which most of what was formerly southern Fallstav was invaded by Perin, Kenpachi joined the Vordis group known as the Sun Cadre, which eventually came north and settled in the town of Sylverfern after its leader Lupin Shadowsun came to the area in the spring of 316 and learned that their presence would be accepted by Sylverfern's leadership.

Kenpachi is predeceased by both of his parents. He does not have any known relatives that survive him, but the half-orc was part of the Sun Cadre and they, too, survive him.

Orriro the Battletoad

25 Heatwane (year unknown) to 26 Heatwane 317

Orriro, a priest of the Immortal Knave and member of the mercenary band known as the Battle Toads, was slain on the 26th day of Heatwane in a fierce late-night battle against the J'Teth in Grimdom'vok. He had been stricken down by a fire spell and expired before any of the healers in the group had a chance to get to him.

Orriro, whose birth name was Oarro, was born upon a ship belonging to the land of the Grimdom'vok. Its Captain was called Oarren and his wife, that bore the son, Geraka. He grew up on the island and eventually left to travel. He ended up joining the Battle Toads in Rokar during Heatwane 316 and coming south with them to Sylverfern where he became the pupil of a priestess named Lealia. Orriro is survived by his parents and his younger sister Gerrona.

THE ART OF THE DUEL

Under the decree of King Grudar, in the year 259 a.f., the Laws of the Duel were set down. Those who climb to the topmost ranks, shall earn the title "Hazzard" to put before their name. The Duel was created so that wizards could practice and hone their talents. It exists to strengthen our wits and our resolve so that when danger strikes we are no stranger to it. We now live in an age where the J'Teth, our ancient enemy, are on the move. The Council of High Lords who rule Middlehaven have commanded that the Duel begin again.

The Rules of the Duel:

- Any wizard who chooses to enter may, provided that they are loyal to the defense of these lands. The Duel is our way of honing our skills to defend the homeland against foreign threats. A wizard is defined as someone who uses magic, be it by spell, by potion, or even items. Any Representative of the Royal College of Arcane Studies can bring tokens and register your entry.
- Each entrant will be given two tokens. After a duel, the loser must surrender one token to the winner. Once a wizard has lost all their tokens, they have lost this running of the Duel (for this year at least).
- Any wizard may freely challenge someone with EQUAL or GREATER number of Tokens to themselves. They may not challenge those who have less, but if challenged must answer.
- Once a wizard is challenged, they may set the time of the Duel, but it must occur no later than directly after a rest period when each wizard is at their full strength. However, by honorable convention, if both wizards agree it can be at a later specified date.
- If a wizard is challenged, but chooses not to answer the call, they must surrender one token as if they had lost.
- To set up a duel, two white rings must be placed 7 paces apart from each other. Each wizard must keep a part of their body (attached to the rest of their body) in the circle at all times. Each time a wizard leaves the circle (or is pushed out) it is counted against them. After leaving the circle three times, the fight is over and they have lost.
- If a contestant is rendered helpless, goes limp, or taps out the fight is over and they have lost. If the contestant is still moving, they are a valid target unless they indicate otherwise (either verbally, or by tapping the ground with either hand).
- Only ranged attacks are permitted in a duel. All missiles must either be of magical origin, or must be guided or enchanted by magic in some way to count. Alchemical missiles are also permitted.
- To watch the Duel, there must be a referee who reads these rules to both contestants. That referee can be a person both contestants agree on, a local guard or other authority, or another wizard of the Royal College of Arcane studies.
- A healer of some kind must be present. If one contestant is injured to the point of near death, once the duel is over all efforts must be made to preserve that life.
- If any contestant activates a protection effect which prevents them from taking an offensive action, they may have ten minutes to ready themselves for battle. After that time, if they do not attack they have lost the duel.
- **READER:** Does each contestant understand these rules? (When ready): **SPEAK YOU;** "For the HONOR OF THE ART" and engage!