

Sylverfern Star

Volume 3, Edition 6.

First Frost A.F. 317

IN THIS EDITION:

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FLESHHEART?

SECEDING OR
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MUCH MORE!



INCORRUPTIBLES CORRUPT. IRONY LOST ON NO ONE.

Silverfern became a town straight out of nightmares during the second half of First Harvest after Lord Lockheart's manorhouse was attacked by what was originally believed to be Mondrigor followers allied with demons. Unbelievable though it sounds, according to the explanations of many people close to Lord Lockheart, the reason Lord Lockheart's policies had suddenly changed so drastically was that our beloved lord and the youth Alex who'd become the Captain of the Incorruptibles had not made it through the attack on his manorhouse mostly unharmed as originally thought. They'd survived... but not unscathed. It seems that they were kidnapped by "flesh demons" and flesh copies that looked exactly like the real Lord Lockheart and Alex replaced them. "Fleshheart" carried on governance of Sylverfern. And, in this one very specific thing, the Mondrigor followers were apparently quite innocent, despite the pogrom that Fleshheart launched against them.

The brave and clever "Coventry Irregulars" as Sylverfern's heroes are often called because of the ones that once frequented Fenlund's Coventry Inn quickly discovered that what looked like Lord Lockheart was in actuality a flesh demon. One that identified himself as "Sennoken" described an extremely perilous journey back from the docks of Grindom'vok as well as some of the atrocities committed by the false Lockheart and the Incorruptibles. "We appear in town, and the fake Alex meets us at the docks. He then proceeds to lead us through every trapped area in town. Full of demons, ogres who wanted to be left alone, and eventually a fire demon pretending to be a baby. Later, the guy tried to whack my friend who knew him quite well as he was catching on. So yeah, the incorruptibles begin falsely accusing people. Mind you, these incorruptibles are all demons, and the people who were condemned knew they were screwed. They screamed "NO THEY'LL STEAL MY SOUL! Last time I've seen a jail, I've never seen or heard of souls being eaten. Just armsmasters trying to deny ichor. Then, the border

guards weren't being paid, and got fired. Then, Lupin said, ok, this guy is wacky. We gotta interrogate them, come hell or high water." This Lupin to which Sennoken referred was possibly Lupin Shadowsun of the small faction called the Sun Cadre."

Sennoken wasn't alone in reporting atrocities from the last week's end. "One accused me of being a Mondrigor follower out of the blue just because I was near a grave then tried to stab me! I had to leg it to not be run through. They weren't keen on asking any questions, just hacking me to vapor!" a village girl told the Sylverfern Star. S.D. pointed out the major personality difference in Lord Lockheart. "The fake was also very angry and stern and judgemental, he's been conscripting citizens into forced labor in the manor for weeks." There were also claims of others also being taken by the demons. "It also made clones of the guards as well," said a human male that called himself S.D. A foreign noble, meanwhile, outlined how he'd been used as a tool to serve the needs of the demons. "The Fake Alex used me as a means to garner trust, calling me "follower of Larisca" even though I proved to him much earlier this was not the case..."

Many of the adventurers started to confront Fleshheart, Alex and other Incorruptibles. "So, me, a few of my boys, some new friends like this cool Ra'kasha kid named Ashur, and this other kid named Argus (who will probably try to take credit for everything,) decided to stop these phonies, and eventually they admitted they were demons. Fake Alex even told me he was fake, and when someone ran him through with a silver blade, he didn't even die. I asked who he worked for. He didn't answer. I asked then, if he liked chicken. This sounds crazy, but demons of Gunthrax have this sort of... lust towards eating chicken. He admitted to it. Later I hear some of my boys infiltrated the demon lord, and he basically confirmed it. Fool was mad we stopped him. The Cadre don't like people trying to set up shop on the souls of the innocent round here.

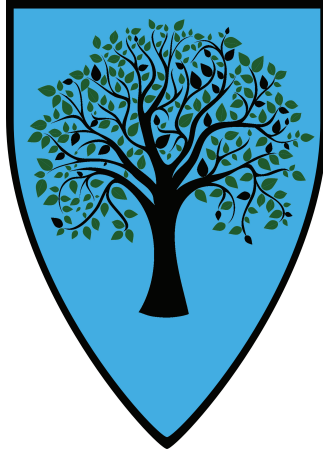
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WERDILL SECEDING AT END OF 318

The convention of the four Dukes of Middlehaven and the rest of the Council of Great Lords that took place the first week of Leafturn made it clear just how heavily the idea of Separatism (the Council of Great Lords disbanding and the four duchies dividing into four kingdoms) has pervaded Middlehaven. On the sixth of Leafturn, Duchess Jullanna Vordalla Werdill, reputedly frustrated by the incessant bickering between Dukes Fallstav and Perin, having to use her duchy's immense sums of wealth that far outstrip even to bolster the poorer duchies and possibly even instances in which other Dukes looked askance upon her and cast aspersions against her governance because of her gender (despite the fact that King Torvill Stormreach gave women the exact same rights as men by law two centuries ago), made a bold proclamation. She informed the rest of the Council that the Werdill nobility has loudly and emphatically called for the secession of their duchy from the rest of Middlehaven- and that she was in full support of the nobility ranked below her.

The other three Dukes immediately protested that she could not do that. Duchess Werdill countered that as a matter of fact she could,

and pointed out that not only would Werdill be more than capable of functioning on its own but her duchy might in fact even be better off. She would not be more explicit in



what she meant, but it is likely referring to the fact that Werdill, as the wealthiest duchy, has been compelled to pick up the trade slack left by even the relatively well-off Perin, Mergrim and especially Fallstav as the poorest duchy.

The Duchess' words were thus: "Do not speak over me, I will have my say!"

It has become clear to me that there is no hope of us ever again being a unified kingdom. Over three hundred years ago, the Soldarian Empire met its end. Now, the Stormreach line has ended and there is no hope of there being a new Middlehaven queen or king without a battle. Look how the past two decades have gone! Harken unto our people! They grow weary of how things are. And the generation too young to remember King Wulfgar, the generation with the first Separatists, is reaching adulthood. They are confused and frustrated. That is why some of those young people are throwing themselves into hedonism and carousing all over the place. Why didn't their parents teach them to act properly, people ask? Because their parents were too busy with the matter of the throne! If we are brutally honest with ourselves, the four of us don't get on well at all. We can still trade with each other, but we cannot tolerate each other in more than small doses. Meanwhile the Separatist movement was born of other youth, and they are unusually devoid of the enthusiasm, joy and keenness for playful enjoyment that one usually sees in youth. This is

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CONSTABLE'S CORNER

Unidentified Child Found Dead

Two women passing through Sylverfern were met with a horrifying sight on the 21st of Leafturn when they came across the mutilated corpse of a small child. These women, who wished to remain anonymous but gave their ages as 25 and 27, had been headed west to one of their relatives.

"My sweetheart and I saw what looked like part of a boot sticking out from brush and we thought someone had discarded a pile of clothes until we moved the brush aside. I have a strong nose and I was worried because I thought the area smelled bad. And... it was a small boy. And there were flies going in and out of his head." Other details were also given that will be spared for the sake of any readers that happen to be eating a meal. The most remarkable aspect of the corpse was that someone had sliced the child's head asunder, boring holes into his skull and removing part of it as though to try to alter the brain itself. One of the largest blood vessels in the brain had been struck, hemorrhaging profusely and causing his death by exsanguination. The cadaver had then been discarded like trash in a brush pile in the woods about a half day east of Lord Lockhart's manorhouse. He also had rope burn as though someone had bound him at some point.

At the time of printing, a name has not yet been found for the child. His age is estimated to be somewhere between six and eight, although it is also possible his height had been stunted by a dearth of nourishment in life. Astonishingly, according to several of the Sylverfern Guard when questioned, there had been no reports of missing children. Some of the border guards are now investigating whether Blutmund and other neighboring baronies have had children go missing that could've ended up being an anonymous corpse in Sylverfern.

If anyone has any information on what might have caused the boy's untimely demise or is aware of any young boys that have recently gone missing, please contact the Sylverfern Guard so that his family can be contacted and informed of the death of the child.

Editor's Note: Although this child is not one of the Star's hawkers, if the child remains unidentified and unclaimed, funds will be made available for proper burial in the Common Cemetary of Silverfern, once the proper authorities are finished with their investigation.

SEPARATIST BARON MEETING WITH LORD LOCKHEART

Editor's Note: Given the reports of Lord Lockheart being taken to the Ashen Plains, and in his place, a doppelganger known only as "Fleshheart," we recommend and implore any such nobleperson to remember that this meeting occurred the day that our Lord Lockheart was returned to us in the flesh. We further recommend that in light of this truth, a new meeting be called.

On the 23rd day of First Harvest, Lord Lockhart convened Court at the Sylverfern Inn in the main part of Sylverfern village. That session of court was the first time that it had been run by Lord Lockhart since the summer of 315. Many things transpired during that session of court, including a visit from a Mergrimite noble and prominent Separatist, 41-year-old Lord Asher Monteleone. He was accompanied by two younger Separatists that acted as guards, 21-year-old Hugo Entwistle and 23-year-old Cornelia Pippengrosh. Entwistle and Pippengrosh are both former students of the boarding schools for affluent youth and youth that secured sponsorships, whether through friendships of their parents or their own merits.

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This is our town. So yeah, they got back by bullshitting their way out I guess."

Eventually, "Lord Lockheart" (Fleshheart) was assassinated. S.D. stated "we confronted him, he turned and was slain by an unknown assailant. We later found him in the Ashen Plane and six of us rescued him and Alex I believe... I was not one of them. We received the proper Lord Lockheart back into the town and tested his legitimacy. He wore his holy symbol: a sure sign it was him. The fake refused it and made excuses." It is widely known that His Lordship is a devout Rashyer follower. His wife, the Lady Lockheart, follows Valkor.

The rescue started evidently shortly after supper. "It was after the feast, and I had just finished scrubbing pots and pans for a bit of spare coin. I come out of the kitchen and find before me some of the others from town and a fae headsman," a Ra'kasha stated (though the knowledgeable-seeming Ra'kasha was unable to tell more of his tale due to interruptions.) Multiple witnesses told the Sylverfern Star that people had ventured into the Ashen Plains themselves. That claim is dubious, since it is said in legends that mortals cannot survive more than a few seconds. Nonetheless, multiple stories said the same thing. The key to gaining passage to the Ashen Plains was a large man that kept a red container with him, according to a foreign noble who requested that he not be identified more specifically than that. An elf later identified a man named Argus (whose surname was later discovered to be Myzan) as the one who knew the way there. Sennoken added, "this kid Argus made a deal with this... thing called the Dream Thief. The Thief really likes Lockheart. Really odd guy. Picture some sort of weird dream demon thingy. That I guess is really eccentric." Several other people made mention of this "Dream Thief" as well.

A villager named "Gilraen" had much to say about the journey. "The assembled party went through the portal. Led by Argus, we made our way through the dark paths. When we found our way to the area the Lord was being kept. Argus used a magic to cause sleep. We entered while the demons slept, disposing of those there only to

discover that there were traps in the area. When we found the lord he was trapped and we had to find a way to cut him and Alex free. Once free we escorted the Lord and Alex out but they were both damaged by traps." Luckily, despite the traps both men made it back relatively unhurt.

Sennoken spoke much about the fight to recover Alex and Lord Lockheart as well. "So, Argus manages to open a portal to the Ashen Plains using fake Alex. Yeah, the Red Hand would get hot and bothered just thinking of the stuff we did. So, we snuck in, Argus made all the demons sleep, and we whacked 'em. But yeah, I walked through a minefield to save Alex from this evil cocoon. Kid was safe and sound but all sorts a screwy. We then realize that we could have only brought ten people, so Lockheart and Alex decide to go heroic sacrifice pointlessly. We stop 'em. Namely Gemma and Argus. They both decide to stay so that we can save these people. They ran through hell, and back. I was not allowed to join 'em because my second literally beat me to near unconsciousness and dragged me into the portal."

Sadly, as Sennoken mentioned, not everyone made it back. Argus was among those who got left behind in the Ashen Plane, though he eventually found his own way back. In addition to Argus Myzan, Lady Gemma Silverwolf was also identified as someone that played a strong role in freeing Lord Lockheart and Alex from the clutches of their Ashen Plane. S.D. explained, "Lady Gemma was said to have sacrificed her way out to assure Lord Lockheart his passage out. She was honored by being given the title Dame." The story of a woman named Gilraen entailed these words: "When we discovered we could not all return Dame Gemma offered her space to the lord for which he knighted her. The lord refused and I gave him my hammer and used all my power remaining to heal his wounds when Enix knocked us through the portal. When we arrived on this side we discovered who was left behind. Those being Argus and Dame Gemma."

The troubles were not over after Alex and Lord Lockheart were released from the substance in which they were being kept captive. They now have to contend with the unseen scars inflicted by what had happened to them. Some signs have already appeared according to Gilraen. "The Lord

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OPINION PIECE: COUNCIL ABSENTEEISM IS UNACCEPTABLE

Let me get right to the point: most of the Council are failing us. Many of them have been absent for moons at a time, and the only ones who have been in Sylverfern with any sort of consistency are using these absences as an excuse to delay any kind of decision-making. This is leading Sylverfern straight into a state of stagnation. Stagnation and LITERAL disrepair, as evidenced by the once grand Lockhart Manorhouse falling apart and the damaged bridges! Have all two of the Council members that have bothered to remain in town spent any of the tax florin at all, or are they merely letting it collect dust somewhere?

Before I go shooting my mouth off about the ones who apparently find themselves incapable or can't be bothered to make themselves available in the town they're supposed to oversee and protect, let's give credit where credit is due to all two of the Council members that have been mostly available, aside from when they were away on the mission to Grimdom'vok- Tatha the half-elf and Sigmund Kijam the master sorcerer. These two have found themselves compelled to pick up the slack for their fellows, entertaining diplomatic visitors and seeing to the town's daily affairs. Unfortunately, they have also delayed pretty much every decision of import, putting forth an excuse that can only be used so often before people start getting annoyed. "We can't give you an answer. We can't decide right now. Not enough of the Council is here."

It is high time that Kijam and Tatha grew backbones and made important decisions. And if the absentee Council members have a problem with said decisions? They should have the spine to respond "too bad. If you dislike the decisions made and wish to ensure similar ones aren't made in the future, perhaps you should consider being in Sylverfern so you can participate in votes rather than abstaining through your absence."

Now let's consider the absentees. The only one who was absent for a long while that the town and our paper have heard of is Lady Antonia Bianchi. Really, let's

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ROKARIAN CIVIL WAR?

ALISTA PLATHOR

Recent events with the priestess Lealia and her student Matus has caused me to ponder on the ways of Rokarian politics, especially noticing the absence of Ambassador Feindhallar during the ordeal of some of her thanedom's very own residents.

Further investigation into clan Feindhallar has revealed that while Ambassador Feindhallar has made it no secret of her alliance with the J'teth empire what has little been known is they have also been acquiring land through means outside the Honin.

Rokar has some similarities to Middlehaven. While we have duchies they have thanedomes. Each of our duchies has a Duke and then our King of Middlehaven, who we know left us with no heir. Instead of Dukes they have Thanes. Instead of a King

they have the Great Thane. The Great Thane controls all the lands. However thanks to the usurp of clan Wolfspar due to his loss of honor, something Rokarians hold dear to them, Feindhallar has been increasing their power with the aid of the J'teth. Reports show that the Great Thane now controls 60% of power and clan Feindhaller, 40%. If nothing is done soon it looks like Rokar will be facing civil war in under a year.

With the upcoming wedding of Thane Malverthan, a known Mondrigror follower, to his fiancée Lilith, mother of our appointed head physician Fern, Fallstav has seen an increase of Rokarian residents. When asked about their Rokarian problem Thane Maythmar was noted to be less than concerned. While he has been in Sylverfern for a short while, setting up his bank, he noted that

he is concerned seeing first hand some of the treachery the J'teth can imbue. He places his faith in his fellow thanes to uphold the Honin and defend the Great Thane if it becomes necessary. "For now I think we are all overdue for the fun of a wedding," Thane Malverthan had little to say himself. "Clan Feindhallar are wading into treacherous waters, if the Great Thane will not act, I will get my land back by whatever means necessary on my own."

Ambassador Feindhaller so far has defended her actions, "With the recent discovery of a nexus in my thanedom it is important to study it as much as possible. Little is known about them and their great magical potential. Left unchecked the magic can be greatly misused. The J'teth has been aiding me in magical experimentation. As for the land acquired they

also explained something called leylines, that they need to study which connect to the nexus in these lands. They have done no ill will to my people and that's more than I can say for the residents of Sylverfern who apparently discovered the nexus and left us without even telling us of it's existence."

Priestess Lealia was outraged, of course, as it was her own student that was kidnapped by J'teth. "I receive troubling reports Matus no longer wishes to further his priestly duties and has developed a new disdain for wizards and elves. I do not understand what this means."

For now we can only wait and see what the future holds with the greatest Thane gathering since that fateful Thanesmoot.



LORD LOCKHART CLARIFIES SYLVERFERN MATTERS

We of the Sylverfern Star have discovered during its interviews with townsfolk in regards to the rescue of our sovereign noble, Lord Logain Lockhart, that people are highly confused about the current role of the Council, whether it even exists and how Lord Lockhart would use them. We wished to give Lord Lockhart a chance to give the town the truth of a matter to the town with an official statement and story that the paper would be able to disburse to the town to spare him the pressure of having to repeat it over and over to everybody. We also seek to eradicate the chaos and confusion wrought by people not knowing what is going on with the guard and Council. We thus sought to provide His Lordship with a chance to clarify matters. Lord Lockhart graciously agreed to meet with us to answer our questions.

1. *There are many theories and hypotheses circulating in the area about the terrible situation that befell you recently. Would you be able to explain in your words what the truth of what happened is?*

This is a little difficult to describe. I was in my study, when I heard the sounds of battle outside. At that point, Alex rushed in and said "My Lord Lockhart, we have to get you to safety." But before he could say anything else, he suddenly stiffened and passed out. I remember standing up at my desk, reaching for my sword, when a man who's face was completely wrapped in Bandages stepped into my office. He raised his hand and...well, I guess at that point I blacked out too.

I believe at this point we both were abducted by demons, who took us to their realm and put us inside fleshy-sack things. I don't remember going into one, but I do remember being pulled out of it.

2. *We have heard that the Lady Gemma has been rewarded with the title of Dame and a spot on the Council. Would you be able to explain her role in your rescue so that the town can know the full extent of her heroism? Are there any other townsfolk*

you wish to specifically recognize for their role in your rescue?

There were about 10 of them there, that I can recall. Commendations all around for their heroism; especially Lady Gemma and Argus, but as well for Enix, Gilraen, Ket All, The Professor, and everyone else who accompanied them on their rescue. When it became clear that the "Dream Portal" could only carry ten of us back out, Gemma demanded that she stay behind. That is when I realized she would willingly sacrifice her own life for the good of the realm, and I pronounced her Dame.

I forbid her to stay in my stead of course. Alex and I agreed that they had done enough to free us from the flesh sacks. The Demon's world looked like a ruined version of our own, our plan was to find a way to survive until we found rescue or perished. It was somewhere at this point where Enix threw me into the portal the instant Argus opened it.

Argus chose to remain with Gemma, and although both of them found a way to escape that Realm, they could have just as easily been slain. I am in debt to both of them for their heroism.

3. *As we understand it, under the regime of the flesh demon impersonating you, the Sylverfern Guard was highly restructured with Captain Mairi Cobbletoss, Corporal Argus and many other guardsmen and town officials either being demoted or completely stripped of their positions. Am I correct in assuming the "Incorruptibles" no longer exist? Are you completely reinstating the guard as it was prior to the attack on your manorhouse or are you partially reinstating it?*

Yes, of course! Those so called "Incorruptibles" were enemies of the state, they had no authority so nothing my demon doppelganger performed while using my name should be considered valid. Who was demoted? They should be restored to their previous rank.

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Prior to court, Monteleone sought to discuss matters with the Council. After being rebuffed by the Sylverfern Council through their telling him that the Council didn't exist anymore, he secured an audience with Lord Lockhart himself. Lord Lockhart invited all three Separatists to join him in court so they could get to know Sylverfern. The pair of nobles then discussed their ideas, becoming instant friends.

Monteleone, living proof that the Separatist movement has spread far beyond schoolchildren, was eager to discuss the logic of his Separatist beliefs. "I was saddened about all the chaos that has happened while the town was under the governance of the Council, which, to be fair to them, did they best they could. They all seem like well-intentioned people. The problem was simply that they all had very varied interests which made it impossible for them to unify. And it is unrealistic to expect multiple people with their own goals to be truly united at the top of the mountain. A top-heavy structure falls from imbalance. But now that Lockhart is well again, he is making all the tough decisions needed to bring order back to silverfern. Just like Middlehaven, it has been atrophying under the weak and ineffective governance of the Council. Lockhart sees the great economic benefits of making the duchies individual kingdoms. We discussed many possibilities, Lord Lockhart and I. Nobility who have actually done good for the kingdom would receive promotions ahead of those who just used their rank to pad their own coinpurse. Wealthy merchants could be given titles to encourage them to invest their riches into developing the economies of towns rather than merely sitting on their coin while the overstrained nobility that HAVE shouldered the burdens of their titles for generations struggle to pay for all their expenses. Many of these affluent merchants have considerably more wealth than the extant nobility. I've even discerned that there are people in Sylverfern with more wealth than the town itself that simply sit on it since they have little else to do with it. I suspect they desire the same recognition, respect, fame, and power that the nobility possess. These sorts are certainly quite vocal about it in Mergrim. The vast protected kingdom forests, lands and properties would be given to the individual kingdoms to use as they wish, providing resources to build the new thriving economy. Some ignorant people fear that giving each of the new kingdoms would restrict trade and freedom. In fact, the four kingdoms will still be dependent on each other for trade, and because of that, we will negotiate trade agreements beneficial to all. And people would be free to choose the kingdom they wish to live under. The four Dukes, as kings, could attend to the interest of their own people and not have to account for the lands of the other three in day-to-day decisions. We wouldn't have the stagnation we suffer now with the Council of High Lords."

Before taking his leave of Sylverfern, Lord Monteleone added "It brought me great joy to hear Lord Lockhart say that our plans were brilliant." He left the 24th of First Harvest before rumors had begun to spread of the Lord Lockhart people had known for a fortnight transpiring to be a fake. Whether any bargains struck shall be upheld remains to be seen. It is probable that Lord Lockhart, based off our conversations with him, will leave that decision to the Sylverfern Council. It is uncertain whether these deals will pan out. Many people have indicated that Lord Monteleone had spoken not with Lord Monteleone had left both Sylverfern and Fallstav by the time First Harvest was out.

The negotiations between Monteleone and Lockhart, though that Lockhart was allegedly a demon, still garnered Monteleone support from many farmers and merchants since he has expressed intent to help the town, and even provided them with small acts of kindness while he was present, acts that went extremely far considering how badly the Sylverfern populace has suffered in the past several years, particularly after factors such as Lorenzo Lockhart's careless gambling over the past several years, Lorelei and Lisbeth Lockhart getting abducted in Heatwane 314 and one of the Bandit Queen's followers absconding

with the entirety of the treasury in Bloomingtide 316. "The younger Separatists told me that the Separatists take care of their own," said hog farmer Oscar Swindell. "They understated it. They also take care of people who are on the picket fence about the idea. He is a good man and I believe he means all four duchies well, even though he also means for them to become kingdoms."

It can no longer be doubted that the Separatist movement, once thought of as a fad among wealthy young people, has actually gained quite a foothold in Fallstav as well as its winning over Duchess Werdill herself. It's also gaining a lot of momentum in Mergrim, about as much as here, though not yet to the extent of Werdill. No word has reached us yet of how the Separatists are doing in Perin. Some rumors say it's doing nearly as well as it is in Werdill while others claim that Separatists in Perin are arrested and thrown in dungeons to rot at best, hanged for treason at worst.



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look at this logically- why should someone who is being treated for madness even be considered as a factor in important decisions when they lack the mental capacity to even take be considered safe when left by themselves, let alone make such choices with any wisdom? Praggesh has been away from Sylverfern since First Harvest of 316 when he was inducted onto the Council. Others of the "Battle-Toads," such as Havaark, Bigguns, Kaza and the late Orriro have been seen on numerous occasions. But not Pragg, the one whose presence is actually crucial for the town to function, especially when the Council is too insecure to decide anything without consulting ALL their fellow Council members, the effect waiting too long has on Sylverfern be damned. Meanwhile, Rye Felhn has been mostly away since she was added to the Council ranks in Forrestwake. What is this, some sort of new tradition for every couple of new Council members to disappear for moons at a time or something? First Praggesh, then Felhn... Lord Samson Bordeaux only recently returned after approximately Bloomingtide from wherever he went off to and Gaberiel Halewood even missed several moons of being in town. Couldn't they have showed some consideration of Sylverfern's welfare and told their fellow Council members to proceed without them for the good of the town? None of them have issued the public with any reason for their absence and yet many important decisions that were unwise to delay, such as construction on the bridges and manorhouse, were delayed because of them. Do we not have a right to know why things Lord lockhart would've had fixed in the twinkling of an eye were put on hold?

So how do we ameliorate Sylverfern's current condition? The obvious answer is that Tatha and Sigmund should go ahead and agree with one another on decisions when they are the only Council members around. And if the others can't be bothered to be present? Then maybe they should be discounted in the decisions for the good of the town. Or replace them with people who actually tend to be in town, particularly the two that vanished right after they were added to the council's ranks. What of the two women that saved Lord Lockhart's life, Fern and Cyrrah? Clearly they are people he can trust. Or if they want a Battletoads representative that actually tends to be here, perhaps Havaark or Kaza. Or that Vordis. There are many possibilities.

4. Will the guard be receiving retroactive pay for the pay that was withheld under the regime of the impersonator?

Ah, that is a sticky question. As I understand it, my duplicate had deliberately forgone the collection of taxes as a way of weakening the state. His goal was to make Sylverfern a perfect feeding ground for his demonic brethren. Fortunately for us, he had no idea how our Barony REALLY works!

I believe that our loyal guards and stewards SHOULD be payed. It is right to pay them. However, whether or not the Barony physically CAN pay is another matter. Our coffers are bare. This is now an issue for the council, but at the very least I believe their back pay should be returned to them in slow installments until such time that our debt is cleared.

5. And what of the bounty currently out on Mairi Cobbletoss? Does that still stand as well?

A bounty? On my captain of the Guard? That is preposterous! Of course not! I'll hang any man who puts a hand on her little halfling behind!

6. What of other townsfolk who were imprisoned during this time? Will there be retrials?

If townsfolk were arrested by the Incorruptibles, they should be set free immediately because they are victims of a criminal plan.. I will see to it that it is done. For others, ones awaiting trial who we still have in the prison, they should be given a fair trial.

7. The Master of Arms Enix Krynvalus also lost his position as the one leading the militia. Where does he stand now?

He is Master of Arms. There is no reason to strip him of his title, the man is a hero!

8. The Council, which we understand at the time consisted of Gaberiel Halewood, Tatha the half-elf, Sigmund Kijam, Antonia Bianchi, Samson Bordeaux, Rye Felhn and Praggesh the Battletoad was also disbanded. Would you be able to clarify where all of these people stand at present? Is the Council being reinstated? Will it have the same people as before or are there changes to happen?

I am sensing a very linear series of questions here. My first act upon touching our native soil was to tear down all the authority the Incorruptibles might have had, and to reinstate the Council. For the record, due to my mind being still under the influence of the Dream Thief- they have authority OVER ME in all matters. They are our loyal retainers, and I have the highest confidence in their abilities.

9. "There are persistent rumors that Lady Gemma has been appointed to the Council, though we've not yet heard anything official regarding that. Also, how do you intend for the Council to handle absentee members, the ones who've been out of town several moons at a time?

I will not step into council business. I feel that Gemma would make a fine addition to the council, but at this point the council can choose its replacement members itself. It may be a good idea to have her, at least, as an alternate member. Raising the number of people on the council could interfere with its efficiency, and even numbered groups will often deadlock on important issues.

10. Now that you have recuperated from both your illness and your recent ordeal, what role will the Sylverfern Council be playing in the town if they are indeed reinstated? What will their duties be as... presumably your advisors?

Until such time as the Dream Thief's influence can be permanently purged from my mind, the council MUST remain. It will still exist afterward, as advisors, once my mind is my own once again.

11. Taxes were suspended in your absence. What is the current situation with taxes? Do you intend to collect for the missed moon or let that moon go? Are the tax rates to remain the same or change?

I would dearly love to raise taxes for the funds are badly needed- but we cannot, it is not fair to our common folk and registered merchants. Considering that the barony was under a cruel occupation at that time, my instinct would be to let that month of revenue go. However, since our currency stream is still critically low, that might not be possible. This is another question for the council.

12. There have been some rumours and allegations of people who say that you should renounce your claims on Sylverfern due to your extended illness, and then this last incident. If such a thing were to occur, or gods forbid, something else were to happen to you, right of succession would go to your young daughters Lorelei and Lizbeth. Is there a chance your wife the Lady Lillian would return from with your girls from their training with the elves and continue their training here? Would your brother, Lorenzo be named as regent, until such time they come of age?

To be very clear, my brother will never be named a regent of these Lands. The evidence against his murder attempt of my wife, and our babies, was circumstantial at best. The Lord's court had to release him. However, speaking as the Lord of Sylverfern- Lorenzo is forevermore BANISHED from our lands, and my brother is dead to me.

Should something happen to me, and should my wife be able to return from her time spent training the children, then she SHOULD become the custodian of these lands. Sadly, it is very clear that Lorelei and Lizbeth will probably never be able to take the seat of power. They will have much more important duties to perform.

In the short term, my regent has been named. It is council. They are the voice of authority in Sylverfern. That much is clear.



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HOROSCOPES

SUNSLEEP (MONTH 1)

Your life is taking a turn for the better after a major loss or disappointment that you've suffered. There shall be an offer of assistance or a partnership. You must upon this immediately lest it disappear. The time is ripe, though for creative inspiration. Beware of overdependence upon others though for it leads you astray. Original ideas on your part can heap you with rewards. Don't let the power you have get the better of you though. Obsession with power is a treacherous thing to which you are susceptible. Your personal insecurities bring out the worst in you. You need to love yourself before you are capable of loving another. A friend will gift you with encouragement. Stamina combined with technique is a rewarding combination. Beware of old prejudices! They weigh you down and are impeding your progress with your refusal to doff them

WINTERDEEP (MONTH 2)

You are going to be dealing with a rival this moon. There will be a sacrifice that will bring benefit to you and the greater good in the long run. It may usher in healing; a lack of love in your past has left invisible scarring. It's led you to depend too much on others for things you're better off doing alone. You need to pay attention to detail for some sort of legal matters you face. A loved one has opposing views on this major matter. The emergence of a new view depends on your willingness to fight for your ideals. You need to stop dodging spiritual ties with others. Have faith, a better time draws near on the horizon. A decision must be made between past work and a new project.

EARTHTHAW (MONTH 3)

You're finding strength as a result of recent suffering. An immediate influence upon your life this moon will be a sudden, unavoidable event, whether for better or worse, that circumstances permit you no control upon. You're entering a new phase of life making you desire self-development. Don't allow an inflated ego to block off your learning process. Great triumphs in your work are to come. Good news will offer you a prospect of personal advancement. If you are trying something new, you'll find swift progress in this. You'll come across some unexpected coin or possibly an inheritance. Be wary though of remaining imprisoned in old habits. One of your friends needs a ton of encouragement; they're having an extremely hard time. Harken unto the fact that you still must show fortitude to ensure permanent gain.

FORRESTWAKE (MONTH 4)

You'll soon need to make a very difficult decision. On the bright side, whatever you've been trying to achieve lately is progressing nicely. Make sure to finish what you've started though, you have a bad habit of abandoning undertakings. Listen to your instincts to ascertain what is right to do. Try not to bring stagnation upon yourself through idle behavior either. Do not be selfish in your decisions. Letting go of your worries will ameliorate your progress. Get to know yourself to better understand the way others think. Beware of lack of consideration of others and acts of thoughtlessness; they will cause deep rifts between you and others. A long journey will show you that distant lands are not always better than what you know.

BLOOMINGTIDE (MONTH 5)

You have a chance at accruing some material wealth if you combine your gifts and abilities with a lot of effort. You've had some trouble realizing an ambition of yours due to enforced restrictions upon you. A woman will offer you advice in a matter related to either your occupation or your home situation. You've recently been caught up in others' quarrels and are discovering that they are better solved through cool intellect than raw emotion. Some of your expectations have gone unfulfilled, bringing you sadness. You're discovering that initial success can evanesce unless there is immediate follow-up to solidify it. You still must learn to both give and receive. Excessive pressure can be caused by one's own intolerance and selfishness. Negative influence from others might destroy a relationship that you're in. Self-awareness is what'll eventually bring success.

SUNHIGH (MONTH 6)

A strong role will be had in this moon for you by a hard-working person with protective instincts. They may be a parental figure. They're more intuitive than logical, emotional and attract wealth. Good news from home is coming your way, delivering contentment. You'll be both giving and receiving innocent, judgement-free love. You tend to be overly critical of people you perceive to be lacking in strength or intelligence often because it simply isn't obvious. Heed your inner voice. Success will be assured through sustained effort. Don't let indecisiveness slow down your progress. You must look to your relationships for spiritual satisfaction. Inner strength will garner respect. Don't grow arrogant in your abilities, it hampers learning. A powerful man can help you attain a favorable result.

SUNHAMMER (MONTH 7)

The time is critical for you to reevaluate past achievements and successes. Have you gotten all you want in life? Were they worth it? You're entering a cycle of change that's improving your income. They've assured financial gain, but is it fulfilling you? A past legal matter is either affecting your present or else you are beginning to accept the consequences of your own actions and living superficially. You are a harsh judge of others and tend to be jealous or hostile, particularly when the facts are unknown. Intolerance is placing heavy strain on working relationships. Try to forget past wrongs, events cannot be altered. Ignoring the obvious creates absurd expectations. Be careful that others to whom you HAVE been generous don't take advantage. Your trust and suspicion are both misplaced. Avoid making rash promises for things change rapidly. Delays can occur if you attempt too much at once and take on too much.

HEATWANE (MONTH 8)

Some new project is commencing for you. A foreigner will offer help or an impetuous young man will offer up his aid to you. Remember- fearing loss will mean loss but it shall also mean no gain, for risktaking is a necessary endeavor. You need sound ideas for success. Do what is right and happiness shall prevail. Set sensible limits upon yourself and accept them. Be cautious in discernment between what is sought and what is necessary. There will be sorrow and tears from you or someone you care about over a faithless lover. You hope this ushers in

a change for the better. Be patient and wait for new developments. You don't yet have the big picture you need to win.

FIRST HARVEST (MONTH 9)

You've struck rock bottom and had dreams shattered. You're disillusioned and gaining clarity. You'll receive an offer that'll change the course of your future that should not be refused. You need to put consistent effort forth for satisfaction. The effort will be extreme, but ultimately you'll find triumph. Accomplishment may happen on the material plane, bringing you long-needed self-satisfaction and contentment. You've endured a difficult waiting period which imparted a lesson of tolerance. You're finding peace after strife, triumph after poor health. A deceptive person might try to take advantage of your trusting nature. You're finding a love of animals and nature which may lead to your being a successful healer. Exciting events shall occur after a delay.

LEAFTURN (MONTH 10)

Past actions of yours favorably affect the present, leading to your overcoming hardship slowly but surely. You're also learning that there are other sides to arguments apart from your own. You need to discover a new approach to a major problem. You're in the sort of situation where seeking advice won't help you. Don't listen to others. Follow your heart to achieve the impossible. Achievement can only come via educating yourself on matters. An unhappy youth will need your peacemaking skills. Unrealistic expectations in a relationship fuel previously latent resentment. Success in life should never be measured solely in terms of worldly achievements, you need reminding. Courage and tenacity is what will help you.

FIRSTFROST (MONTH 11)

A self-sufficient, financially oriented woman might offer her friendship or advice. You also have responsibility to society. Good news is coming to your home, ushering in joy, happiness and contentment. Consistent efforts are bringing you rewards and recognition. The reward for your sustained effort in life is coming. Courage will enable you to escape from a damaging or outright dangerous situation. A sudden change in your thinking or direction will gift you with growth and happiness. Do not be afraid of revealing your true feelings and fears. You'll get into a minor dispute over or with a young person. You long for rest and peace after hard work. There is hope for a final outcome containing an abundance of love and self-fulfillment.

LONGSHADOW (MONTH 12)

A dream could come true if you make the right decision. Helping to promote an idea will yield unexpected success. Be warned, however, that the methods you are employing may not be entirely ethical. Fear of change is what throws down limits on your success. Obstacles are already being gradually removed from your path. Business consolidation of some form will bring you success. Don't make rash decisions because of something you feel though. That could cause failure in your endeavors. You may come into some unexpected coin or an actual inheritance. Wait patiently to allow affairs to change for the better. Make sure you place some form of protection on your home and possessions.

Continued from pg. 2

what civil war has done to them, I see it now. I regret doing this to an entire generation. It needs to stop before the one following them ends up in an even worse situation."

Dukes Perin and Fallstav both reminded Duchess Werdill about what they'd learned of the J'Teth threat in their own duchies and reminded her of the conflict that had nearly exploded into war between Grimdom'vok and Werdill. However, this did not dissuade Werdill from her words. "Do allies not communicate with one another about mutual threats? If you ask me, the reason the J'Teth got so far in to begin with is that we were too concerned with each other and keeping out each other and outdoing each other to be watchful of our borders against foreign enemies like the J'Teth! We were at war with one another long before the J'Teth ever made their way in. The J'Teth simply sought to take advantage of our quarrels. Besides? We can just as easily deal with them as allied kingdoms. I see no compelling reason to stay and every compelling reason for Werdill to become its own entity."

Duke Fallstav has made it clear he is profoundly unhappy about this recent development. "Werdill cannot break from our union and remain whole. Broken we are weak, only united we are strong. If the Duchess seeks a 'compelling reason' consider this: there is now overwhelming evidence that a J'Teth plot to corrupt and conquer Middlehaven is in play. This threat is serious enough for Duke Perin and myself, formerly bitter enemies, to put aside our differences and begin peaceful negotiations once more. If she wishes to maintain her Duchy, and the safety of her citizens, she must stand with us against the threat. This is not the time for dangerous political games."

Duchess Werdill was eventually persuaded to very reluctantly remain one with Middlehaven until the end of 318. It is profoundly clear, however, that if Werdill isn't persuaded that, despite the immediate gains she would enjoy, the duchies dividing will bring harm to all four duchies, her own included, in the long run, then Werdill will secede. If we reach 31 Longshadow of next year and Her Grace has not been convinced, then Werdill will no longer be a part of Middlehaven.



Continued from pg. 1

gave a speech. He did not feel worthy of the town's devotion to rescuing him from such a dangerous situation." An elf added "I remember him being upset about the rescue, saying no one man was worth all that trouble. Several people disagreed and told him what they chose to do with their lives was up to them to decide." One of the Sun Cadre wished to remind the town that it is important to note that Alex suffered just as heavily as Lord Lockheart. Sennoken elaborated, "The clone even sold Alex's land for some reason, which is the most screwed up part. Kid was innocent, and actually captive in the Ashen Plains. So yeah, please guys, I want it to be known that Alex did not sell his property. It wasn't even sold by him, therefore the writ of sale is invalid. The kid genuinely loves this town. Don't blame him for the actions of demons that basically played identity theft."

A lot of people have a negative outlook of how things are going in Sylverfern. Many people are concerned about the effect the fortnight-long ordeal Lord Lockheart and Alex will have upon them. "When Lockheart and Alex came through that portal, they seemed different... they had witnessed horrors you can not imagine..." an elf said. "This town will not be fixed over night... if it gets it's act together and works cohesively, things should be better within a cycle or so."

Lord Lockheart, Alex, those who have lost family and friends to the ravages of the demons and the town itself face a long hard recovery, particularly because it is said Fleshheart emptied the treasury of every groat in it so that the real Lord Lockheart is left destitute and with much to fix.

Here is hoping Sylverfern makes a timely recovery!

FAE OR DEMONS?

It seems that many immortals will use mortals as pawns to fight their adversaries. Whether this is the Fae or demons. Some may invite you to banquet, others may demand sacrifices or tribute.

In regards to the fey, if one of these immortals was ever harmed, there would likely be an imbalance of power. This would likely manifest in many ways throughout nature.

Other outsiders that are not of this world would also cause far reaching destruction. There are several arch demons of tremendous power that have managed to gain a foothold in this world. However there are ways to combat them, perhaps even destroy one of their physical bodies. These arch demons will share this information because it benefits them. It has been said that the demon lords want to destroy each other. That with each defeated archdemon, the remaining demon lords grow in power. This is why Bone Stealer and Gunthrax fight. If one is defeated, the other consolidates and becomes far more powerful. This is why it is important to banish them and seal them away from our world.

These creatures will try to use magic and in particular curses to coerce mortals to do their bidding. On the matter of curses, they tend to become worse over time. It is said that a person who is cursed may be able to slow the progression by delivering a major blow to whatever being it was that issued the curse. Also, it is common that only the being that delivered the curse may remove it. There are those versed in magical theory that posit it may be possible for a more powerful immortal to also be able to remove a curse.

Those that do find themselves cursed may soon learn that they can also be manipulated and compelled to do strange things. Such as meet at a nearby crossroads. This is where an immortal may try to offer more bargains or a chance to remove a curse if a certain task is performed. This only leads to even more problems as a clever immortal will soon have the victim tangled up in even more deals and promises.

- Anonymous

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.

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-Silas Flynn,
Traveling Merchant.



QUESTION OF THE MOON:

How do you feel about people on the Council and getting to wield the title Councilman or Councilwoman that are frequently absent from town? And now that His Lordship is back and keeping them intact serving under him, what sorts of regulations should he impose on them regarding absenteeism, not being available in town, if any?

"I've not been here a whole moon, and to be honest, I don't know how long I'll be staying. I don't know who is on this Council or what the Council even does. I can hardly say that I have much of an opinion at all."

"I believe we need a tax system that favorites those that can supply the town with weapons and potions. 1 florin per moon unless you can provide a service. And as far as I am concerned with the council I do not believe in the secret meetings that are occurring, everything should be an open discussion. I led the expedition for Lord Lockhart personally and I haven't accepted any titles or medals"

"I'm not overly concerned with how a human runs a human town. I find it strange of course that Council members are gone for long periods of time, but i have found many things odd since leaving my homeland. "

"I dunno, is it really absenteeism? Since the Council is an unpaid volunteer thing?"

"They shouldn't be paid any more than the guard and right now I'd bet my life they are. It's no fair that the town is being bankrupted to make those duffers rich."

"I feel that Council members who derelict on their duty should be removed. Council is

already full of lazy mages and elves anyway, besides that ONE lady antonia that actually does shit. He shouldn't have given one of the most power hungry of the mages the title of dame, as if the mage was the only one who did anything that mission. Ol Locky had best watch the steps he's taking around here. It is only his town...because people are satisfied. And now I think he's screwing up."

"Truth is I am not from here and have no opinion, except if people are not doing their job perhaps it is time to relieve them of it."

"Lockhart should kick them off for dereliction of duty. The others should've been voting the absent ones off for dereliction of duty. Must be nice being paid for doing nothing"

"Dah, yes. Zhe Council... Vell... I am not so zure... Zhey have done good job yes? Yes. If zhere IZ zhe problem with Zhe attendance... Zhen perhaps zhe lord zould find zome members who will actually zhow up? Yes."

"As for my opinion well I don't know how things work in the area, and the lack of time I have spent in this backwater region does not give me as much of a capacity to have any input on this subject. But here is what I think. If he shows the capacity to perform his duties with no issue, then he should go back to his position with little issue. As for the Council, they have little impact on what I do. So I could not care less who is in that position or not. What is more insulting to a political position is not absentness, but incompetence. I would take a competent person who shows up once in a blue moon over an

incompetent person who is there every day."

"I'm fine with the Council they do good when they deem to show. I both understand and disapprove of their continual absences . It's hard to run a government that never shows but that's why there's more than one I suppose. I hope his lordship keeps it up and running to advise him in his decisions. But it takes many to govern a town not just one ."

"Words are wind. No one should have a title it is nothing but wind."

"This Council business is interesting to me. In Rokar, our Thanedoms are ruled by the strongest member of the ruling clan. There is none of this talking and agreeing on a course of action nonsense! We take action when needed at the time it is needed, and if the Thane does not do their job properly, another challenges to take their place. It is the only honorable thing to do. This... talking though. It makes little sense to me. It seems pointless and soft and lacking of firm decision. It can only be weak."

"Sard whatever personal stuff they have, if they're not here for any reason that doesn't involve town stuff taking them away. If you can't take the heat, get out of the kitchen."

"If they aren't going to be around as a Council... then they shouldn't be in a Council at all. That is all."

"Well, I can't say that I know much about them personally. Now, all that I really know about any people of the Council is gathered entirely from hearsay and the few words I may have shared with such a noble individual. With respect, I would call

it strange to grant such authority to any individual who spends so much time away from the people they are responsible for Counciling. I would humbly propose that, unless the Council person is acting under explicit orders of His Lordship, a Council must remain readily available to grant His Lordship or his people council when needed or forfeit their title. Of course, I heard that those of the Council oftener-than-not absent did act with honor and with the best interests of the people in mind... I would propose that a new title be awarded to these individuals--these agents--who travel in the proactive defense of their people. How much weight that title held would be up to His Lordship. I have the highest respect for those who would so honorably and valiantly serve their people. "

"There is a Council? I have never seen a public Council meeting. I did see a near half destroyed bridge that needed fixing, and a bit of the manor house gone to bits, but I have never seen a Council meeting. Do these Councilers do anything or are they just titles? Seems like if they aren't around why have them. Are they just hoarding power for themselves? Seems to me if there is no public meeting of this so called Council, it's just a group of sycophants trying to grab at some power to wield in Lord Lockhart's name. I say give them a moon to actually do something. I mean if they don't do anything official and aren't doing anything to help the people why even have them? Sounds like a power grab to me, not sure anything good can come of it... next thing you know there will be some fool councilier

A TREATSIE ON DEMONS AND THINGS DEMONIC IN NATURE

Demons, creatures outside of creation, considered unholy by all 13 deities of the pantheon.

This includes Heketa, Mondrigror, and the Immortal Knave. Demons will offer power and lie in order to trick someone into making terrible decisions. Anything to corrupt a mortal soul. Even to the smallest degree, this corruption can slowly grow.

One such act, drinking demon blood. Imbibing demonic blood gives a false sense of power. Amazing healing properties, strength, and more. However, the victim will soon realize their mind is compromised. They will experience uncontrollable violent thoughts. Pent up rage that must find release. It is this release of rage and fury that is a symptom of their spirit slowly breaking. It leads to them harming friends and loved ones. Once the process is complete, the victim is bent to the will of demons.

Mortals who are corrupted by demons are called demon thralls and they serve their master who

corrupted them. These thralls will seek to corrupt others and become their master in turn. Any previous desires, loyalties, or sense of morality are secondary to these goals. The corrupted person still retains elements of their previous personality, but their main goals will be demonic. This includes the corruption and enslavement of mortals.

There are several types of thralls. To combat these strange creatures will often require a magical weapon to finish them off. Without such an implement, these unholy foes will heal and continue fighting.

The Blood Thrall make up the bulk of the soldiers for some of these unholy armies. They will consume flesh and bathe in the blood of their foes. This brutal act allows them to rapidly heal.

Next is the Fire Thrall. They burn with hatred and embody chaos. Cold is their weakness while flame erases any harm they may have suffered. Since it easy to set buildings aflame, these demons can be

terrifying to fight as they dance inside a conflagration leaving a path of destruction. There is the Shadow Thrall, the manifestation of darkness within. The touch of sunlight harms them and eventually destroys them. These creatures shrug off magic and most weapons making them very deadly.

Because thralls were once mortal, they can appear as a normal person. It is when they bring forth their true nature as demon that their disgusting visage is revealed. Demons can lie and delight in tricking people. However, they struggle to deny themselves of their desires. Whether for revenge, greed, or some other vice, this part of their personality seems to dominate their actions as their soul withers. If you know of anyone that either by accident or on purpose has done such a thing. Contact the scholars of faith immediately so that this poor soul can get help before it is too late.

- Anonymous



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Continued from pg. 10
claiming they have right to throw folks in jail for any number of reasons! If Lord Lockhart is too ill or crazy or whatever folks are saying he is, maybe he should Abjugate his power and let next in line take control of the Lockhart lands."

"It's become increasingly frustrating. It's hard enough to get two groats in of thought to Council and when they aren't all present they tend to push things aside. This town

needs an ever accounted presence....if people travel a lot fine perhaps make 'em ambassadors, or emissaries, or such but not in control of the local politics.... that's how things like the demon taking over Lord Lockhart happens."

"You may use my name. Dr. Zar Quinn. Doctor, and part of the town guard. And let me tell you, if they are gone for awhile, they should be able to keep their title. They have their reasons. Let me ask you.. if a family member

died towns over and you left.. should you lose your job for being at that important meeting? Only thing the council needs to focus on is finding a way to seal these demons back where they came from, not some guppy people insulting them on some paper!"

"I'm more bothered by their being bumbling idiots than their absences personally. I mean, look at the roads! Who knows, we might even be worse off if they were consistently here."

VAMPIRE WARNINGS!

An eerie mist covered the ground, and even the animals grew silent as danger was close by. It was last moon, deep into the night, several farmers were slain trying to confront a vampire at a grave site. This creature of fangs, blood, and death. Even though the farmers were well prepared and armed. Their weapons included heavy shovels and pointy pitchforks. One would think they were sure to prevail. These brave men flung themselves at the



undead creature. The vampire proved to be too strong, and with a single swing to each of these good people, slew them dead. Eye witnesses said this unholy creature was able to hypnotize. Bending a person's mind to it's sadistic will. It could change shape! A deceitful form that would fade into a foul mist only to re-emerge from the shadows of the sinister night behind it's victims. How can such a creature be stopped?

- Anonymous

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