

The Mystic Quill

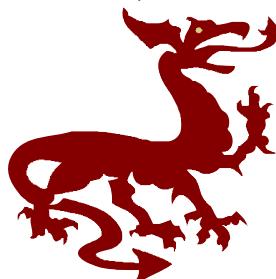
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your source for news from
THE PRINCEDOM OF NOVASHAN

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WYNDOVER BLACKSMITH MOURNS THE LOSS OF TWO SONS

by Tillman Cook

Following the brutal attack from Metreon, and a harsh winter, a local Blacksmith is still suffering, even though the town around him is rebuilding.

I met up with local blacksmith, Cecil Rhoenguard in his small, empty home one afternoon. Rhoenguard has suffered many losses lately. In the spring on 1003, his wife of 29 winters, Pearl passed away from a lengthy illness.

In the early winter of 1008 his eldest son Marcel, died in a fire that consumed the family's small forge and home.

In the late fall of 1008 he suffered another loss, as he watched his last son, Dramanenn stand and defend the walls of Wyndover with many other brave men and women. As he told me his story, Rhoenguard's eyes grew distant and I could see the pain fill them. "I watched my son stand bravely and fight the hordes of undead as they swarmed the streets. I watched in horror as he was overrun by numerous zombies. He never gave

up. He never showed fear. He kept yelling, "my friends stopped you once Metreon! They will again!" Those were the last words that he spoke. As the undead forces were pushed from the city, I watched as the one they call Metreon, walked up to my son's body, and said "I remember you." With that Dramanenn's body once again stood up. Gathering his weapon and shield, Dramanenn looked at Metreon and hissed, "Where to Master?"

With tears in his eyes Cecil Rhoenguard grabbed a satchel from a trunk next to his bed. Handing me the satchel he continued, "Dramanenn was insistent that these items be returned to Illveresh in the event of his death. He spoke fondly of many, and said that Lady

Kali, or Greywolf would know what to do with these."

Inside the satchel was a black cap, along with a green and white tabard. Cecil asked that the satchel and its contents be delivered to Illverash with the Quill.



THE TRUTH ABOUT THE ELVEN BOOKS

by Isabella Cerra Hawtherne

I have discovered that the less that is known, the more rumors are formed.

Over the last few moons, there have been a few odd Elven encounters. These encounters have been the start of rumors passed between the people of Ilveresh. In the month of March, several Ancient Elven books were discovered. This sparked controversy, confusion, and concern in the people of Ilveresh. Several of these rumors stem from the discovery of several books and tablets that date back thousands of years. It has been said that the books were a trap by Dark Elves and were going to result in bands of our enemies attacking us to retrieve the books. These rumors go on to describe potential death and chaos brought on by the discovery of the books. These books have been translated and looked over by those who can detect any spells, curses, or magic that may have been placed on the books. After an extensive examination, the books have been determined to be safe and seem to provide an accurate, firsthand account into Ancient Elven history.

WEAPONS GO MISSING

by Murdoc MacPherson

Several Shipments of arms and armor have gone missing in recent weeks. Three caravans headed for various places in the south of the principality have vanished without trace. All three caravans were headed out of the nearly shut down smithies of Taradyr, and were all bound for weapons stores

A group of Wild Elves were also found within a bell of the town of Ilveresh that seemed to have some sort of connection to more Ancient Elven artifacts. These Wild Elves had in their possession a journal of a member of a predominant Elven family name that dates back over 30,000 years. This Elven family name was also listed on one of the stone tablets found in the ancient library that was explored in the month of March. These Wild Elves did NO harm to the party that retrieved the book after making conversation and making a trade for the journal. However, they did attack a trespasser on their lands after warning him to turn away. This may have lead to the rumors started about the wild elves that came to visit Ilveresh in order to find their new found friends. It was rumored Wild Elves were hunting down anyone who had round ears and was not willing to sing and dance and were planning on returning with a band of orcs to help destroy the town. This was later found to be false and it appears that the wild elves are peaceful and simply trying to learn more about the peoples surrounding their new home.



of the royal army. Official investigations have thus far turned up no leads as to the fate of the caravans and their drivers. This rash of disappearances has doubtlessly laid a hefty blow to our armed forces, as the arms and armor cannot be quickly replaced due to the iron shortage. Anyone with information on the whereabouts of these caravans is asked to contact a Knight of the Thistle, or your local constable.

while warehoused, bodies have been found in alleyways that are usually clean, and blood has run in the streets. The City Watch and the Five Towers are offering a small reward (one golden sovereign) for any information as to the cause of the disturbances. Those interested should seek out the Captain of the Watch in Tam.

DISTURBANCES ON THE DOCKS IN TARN

by Nicholas Cobalt

Reports have reached the Quill office of late-night troubles on the docks in Tarn. So far, the City Watch has few if any leads about the problem, but in the last several weeks, many shipments have been attacked

CARAVAN ATTACKED IN BRENN!

by Byerly Vorrutyer

The town watch in Brenn reports that a small caravan of goods was attacked inside the town limits of Brenn. The small group and its guards were staying overnight in one of the many small warehouses on the southern edge of town that service the trade coming and going along the Heron's Way and in their statement to the Watch, claim to have been attacked as they prepared to leave in the early day. There was ample evidence of bloodshed, and it appears that the brigands

carried off at least two large carts full of goods, leaving the others behind. The men guarding the wagons were not slain, but were badly wounded. They were treated to a warm meal and some care at the offices of the Town Watch before having their statements taken by the town magister and being released to repair what they could of their small caravan.

What has become of Autruche, that the brigands are so bold as to attack good, law-abiding men of commerce while they sit inside the supposed safety of one of the Baroness' towns?

OF EARTH, WATER, FIRE AND AIR

agriculture, industry and news about Mother Nature

D'GALIE OF PELAIN STILL IN FOR A LONG HAUL

by Fredrick Cavernwell

The D'Galie mines of Pelain push on to recover the remainder of their fallen workers after several of the mine shafts collapsed. So far the reports have the count at 31 of the mine workers from the Johanson's Delvers who were killed by this tragedy. The members of the Johanson's Delvers

are still blaming the consortium and the new Countess Felicity for the loss of their comrades due to poor work conditions and unsafe practices. It is uncertain just how fast these mines will recover from this and get back to production. One thing is for certain though; Novashan's crippled iron ore production is making the Lannisters just a little richer these days.

SPRING HAS RETURNED

by Tola Ambersythe

It's Spring! Time to enjoy nature's bounty. Spring brings a lightness of heart and the desire to get out and do something fun. Mothers can shoo the children out into the yard, or take them to the park to play outside. Fathers can take the kiddies out into the woods and teach them how to track and hunt.

Spring is a time of renewal. Many of us want to throw out our winter warn boots and clothes and update our wardrobes to reflect the latest fashions

and colors. Others are just excited to getting into the yard and garden to plan this years crops or landscaping additions.

While we're doing all these things let's not forget about Nature's Bounty. Many wild, edible plants are at their best in the early spring, especially if there's been plenty of winter moisture, and they are chock full of nutrients our bodies may be lacking after a long, cold winter. Take a walk with a good scout or ranger and learn a few things about the world around us and see what you can find!

Classifieds

Tinctures, learning to colour your world.

Tired of seeing the world in Black and White?

Can't figure out what to do with all those squirrel pelts?
Then come to Ilveresh and get your heraldic lessons
On the eve the Saturday of the festival and see your
New world in Sable, Argent and Counter Vair.

Can't kill kobolds?

Goblins got your goat?

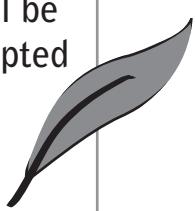
Try new "Darkon-in-a-bottle!"
We've captured the essence of Novashan's greatest
hero and made it available to you!
See Vosh Quilan, Tarn and Wendover



Wanted: Freelance Article Writers

The Mystic Quill is looking for talented writers to submit articles for publication. Articles must be at least 50 words to be considered and will be chosen based on content and quality. Writers whose articles are accepted for publication will be paid 1-5 silver depending on quality.

For details on submission guidelines
see back page.



TALES OF THE PEOPLE

writings for the people and by the people

ORGANIZED CRIME IN BRENN

by G'Nip G'Nop

At the end of the last festival, we discovered that organized crime was moving into the village of Brenn. On the Sunday of the last festival, the Nineteenth day of April, Information came to me via an anonymous source that a group of thugs had moved into the village of Brenn and was terrorizing the populace. Seeing as Baroness Kali had already left the lands for the festival and that I had nothing to do that afternoon, I gathered six friends of mine from Jilverash and went to investigate. In the village we quickly learned that these lowlifes were using a warehouse on the outskirts of town as a headquarters and that they had taken to burning down the houses of those who refused to knuckle under. We were able to ascertain that only a small group had been seen and so we strode up to the warehouse confident that a brief conversation would convince these dregs of society to move on.

We found two slovenly looking individuals at the door and after identifying myself and asking to speak to their leader, they quickly let us enter. The inside of the warehouse was dimly lit and we saw several loaded carts and an indeterminate number of people around them, we heard (and smelled) a number of horses at the back of the warehouse.

All the people we saw seemed to be human and a medium-sized individual came up to us and asked our business. I again identified myself and we had a brief conversation. During this talk he identified himself as a representative of a group of business men from the kingdom and suggested it might be worth my while to leave and forget we had seen anybody here. I immediately caught his drift and

realized that the situation was much more serious than we had thought.

Those of you who have heard of my reputation would know that I was tempted to take the bribe and walk away (I am not one to pass up free money, we were in a very precarious position, and it wasn't my town in any case), but was never given the opportunity. We discussed details for a few minutes and he had to have gotten impatient. He must have given some sort of subtle signal and several spellcasters entangled members of our group and at least twenty men rushed us from the back of the warehouse. They were quite competent with blade and all seemed to have various skills commonly found in the underworld, as well as being able to resist much of what we were able to throw at them. After a brief attempt at resistance we were overcome and rendered unconscious.

We awoke sometime later, having been revived by the town guard, to find most of our equipment and possessions had been looted from our bodies. All of us lost the weapons and whatever coinage, potions, pastes, and powders we had on our persons. Besides money and arms the thugs took from me a number of writs issued by various nobles and his highness himself (this stealing of the prince's property is treason I believe).

I am willing to offer a reward of up to 100 silver pieces per currently effective writ and up to 50 for older documents returned to me.

I urge all people to be very careful around this organization and to watch their step while in Brenn until this situation is resolved.

LIKE THE SEASON, THE TIME ARE CHANGING TOO

by TUG

With all the changes lately (not only with myself) I am curious to see how the politics of the lands will change.

Between Darkon's promotion, the Duke demotion, lady Callie's new job and the unknown factor

of who will be the next Duke. The known politics of the past will surely be lost of what i have known to Be on these lands.

I think all the people on the lands should take the time to truly understand how things will be dealt with from here.....

TUG

The views and opinions expressed by our freelance writers do not necessarily reflect those of the Mystic Quill.

BEASTLORD BEAR-SKINNER CLAIMS LANDS OF NOVASHAN

by Snivel Quickfeet

In a bold move, the Lord of Beasts, Bearskinner and his barbaric children

have finally shown their wicked ways and ground a foothold in the peaceful lands of Novashan. On this day, I have gotten close enough to one of these looming children to overhear the name for their new town. It is to be known as Hammerhalt. While Baron Thordrun of His Royal Highness' Barony of Tarridear sleeps naught three days travel away, the Children of The Spirits as they are known carve away at the landscape building the beginnings of their fortress of shadows and se-

crets. The footers have been driven deep into the riverbed of the river Yengeth and it is clear to me now that they mean to continue with construction until a bridge is formed. Once the construction is complete, they would be just a fort days travel from the good people of the Barony of Brisbane. And what of the reports of trees sprouting up in the Great Divide? Fey creatures indeed. Has anyone seen one in my time let alone my fathers? I say this is the work of notorious Silverbow and his lawless band to have cover as they push south towards the humans. Surely you good people reading this should know that I will keep reporting as long as I can, but beware of my words for even now I am close enough to hear the relentless swings of hammer and axe.

THE PLAGUE

by Hezekiah Vindespar

It's everywhere, and everyone has been affected by it. It has been in your local city, it has been in the most isolated farmhouse, you will find this bane on humanity all across the land. My friends and readers, I take it upon myself to help prepare, no protect, yourself against the most vile of creatures, gypsies.

These wondering vagabonds, these carriers of disease, these debauchedors, these thieves and murderers bring only ruin where they travel. The ringing of bells heralds their arrival, and for some that will be the last thing they hear. Gypsies, I curse the word, have been the greatest threat to civilization since their first appearance ages ago. They are responsible for five out of six of the greatest droughts on record, they have led a majority of all the revolts in known history, they have caused unknown amounts of famine and it is known that the connection to gypsies are bad for local and national economy. But there is hope.

The gypsy appears to be a simple creature, always singing, dancing and merrymaking. Do not be fooled. This guise has caused the downfall of hundreds of thousands of people by first lulling the populace into a false sense of security and then in their vulnerability, taking their most precious possessions. It has been said that a gypsy can rob you blind right in front of your unsuspecting nose.

Sadly, the victim rarely knows he's been gypped until it's too late.

How does one know he has fallen prey to gypsies? Are your valuables stolen? Has someone made off with your children? Has all your livestock mysteriously died? Has your spouse left you for a wandering man? Are your daughters with bastard children? All of these are tell-tale signs that the vermin have come, gone and left you helpless.

On a final note, friends, I have gathered some rumors. These have not been proven true or false. Rumors suggest that gypsies, curse their existence, have silver tongues and will use them to blind your reasoning and dull your senses. It is also suggested that the tears of those cursed fools will cure any and all ailments. Alchemists have used both the heart and liver of gypsies in potions to entice the mind and cure the stomach. It is said that gypsies are decedents of fay and that is where these gifts come from. Gypsies are said to be deathly allergic to water and can not imbibe it.

I say that we should reinstate the old bans on gypsies, deny them entrance to our cities, cut off their hands, remove their tongues and refuse trade. We still will not be safe, but we will have the advantage. Take heed, friends, do not be caught off your guard. Do not allow yourself to be encircled by gypsies and do not, under any circumstances, take your eyes off of them. Good luck, fellow believers.

OUT OF GAME

Section

The Board of Directors would like to welcome Tim Schafer to our number. Tim was elected via the elections held during the April event. Election Results:

Tim Schafer - 13

Josh Raymond - 2

Plus 2 spoiled ballots make a total of 17 ballots cast.



Connie Blair, Treasurer

**Dues collection will be in the parking lot
5pm-8pm Fridays
12noon - 6pm Saturday
12noon - 3pm Sunday**

While you are encouraged to come and play during these times, there are other options for those who are only available after hours. You can now pay online by using PayPal. Or, on the field, you may locate myself (Jolene Naugle), Chad Naugle, or Paul Moran and let us know you need to pay your Kingdom Tax to be on the land. We all should have the means to get you taken care of on the field. If you are found on the field of play without making reasonable effort to pay your dues, you will be removed and asked not to come back until you have settled your dues, or made arrangements to do so.

Freelance Article Guidelines

- Must be at least 50 words long
- 1-5 silver may be paid for approved articles.
- We will be looking for articles that are well-written, well thought-out, and entertaining or interesting to read.
- Article must be written "by the player's character." The character's name will be listed as the author, and payment will be issued to that character.
- Submit articles to GM1 and Mystic Quill Editor for approval (gm1st@kanar.org and mysticquill@kanar.org).
- Not all articles submitted will be published, and it is not guaranteed that they will be published in the issue immediately following submission.
- Theme Marshals and game staff that are required to submit articles are not eligible to be paid for submissions
 - Classified Ads are not considered for payment.

Article Suggestions:

- Anything from the following categories: politics, current events, crime, disaster, agriculture, industry, hunting, weather, nature, fiction, memoir, history, folklore
 - In-Game or Invented Historical Figures
 - Important happenings that occurred between events
 - Fiction (short stories or written in installments)
 - Character memoirs/anecdotes
 - Editorials
 - Character interviews