
The Mystic Quill



November 1014

Local News

The Living Dead Library

Ilveresh was under attack by remnants of the Living Library last moon. The Living Library is a reference library where stories come alive during the day and are put away at night. The stories that escaped were allegedly from the horror section where a drawer had been left unlocked through the night. The stories escaped and made their way to Ilveresh.

At least five stories escaped from the library. The Countess Felicity, with help from the Lady Caradina and others, were able to find the endings

to the stories, which dispelled the living books. It is uncertain if all the stories were dispelled, so citizens are urged to use caution, especially at night when the stories appeared.

Robbing the Grave

A pair of necromancers were spotted on Devil's night, the night before All Hallow's. They were seen by the groundskeeper in one of Brenn's graveyards past midnight. The groundskeeper wishes to remain anonymous through this article. He claims they were accompanied by several skeletons, but said it was too dark for him to tell how many.

He claimed he could hear them casting spells on the freshly deceased while the skeletons dug up graves. He said he did not stay to watch for more than a minute and tried to quietly sneak away. He went to alert a knight, but upon returning, the necromancers and skeletons were gone. The knight believes that the groundskeeper was spotted or heard and the necromancers fled. Several graves were found exhumed and bodies missing. The knights have informed the town to be on the lookout for suspicious activity. If you see a walking skeleton do not engage it without magics or silver weapons.



<i>Novashan News</i>	3
<i>From Our Readers</i>	5
<i>Help Wanted</i>	7
<i>Winter Feast</i>	8
<i>OOO News</i>	9

This special edition of the Mystic Quill includes a section of Winter Feast news.

Dear o Deer

Lukus Tribley of the Hunter's Guild

Local hunters have been reporting reduced game sightings. Though the season is early, even baiters are saying they have at least a third less deer than by this time last year. Usually when deer sightings are down, gnoll sightings are up. However, gnoll sightings are still at an average by hunters. Gnolls often hunt deer during the rut while they bulk up for winter.

Missing Girl

Crossroads Guard

Shelly Johnson, a girl from Crossroads, and her suitor Robert Briggs, has been missing since All Hallow's evening. According to her parents, Shelly left that afternoon to visit her suitor, Robert. When she did not return home by the next morning, her parents went to the man's house to look for her. Upon arriving, they found the house empty and in good order with no missing items. The neighbors said that Robert had gone out the night before in search of Shelly when she did not arrive at his home before dark. They

said neither of them have returned.

Shelly and Robert live a few streets from each other, making their disappearance suspicious.

The local Crossroads authorities are asking anyone that might have information about the disappearance of either to please step forward.

Shelly Johnson is fifteen years old, about five and a half feet tall, and was last seen wearing a burgundy dress and a yellow and pink wool shawl with flowers on it.

Robert Briggs is nineteen years old, has short blonde curly hair, and is slightly under six feet tall.

Changes in the Swamps

By Lauren Ambrai

It's been a very long time since I've been in the swamps that surround Ilveresh, and there have been many changes. The roads are well-traveled and the sky is not so dark. The swamp creatures, which were feared by many, have all disappeared, perhaps running from the civilization

that has been brought to these lands. Many of the hunting grounds of the Boglings have dried up, and the swamp itself seems to be slowly turning into a cultured forest. I'm saddened by these changes, but not all changes are bad! I will be around to meet the new people of Ilveresh and perhaps I'll meet some of the wildlife as well. Til we meet, Lauren

Trouble on the High Road

By John Drover

These troubled times breed troubled people. Recent reports from travelers near Allowen have mustered talk of banditry along the high road. No single group has been identified, nor have any specific locations been sighted as the source of the danger. There has even been a report of a court sage, Magister Cormichael, meeting a tragic end on the road south of Allowen. With danger threatening even the most travelled of roads, all who travel should travel with company and protection. If protection cannot be afforded, stay to the safety of towns and off the roads.

Nowashan And World News

Frozen in Yardsmuth

by Jessorin Gorman

A strange and unexplained death was reported in Yardsmuth a few short days after All Hallows Day. Bertram Halifax, a reputable and respected solicitor who made his home in Yardsmuth, was found frozen solid in his home early in the morning.

Though the night before was a chilly night, the weather was in no way cold enough to cause a man to die, let alone be frozen solid. Also Solicitor Halifax was a man of some means and had a fire being kept throughout the night by his servants.

Halifax was found in the late morning by his butler, Lincoln James, an employee for nearly five years. Mr. James claims to have found his employer still in bed, covered by a warm quilt, a warm fire still banked in the fireplace. Mr. James also claims that Mr. Halifax was covered in a thick layer of ice and rigid as stone.

Night Captain Malcolm Reed is

seeking anyone who may have an answer to the death of Mr. Halifax and is offering a reward of 20 silver pieces to anyone who provides information that leads to the arrest and conviction of anyone who may have caused this death.

The Righteous Call

*Grand Duke Wilmont Gilcrest, Father of Dynsforth,
First of the Karteel Plains*

Oh you tired, you sick. You lost and damned. I am not blind. I have seen how you fled to other lands. It was desperation and fear that drove you. I pushed to keep my holdings, yet you found your way through. Now I beseech thee to return. Thy affairs have been set in order and the land has been made anew. It is time for a new dawn in the age of man. There are no longer the shadows of storied temples to cast over you. No longer do you have to worry of a heavily handed gauntlet. There is only the first land. The place you know of Dynsforth. We are to rebuild it greater and stronger than before. Know now that man has only one opportunity for great action. This is the call brothers. Answer it, lest you

live in regret for the rest of your days.

I know that many of you are now in other places than the Grand Duchy of Dynsforth. I do not worry because I know you will find it in your hearts to return. As a father welcomes back his adventurous sons, so will I be unto you. For those who would hold my subjects, you are robbing them of the only opportunity for glory that they will have. Let them go, if only for the great projects yet to come. I am kind and fair. My great works will see the girdle of leadership and pride in humanity restored. No longer will it be thrice split amongst sons, but borne steadfastly by the one who knows you best. The horn has sounded. Will you answer the righteous call?

The Current State of Scotia

By Rabbit

Following the thaws of spring, I had the chance to go to Scotia. While there I endeavored to share words with Court Steven MacInnes and Duke Pheargus MacGregor on behalf of the Barony of Bellanmo.

Suffice it to say, I was not of proper station and thus conversation was not had.

I did learn some things while in Scotia, mostly from the peasantry. As the Kingdom recedes in power, every Scotian must determine whether they want to stay loyal to what is left of the Kingdom, or whether they should break out as a nation unto themselves. The highlanders up into the mountains still follow the old clan ways and are pushing hard for Scotia to adhere to its native culture. A majority of the peasantry feel this way too. Court Steven MacInnes champions this cause, with the hope of seeing Scotia no longer supporting a kingdom that doesn't support it. A once loyal vassal to the family of Mishanter, Court Steven MacInnes seeks to make Scotia a state of its own. Rumor has it that he has sought aid from anyone and everyone, particularly those of Bellanmo and Peth.

The lowlanders and those closer to trade wish to keep ties with the Kingdom. They are more comfortable with courtly systems of governance,

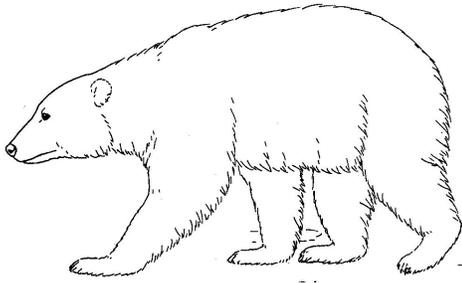
and don't want to see it change. It seems to me that they're burying their heads in the sand and waiting for things to blow over. I'm sure it doesn't help that they are the more organized of the two. They flock to the banner of Duke Pheargus MacGregor, as staunch a lowlander if there ever was one. The word on Pheargus is that he carries himself of the utmost dignity. This has led to the colloquialism of "When Pheargus farts" as a replacement for the word "never". That being said, Duke MacGregor runs as tight a ship he can and is also renowned for his fairness.

Unfortunately, the current state of things has led to a consistent amount of conflict between the highlanders and the lowlanders, which has escalated to skirmishing warfare in some spots. To make matters worse, there are also raiding Norsicans. The Norsicans don't seem to fit with what we know of Norsican actions, but are not of any different breed or tribe. I slew one myself in my travels and there seemed to be nothing amiss in the ways and functions of humans. The

odd part is that they have completely ignored the coastline, following the main river to its headwaters, and have been raiding as far inland as Noch Tirion. This has created a temporary truce between the highlanders and the lowlanders, but I'm not sure how long it will last.

From Our Readers

The Polar Bear Totem



You know how to use your own power. You are fierce and strong yet playful at the same time. You know how to pursue what you want deliberately and powerfully. You are not afraid to show aggressive behavior - however you use it for defensive purposes only rather than bullying your way through things. You are a good provider and you enjoy the responsibility of providing for others.

Butchers are open for this year's hunting season. Come get your deer skinned and butchered for the low price of 4 silver. We don't just do deer. Bring in any game and we'll give you a fair price. The butchers guilds at Crossroads, Brenn, and Sorvan are ready to take orders.

Turbulent times, Tyrannical Knights

The YellowJacket

Have you seen the world fraying? I see it. It is just as our prophet foretold.

I had hope not long ago. I had hope even through the Shadow War. Hope that good men could rise up and take this world by the scruff and lead it to salvation.

That hope is gone.

I have seen many disgraces in my life, heard of many injustices, but this tyrannical knighthood is the bane of the hardworking man.

These "knights," who swear to protect us, who are to uphold the law, now use their magics to restrain those weak and helpless, then cut them down like lambs at slaughter! They give no room for defense, no chance for explanation, no care for context.

And do you know why? They are afraid. They are afraid of us. And they should be.

How long will they slaughter men or force women into indentured servitude? How long until they take all our money, all our belongings, and sink them into the sea or use them for their own gain? And how do they think we will tolerate it?

I say this to all the nobles: control your knights, control your greed, for a wrecking will be coming upon you, and it will not be from the darkness of the underground or ships from far away. It will be from your own downtrodden, those who you swore to protect, but stole from and turned your backs to. It will be your own people who will not tolerate tyranny any longer.

To one and all:

It seems as though no one got my last code. I think you need to **PLAYFAIR** and ask for help. Can you figure this one out? Prizes await you all

yjrr Dbtpjds XufdafenW

'Shanks for the recipe

Twiggin's family

As per our annual tradition, on the eve before All Hallows, I gathered my family together and we took turns reading from the Mystic Quill. We have found it to be a fine way to keep our minds off from the terrors of the night and most helpful to instruct the childrens in the reading and the writing. As a man without a true trade, I am overjoyed to have a wife with some learning, however homely some folks might say she is. Her face may not be the blossom of spring, but the harvest of love in her heart is more than abundant enough for me. Speaking of harvest, the recent famine did not hit us quite as hard as it did many folks, mostly since we are much familiar with simply scraping by on very little. We may live in what some high-born folks might consider squalor, at least we have each other. And that is just plenty, for the most part.

Oh, right, back to what I was saying, even with the wind finding its way through the cracks in the walls to whistle softly, the shutters were barred and the hearth was warm.

The youngest starts the readings and we read through each section with age. As we sipped our humble leaf & twig soup, I saw the children's eyes grow wide when my eldest daughter read aloud the "Goblin's Revenge." I nearly dropped the still lit pipe from my jaw, as I imagined the flavors. I saw my wife lick her lips as the shadows flickered across the wall behind her rocker. It was sure that soon we would have a new family tradition.

We followed the recipe to the best of our limited ability and means. My youngest boy, Piotr suggested we add some of the scraps from the inside of a hollowed gourd we found sitting outside the door of the shack where we got the longshanks. Since we were graced with more than one longshanks and a fresh supply of bog water and deadfall, we are planning to improve on the recipe in the coming weeks.

Certain we are not alone in finding a renewed vigor after supping on real meat and togetherness, we wish to give thanks to the fine lady that shared the recipe.

To end the year, November's Card is the twentieth Major Arcana, XX Judgement.



The card of Judgement is a symbol of things coming to an end. The Sun's light

illuminates the final steps that must be taken and The Fool's journey is nearing completion. Countless trials and demons are behind him, and the many wounds he has suffered have finally begun to heal.

However, out of sight is not always out of mind. To obtain final closure, the past must not be hidden or forgotten, but resurrected and faced once more. Once the road behind has been confronted and accepted, the way forward will open, allowing for a true rebirth.

Judgement brings the recognition of potential, and the opportunity to answer an inner calling. Answer the call. Liberate yourself.

~ Liberius

Help Wanted

I am a taxidermist looking for exotic game from the area. I have received orders from well-to-do folks who want something a little more ferocious, so I ask the employ of the local hunters and sellswords to help. I don't need anything big to start, but a few kobolds would be very helpful, and perhaps some goblins if you could spare. I will of course pay for the service, but try not to beat them too much, I need the pelts in good shape for my work. If I can't use it, I won't pay for it. That's just how it goes. If your work is satisfactory, perhaps we can strike up a bargain to continue working together. I live in a small house about a half mile out from the north side of Brenn. Knock loudly, I sometimes get very involved in my work.

Getting my goat

Shepard Longmeadows

I'm in big trouble! These goats are driving me crazy. I have no idea what has gotten into them. Usually they just nibble on the edges of my clothes. They are harmless, really. But lately they've been bucking and stomping and charging right at me lately. Usually I can just push them aside, but somehow they've gotten tougher, a lot tougher! Just one of them can push me out of the way like I'm nothing. Please, someone help me wrangle these ungrateful goats. See Shepard Longmeadows just northwest of Ilveresh.

Land for those willing to fight

The Arban is looking to award land to those willing to fight in the Light Infantry Forward Army for Five Years.

All abled bodied Men, Elves, Dwarves, Half-Ogres, and legal half breeds will be enlisted into the Arban Light Infantry Forward Army upon application at any Arban outpost.

Applicants will be measured by the merits of soldiery. Completion of a term of service entitles a soldier to two acres of land. All arms and food provided. General Lord Protector Bear Temur, High Marshall of Ashan

Mstislav Vladimirovich, Ilveresh
Post Commander

The Warrior Lives!

Winter Feast News

Come Celebrate the year with us on February 7th at Cobblestone Farms in Ann Arbor.

If you wish to be a vendor, contact Lady Kali / inx masonari via Facebook

Tickets will be available via the website www.kanar.org

Call for volunteers! Feast currently needs support staff. If you are interested in helping, please contact inx masonari on Facebook. Areas to fill include: set up/take down, npcs and possible others. Please feel free to contact inx masonari with other categories if you feel you've something awesome to contribute.

Prepay

KGE Members: \$20

Adult Non-members: \$30

6 - 17 year old Non-Members: \$15

Under 6: Free

At the Door

KGE Members: \$25

Adult Non-members: \$35

6 - 17 year old Non-Members: \$20

Under 6: Free

Attention good people of Norwasha, I, the Baroness Kaliara wish to announce a truly great game to all. At the Feast of Winter, I will be auctioning off six seats at the head table. Yes, six of you may be lucky enough to join me as my personal guests for the Feast of Winter. There will be a minimum bid of ten pieces of silver but no limit on how high the honor will earn. The proceeds from the auction will go towards implementing and equipping a new town guard for Ilveresh.

Bidding will start once the festivities begin and end at the fourth bell, where I will invite the winners to sit at my side and enjoy a night of revelry.

Lords and Ladies, knights, squires and honored guests; the Game is afoot. My trusted "advisers" have informed me that there is a "plot" that has been hatched to "have me removed". I am in need of the brave, wise and daring guests to root out this dastardly "plan".

Crafters Competition!

Must be your own work, must be master crafter level of skill. Crafter must provide the tag and the physical to enter the competition. Competition theme: The Planes

Confirmed vendors

Waypoint Games

<http://www.waypointlarp.com/store/>

Artlady's Folly

<https://www.etsy.com/shop/Artladysofly>

Entertainment

The Great Gaius will foretell your future!

Vendor Set-up will begin at 11:00 am

Table Competition Set-up will begin at 12:00 pm

Feast will officially begin at 2pm

As a reminder, the Winter Feast is an all ages event, so please be respectful of the younger guests.

And, parents please remember you are responsible for your children.

OOC News

From the GM

Hey Everyone, we've had a fun year all around, doing our best to entertain you. Wanted to say a few things just to wrap everything up. If I gave you a temp tag, you need to do an item creation form to the econ to get a full tag after the winter. Very easy thing to do, and will be helpful in clearing up some easy things. On Sunday of this event, starting around noon, I will be commandeering the households in town for a module. This will involve the bugs and the dungeon underneath ilveresh. Everyone is welcome to go, and I plan to use the center of town as a staging area and the households as a different level of the dungeon. I would like to have at least 3 separate groups of people so that I can have a rotation of PC's NPC's and a group resting, though more groups is possible. These groups would have to be even to make the module run smoothly! Should be lots of fun for all involved, and for all levels. Thank you all for letting me GM for you, and have a great winter break!

The next Board of Directors Meeting takes place on November 30, 2014 from 1:00 PM to 5:00 PM

Ann Arbor District Library 343 South 5th Avenue, Ann Arbor, MI 48104

The Quartermaster Staff team is having a work day on Sunday, November 23 at 12:00pm - 7:00pm on the Kanar field. This work day will be dedicated to weapons creation and assisting the QM staff to get item tags sewn into garb. The staff will give XP to those who attend and participate.

To follow up on articles, put a note in your signout or contact:

Living Undead Library - Eric Stark or Steve Weiss (Fenric)

Changes in the swamp - Matt Tatosky (Jister)

Trouble on the high road - Dave Angel (Ambros)

Frozen in Yardsmuth - Eric Stark

The Righteous Call - Eric Thornburgh (Rabbit)

The Current State of Scotia - Eric Thornburgh (Rabbit)

PLAY FAIR code - Eric O (Castian)

The Warrior Lives! - Eric Stark

Getting my goat - Angela Steffe (Lucey)

Land for those willing to fight - Eric Clute (Bear)