

~ CHIRAMS HOLLOW ~

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Destruction of the Fae Leaves Repercussions

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Across the Deadlands

Across Laerthan early one Sunday morning last month a catastrophic event shook the Deadlands, at once wiping out an entire species and devastating one of Eire's protected races. As reports have been trickling in we are able to report that the Liche known as Lord Skylar appears to have once and for all destroyed those mysterious creatures called the Fae. It is believed that this was accomplished by the Liche acquiring a shard of Void and plunging it into the lay lines



that are spread across Laerthan. Many believe that it is the highly magical Lay Lines that have been sustaining the Fae since their own plane of Arcadia was destroyed several years back. Whether the Void shard's corruption began in Stoneroost or the Hollow, two places where the lay lines are believed to be at their strongest, is unknown - though there are reports that Skylar was seen in Chiram's Hollow both before and shortly after the incident occurred. It is believed that it only took minutes for Void's poison to spread across the continent, those that were present amongst Fae as the Void taint struck describing them screaming in agony before collapsing into balls of light and dissipating.

Though the beings known as the Fae have often been thought troublesome by many, there were also a great many people who had come to both care for and rely on them, most notably the Mystic Wood Elves. When the Fae as a whole were suddenly wiped out in one brief moment the repercussions for the race they had taken under their wing were enormous. Many hundreds of Mystic Wood Elves suddenly screamed in fear and pain and collapsed into comas. Those Mystic Wood Elves of a stronger nature - noticeably those that are twice-born - have seemed able to shake off the worst of the effects, managing to stay conscious even though they are still hurting. Those that have been able to describe it at all have at best been able to put it as if their brains have been poisoned, slowly seeping all their strength and happiness from them. Healing experts fear this is not only a repercussion of their severance from the Fae but that it also may be a residual effect from Void being stabbed into the lay lines. Though this has caused hardship everywhere the two Bastions struck worst at this time seem to be Stoneroost and Thelucia. While Stoneroost has put out the call for aid to surrounding Bastions, Thelucia at this time has called upon their treaty with First Forest to transport and set up triage camps within First Forest itself to see if being off this plane will ease the suffering of the Mystic Wood Elves.

As word has begun to spread of exactly what happened there have also been reports that the Paladinic Council is getting involved to try and find out exactly how Lord Skylar got his hands on a Void shard that was be-

lieved to be being held safely in the hands of a noble, and what exactly has befallen the Fae if not outright destruction. In the meantime all the people of the Deadlands can do is wait and watch, tending to those that have fallen into the charmed sleep and hoping that this will pass and the Mystic Wood Elves can recover.

Meeting of Nobility Makes clear their policy on the Elemental Planes

The middle of May saw a gathering of Nobility from across the lands that has not been seen since the terrible threat of Sadeen Moore to destroy Aolia. From across the continent came all Justicars, Barons, many Lords, The Governess of Thelucia, the Paladins of Eire, and the Queen herself as well as her daughters. The gathering took place in the Bastion of Thelucia – the subject at hand being the reconnection of the Elemental Planes and finally seeing an end to the Declaration of Severance.

It is said that the Queen herself gave a particularly impassioned speech about the desperate need to reconnect the elemental planes to our own. Queen Beah stated her belief that the Withering can never be defeated until each plane is restored to its rightful state, and that until that time any delay simply allows the Withering to gain in strength and power. We are told that the Governess of Thelucia also gave a passionate speech, though her thoughts were more on the need to be careful in giving the elemental kin any more power than they may already have, and that should the elemental planes be reconnected without great care and thought that eventually the elementals and their kin may simply overrun the Deadlands. Her speech particularly stressed that this includes the one known as Bjorn, who until recently was a vampire but after calling upon the powers of the sword Void seems to have shed his vampiric nature in favor of one of an Elemental Lord not tied to any particular element. The Governess believes that Bjorn's goal in reconnecting the elemental planes is simply to empower himself so he can eventually lead the army he is gathering at the Black Keep upon Eire and her allies.

Though many views were given, the final decree was this; that though many feel that the reconnection of the Elemental Planes to our own is a worthy and important goal that it must be made clear that there is to be no alliance or aid given to or from the one known as Bjorn. That though he is no longer an undead, nor does he wield Void any longer, he is still to be considered an enemy of the people of the Deadlands and that past transgressions are not to be forgotten. Many of the Barons and Lords of the Bastions are so passionate about this one particular point that they have also threatened to withhold the Harvest from any Bastion thought to be harboring those that have agreed to aid Bjorn in his endeavors. Any evidence that one is working with Bjorn to reconnect the planes will result in their execution and subsequent banishment into the wastes of the Deadlands. Queen Beah has agreed to these terms as have all her Paladins, and they are holding onto the hope that the people of the Deadlands will aid them in finding a way of finally ending the Declaration of Severance once and for all and restoring the Deadlands into the lands of beauty that they once were.

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Know Your Foe: Uncivilized Citizens: Protected Race Traits to Remember in Case of a Fight: Common Opponents: High Orcs

Ahnikus Crumb here again, back after a long hiatus due to the paper shortage 'cause of that fire. Long delayed, but here it is as promised: a definitive discussion of High Orcs and their battle tactics as well as tips for avoiding that battle in the first place.

The first thing to know about High Orcs is that while they are superficially very similar to the monstrous orc, they are different in a few key ways. They are typically smarter, and while they possess a great natural prowess with all kinds of fighting, they lack the brute strength found in the green wild ogroids they so resemble. Certainly they are different enough that magics designed to work on the one don't work on the other. We're talking here your Proscribes, your slayers and reavers, things of that nature. Don't set up an ogroid Proscribe and think that you're safe from a High Orc warband: they'll walk right in as easy as you please.

High Orcs grow real fast, being considered adult in a short few years. They also tend not to live too long, mostly because they'll pick just about any fight imaginable. Some truly old High Orcs live into their middle thirties, but these are always either unusually cautious or epically skilled fighters. Never start a fight with a grey haired High Orc, unless you're in the market for an epic whomping.

In the Deadlands, High Orcs are very successful as a race, since their hardiness and racial need to train to fight have led many to survive situations that most others couldn't. Interestingly, there seem to be an awful lot of High Orc Twiceborn compared to other races. Another reason for the success of the warclans is that some High Orc groups are very comfortable with necromancy, and make good use of it in controlling the undead in the Deadlands. Their willingness to fight chaos with chaos has let them climb to just about the top of the food chain, although this shouldn't be looked at like a good thing.

As far as fighting goes, don't try to intimidate or scare off a High Orc. It most likely won't work, and it will only waste time. Almost all High Orcs have some skill with weapons and fighting, and are capable of inflicting enormously dangerous injuries, just awful huge wounds. If you are in unprotected lands, and you see a High Orc, be prepared to fight as most likely you've encountered a warclan scout, and they will try and rob you. If you're not prepared to fight, just give them what they want. It's not worth discovering you're a true mortal the hard way. If you really feel like testing your luck, you can try appealing to the High Orc's sense of mysticism and wonderment. Because most High Orcs are under 14 years old, they can be gullible and easy to mislead. Just be sure to keep your story straight. Gullible is not the same as slow-witted, and if you contradict yourself in any fashion they will likely catch you out and cut you down for lying.

On behalf of my good friend Provotuk I note here that many High Orcs are completely reasonable and trustworthy people, and their sense of honor can make them great allies. Just don't agree to play any kind of High Orc Sport that lasts for more than five minutes at a time.

So that's all for me for now; I have to finish reinforcing my back door and stock up on nightshade for spell-crafting that race reaver. We'll talk more in the next edition of Know Your Foe: Fatal Fae.

Shiney Dreadfuls:



~Queen Beah was recently married in a ceremony that has been kept a secret; her new husband none other than Paladin Malblik.

~Elemental Kin seem to be appearing in larger numbers than before. Though many have been flocking to the Black Keep of Karag there are just as many that have been taken up positions in bastions across the continent, seemingly waiting for something.

~Many think that those with Fae Marks will be the next to fall to Void's corruption.

~The Lords of Legacy banished the very Shadow Lord they summoned back to its home plane after realizing that it was far too powerful for them to control.

~Squire Tavistock was recently attacked by elemental-kin who are not too pleased with her appointment as Arbiter of the Portal in Thelucia.

~Princess Anne is interested in taking a tour of the Bastions, something her mother is hesitant to let her do.

~The new Justicar of North Fortress will be decided by a contest featuring arm wrestling, poetry writing, resurrecting successfully and withstanding evocation.

~Ling-ma Sun is being employed by Justicar Southkin on the side for any number of disreputable things.

~An enormous, patchwork construct was seen battling undead in the deadlands.

~Researchers report that the magical fallout from the Wellspring's detonation in Caldaria is far from over. One senior researcher who declined to give her name said "The worst of it will happen here. I mean, what else would you expect?"

~A huge cache of unique and extremely potent alchemical admixtures belonging to the Good Father of Sadeen Moore was stolen by a newly knighted Pure Lord named Gabriel who was in fact Gideon the Golden Rogue.

~Guildmistress Keely has some very unusual ancestry: her great, great, great grandfather on her mother's side was a lizard man.

~Thelucian mages are developing a new spell to either be called Trapezoid of Power or Crushing Wall of Force.