

~Chirams Hollow~

# Shiney Dreadfuls Newspaper

Volume IV, Issue III

July 6th, 623

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## Deathly Do-Gooders Demonstrate Derring-Do: Deceitful?

With alarming frequency, sightings of a strange new form of powerful risen dead have been called in. Ghastly to behold, these wraith-like figures appear in the form of a man-shaped creature made entirely of blood! Efforts to quell their numbers have so far proven unsuccessful, as even the strongest blades, the most deadly



gases, and the most potent spells work only temporarily!

Despite their ghoulish visages, these creatures behave unlike their more common undead kin: they work, albeit stealthily, to aid the living - cutting down the mindless dead, defending the weak, and otherwise behaving in a most chivalrous fashion! Is this a bizarre ritual gone wrong? The mysterious misstep of a foolhardy adventurer? Or, perhaps, something far more sinister, masquerading as benevolence incarnate to lull the populace into a false sense of

## Elves Pregnant En Masse!

A note from our editorial staff:

Dear readers; we'll own it, we've been the source of some outlandish claims from time to time. We know some of you have been faithful readers for some years, while others pick us up like a scandal rag, wondering 'what they'll come up with next.'

Now, the bursar says your silver's the same color, no matter how much doubt it's wrapped in, but we like to think we hold ourselves to a higher standard. So when our diligent fact checker falls down on the job, we take it personally. I mean sure, the temptation is always there to 'publish first, ask questions while counting all the gold we raked in later,' but we were young once, and we remember our hopes and dreams of writing the copy heard 'cross the land and through the mists.'

Then we all grew up and had children to feed and, well, who doesn't embellish a story from time to time?

But starting today, we're turning over a new leaf. Starting today, it's all about the news. And so long as the news remains as sensational as this little nugget, we don't plan on going back to rumor mongering anytime soon.

... still, were you to, say... 'tip out' our sales team, we might take it as a sign and stay in the news business a little longer. (just sayin')

But enough about us - let's talk about some elves.

More specifically, let's talk about some pregnant elves.

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We know what you're thinking - SD, you've gone 'round the bend. Them elves, they can't get pregnant! They've been cursed, just like everyone else!

Well my friend, that is why you read the news and we report it, 'cause we're here to tell you, elves are pregnant.

They're pregnant everywhere. Their forests, Authenrai, Aiola, First Forest, Thelucia, even some of the refugees at White Sun and North Fortress have a little bun in the oven.

What's more, they aren't just pregnant, they're *\*really\** pregnant.

See elves, they live for a while longer than most other races, and we don't hold it against them as their pregnancies tend to last longer too. Nations have risen and fallen in less time than it takes an elf to give birth. Now, normally all that extra life would make a fella jealous, but what with all that extra lower back-pain for her, and for him long months of running out at midnight to get pickles, we figure it all comes out in the wash.

Only, the first sighting of a truly pregnant elf was a few weeks ago, and that same lady looks ready to deliver in a month, maybe two.

Between two and three months to carry a child to term? That's... why, that's just crazy talk, right?

Loyal reader, we stand by our sources. Take a walk through any refugee camp, and you'll see what we see; elven women everywhere are very, very pregnant.

What made them pregnant?

'Well you see son, when a male elf and a female elf drink/love each other very much...'

*\*\*\*Hey Adventurer's.... Tell Us Your Greatest Tale.  
There Could be Coin In It For Ya!\*\*\**

# Know Your Foe; Sinister Strangers: Extra-Scary Extra-Planars: Rifting Invaders: Cerebral Devourers and You (And Cloak Curse)

And welcome back! Here's something important to know about this column: there's a rumor going around that mentioning Cerebral Devourers - even in writing - can attract their attention and make them abduct you. If the column finishes oddly or the writing style suddenly changes, it means I've drawn their ire and been taken away. I hope not, that would be pretty bad for me, but this information is important so I'm going to risk it. Okay, here goes:

The creatures known as Cerebral Devourers first appeared some seven years ago. Although the specifics of their arrival are not commonly known, the timing coincides pretty closely with the return of the Hollow. Big shock, I know. These monstrous beings can rift very easily and do so often. This makes them unpredictable and dangerous opponents, even for big-shot adventurers. While they often work alone, it can feel like there are several because they can be almost anywhere. They rely heavily on their ability to paralyze their prey, which they can do with a touch or with an act of sheer willpower which spell shields cannot protect against. Defenses against Curses work, however, so if you plan on fighting Devourers GET A NEW PLAN MORON. Then get some cloaks or banes versus curses (hey, that rhymes!) or you may never even know what hit you (it was paralysis). Once they have you subdued, they will rift you away to wherever it is they congregate. Rumor has it they have a secret bastion they keep isolated somehow. Wherever they go, once they get you there they will either conduct some sort of test on you or question you if they think you may have useful information. These tests are often brutal, and they are administered without regard for the subject; a humble hunter or fancy-pants adventurer is the same in their malevolent squid eyes. Oh, yes, they have squids for heads, kind of. It's grotesque.

Up until recently, it appeared all they ever did was try and learn more about our world and how it works. However, within the last six weeks their attacks have gotten far more aggressive and dangerous. The number of hybrids they attack with has gone way up, as has their lethality. Once the terrifying angler fish/fisher cat was the most feared freak in their menagerie, a creature so senselessly scary it would even cause "brave" adventurers to run around in panic and hide. Now we can only pine for such days, as truly terrible creatures such as bunny bees, whale-roaches and even kodiacondas have been released upon the populace. Perhaps most ridiculously dangerous are the wolf spiders. No, not those. ACTUAL WOLVES CROSSED WITH ACTUAL GIANT SPIDERS. They hunt in packs, they lay traps, they look uglier than seems possible. It's almost enough to make you feel sorry for the adventurers in places like the Hollow that see the brunt of such attacks.

Anyway, where at one time after some weird test they would Mark their victim with a number and drop them back where they were taken from, now they seem to simply torture those they take. Such captures are on the rise, and we can expect it to continue to get worse. Further, some victims are exhibiting strange behaviors after being abducted. Don't approach such people, especially if they're an obnoxiously power Hollow adventurer jingling with the music made by dubiously gained magical trinkets. They're not to be trusted and they probably never loved you to begin with.

# Shiney Dreadfuls:



~Duke Southkins construct was said to rise from its own ashes when it crumbled, much like a phoenix.

~Mysterious purple sigils have been appearing in various bastions, but no one seems to know what they are about

~Tribes of elves within the forest have returned to sacrificing animals to power their rituals

~In light of the recent 'herald' craze sweeping Eire, The nobles of Authenrai have imposed a curfew of silence at 3 bells to 'knock the hell off all that bloody shouting.'

~Slavers have upped the standing offer for live capture of a High Ogre to 200 gold crowns.

~Gypsies across the land have been seen bleeding from their eyes and ears.

~Duke Southkin personally signed the standing execution order for any party who played a role in the death of Princess Anne.

~For several weeks, an inverted 'prime of cups' has appeared in every tarot draw performed within the Bastion Fires, each time taking the place of a primary resource.

~The Barons of Eire are returning to the system of patronage that gave rise to arts in the past, hoping to spur works of great skill and renown.

~ To curb a rash of recent gypsy curses, several bastions have imposed a 10 gold fine on any gypsy who lays a curse.

~ The former Guild Master of Healers for Chirams' Hollow was welcomed into the service of the Horde Wall at North Fortress. Locals are uncertain in this deal exactly who is corrupting whom.

~Gypsy Sailors have sighted a previously uncharted island to the south and east of Authenrai

~A flurry of activity was sighted in the Thelucian Library; researchers from across the city-state have abandoned other work and entered the library. For weeks, few - if any - have come out.

~A note was found on Baron Galloways desk saying simply "I shall take something truly precious from you." And signed GGR.