

The Scarsinvale Saga

Conemur iterum

August, 2023 A.T.

Zorii Defeated: Broken Reach Safe From Menace

The threat known to the Broken Reach as the Zorii have been defeated, following a lengthy effort by heroes of Scarsinvale.

The *Saga* is pleased to report that the combined efforts of the heroes of Scarsinvale has led to the destruction of the Zorii. The Zorii, a parasitic faerie capable of blocking out all memory of the gods and creating other lasting mental effects, had quite successfully overtaken a great deal of the Broken Reach population.

A combination of efforts from seers, arcane and divine spellcasters, warriors at arms, and powerful beings were able to overcome the Zorii. Using assistance from some townsfolk that had seemingly allied themselves with the Zorii, this rugged team was able to enter the Zorii's domain.

With access to this protected stronghold, the fighting forces of Scarsinvale were able to overcome the Zorii's mystical defenses, and put an end to the

nearly year-long crisis.

With the Zorii defeated, the settlement of Scarsinvale once again feels confident making plans for the future. A terrible menace has been put down, and a figurative curse lifted. The threat of losing one's memories – indeed, one's entire identity – is no longer looming over every activity.

Congratulations to Scarsinvale for their victory, and confusion to their enemies!

Scarsinvale to Declare City-State Independence

With the threat of the Zorii finally put to rest, Scarsinvale is now primed to declare itself an independent city-state within the Broken Reach.

As a city-state, the settlement is primed to set its own laws, take taxes (as needed by the local governance) in support of the public good, and with its immediately surrounding territories, act as an independent force from other factions or forces of the Reach.

Scarsinvale's bid for independence may come

not a moment too soon. The escalating crisis in the neighbouring nation of Hammerfrost may call upon this new nation to make some difficult choices regarding the dispensation of its resources.

In addition, the defeat of the Zorii leaves the new nascent city-state with decisions to make regarding where it goes from here. Rich in resources, and with new townsfolk streaming in month by month, Scarsinvale is a town on the grow – and how it chooses to grow will be telling in coming months

Hammerfrost Refugees At Scarsinvale Borders

The dwarven nation of Hammerfrost, overrun by the unquiet dead, is spilling refugees over the border to the Broken Reaches. Refugees, who are carrying only what is portable enough to move, are set to reach Scarsinvale in larger numbers just as winter begins to send heralds of its oncoming arrival.

Although the threat of the undead has not yet breached the Reaches *en masse*, this is unlikely to be a problem that remains that of a neighbour. Refugees that cannot find shelter may succumb, and only

add to the number of restless dead.

With the Zorii crisis now resolved, it behooves the people of Scarsinvale to give what they can to prevent a great humanitarian tragedy. If the land of Hammerfrost can be retaken, this may lead to favourable trade status, and allies against future adversity. Even if it cannot, staving off great death is the call of all noble souls.

Donations of food, cloth, shelter, fuel, and coin (which may double for any of the above) are called for.

Better Know a Neighbour: Wren

Trusting – and knowing – the people who make up your neighbours and allies can make all the difference. In the interests of furthering this, the Saga sat down with Wren of Scarsinvale.

Saga: Just for our readers, could I ask for your name and a little about yourself?

Wren: Of course. My name is Wren. I'm a Priestess of Apenca and a Master Physician. I originally hail from the North of Eldersire - there's quite the population of humans up there - but found myself further south around 2014.

Saga: Great! So what brings you to Scarsinvale?

Wren: Well... I'd travelled through this area during the war with my companion. I spent some time in what was then called Kingsgrove before returning to Yorik. After the war ended and Harodom's borders changed, I wanted to see what had become of all the places I had been. Things had changed remarkably - lawlessness, refugees, suffering people. I had to come back to help.

Saga: Do you have any advice for anyone coming to Scarsinvale?

Wren: Don't travel alone - find a caravan to make your way here. Be prepared for the unexpected. Politics are volatile currently, and while there is certainly fortune to

be found, I urge any that intend to make a home here to think it through seriously. It requires grit to remain here - and the strength, cunning, and versatility of your group can make or break you.

Saga: Now that the Zorii are defeated, what's the next goal?

Wren: Continue building up Scarsinvale and supporting its people. There's a lot of work to do yet and much is uncertain, but I know that by working together we can continue to pursue peace and prosperity.

Saga: Thanks for your time!

Wren: My pleasure.

Horoscopes

The future is an unknown country. However, ideas and visions of the future may stem from information of the present; your decisions help to make the world you live in tomorrow. To that end, we have published a generalized horoscope for each of the Calendar Birth Signs, and hope that it will serve to amuse and enlighten. Horoscopes provided by Seer Oren Freedman.

The Shroud (Dec 31st – Jan 28th)

Truth reveals itself when complexity is resolved. If you would seek justice, you must first find truth. Thus, the surest way to find justice in your own life is to seek to uncomplicate – simplify, simplify. Lucky numbers are seven, three, and twelve.

The Harp (Jan 29th – Feb 27th)

If you would have a friend, be a friend. Seek someone in your community that is in need of your aid, and find that the time and energy that you spend giving succor are revisited upon you a dozenfold – if not immediately, then in the fullness of time.

The Fount (Feb 28th – Mar 30th)

Never give anyone a small injury. Strike surely, or do not strike at all, for small wounds fester. So it is with all of your endeavours – if they are worthy of pursuit, give them all that you have, for this is the path to success. A person in red and black will have an offer for you – judge wisely.

The Dice (Mar 31st – Apr 28th)

For want of a nail, the battle was lost. Pay attention to the small details in your life, for they will surely pay attention to

you. If you do not find fortune in the first few hours of this month, then seek a lucky charm or token to change your luck. Lucky charms may include a clover of four leaves, a silver horseshoe, or the heart of a hated foe.

The Arrow (Apr 29th – May 27th)

You may not find a joyful ear for dire warnings, but if you have them to give, you must. The truths that you would speak need to be heard whether others are happy to hear them or no, because only by giving them voice can you save them from ignominy.

The Stone (May 28th – Jun 25th)

You cannot unring a bell. Some deeds, set into motion, will have ripples and lasting effects that you could not possibly have foreseen. With this in mind, you must now choose; how will you adapt to a world that is changing as a result of your actions, but not your will?

The Coin (June 26th – July 28th)

There is treasure waiting for someone to find it, and that someone could be you. Do not turn away someone with a proposition out of hand – hearing them out will let you choose whether to follow or to decline, or to take your own path to seek that which could fill your purse or your heart.

The Spade (July 29th – Aug 30th)

The Shroud will have wisdom worthy of your ear. Work half-done is a peril; an issue that you have been meaning to resolve will come back to haunt you this month. Do not be afraid to seek aid from others, and remember that a tool poorly maintained is a threat as well.

The Blade (Aug 31st – Sept 27th)

You do not need to lead from the front in order to lead. Consider where your skills are of most value, and place yourself there; not out of any want for courage, but out of the desire to find the best fulcrum to lever your abilities to great effect. The colour blue will be fortunate.

The Mask (Sept 28th – October 31st)

The face that you show the world is not the one that you hold in reserve for yourself. Consider whether it may be time to show a little more of that inner face; your truth, once spoken, cannot be unspoken, but the trust of friends and neighbours can show you greater dividends than any scheme.

The Shield (Nov 1st – Nov 29th)

It is time to use a resource that you have held in reserve. Too many go to their graves with purses of gold and favours unspent, that are not used to the way that they would have sought, had they been able to work their will. This does not mean that you have to spend it all at once – just that when you need them, they are there to be spent, not had.

The Hearth (Nov 30th – Dec 30th)

Keep the home-fires burning. The light that you give off may be invisible to you, but will serve as a benediction upon those that need a guiding light in the darkness. There is a shadow cast over the world, and by keeping a place of warmth and comfort, you provide relief from the chill that shadow casts. Lucky numbers are one, two, and seventeen.

Editorial: The Scarinsvale Saga

Among those who live in the far North, a saga is a tale told of heroes and monsters, of villains and great and terrible deeds. It is a record of that which has come before, so that those who hear it might know what is to come.

The Scarinsvale Saga is even now being told.

This paper is here to tell you things that happened, and might happen, and will happen. It cannot tell you what to do,

but it will advise to the best of the ability of the writers and editor.

Most importantly, it will tell you the truth.

There may be times when the truth is dangerous to tell – because telling all could endanger you, or your friends and neighbours. We won't tell that truth, but we won't lie to you.

This is our promise.

The horoscopes are vague visions of the future, and rumours in the community board are rumours – as thick as smoke and just as reliable. But we'll try to mark what we know is true, and what is speculation.

Because you deserve to know the truth. Because the Scarinsvale Saga is being told. And because we're here to see that when it is later recounted...

It's a tale of legends.

- Oren D'vann, Editor.

Matters of Faith

Holy Days Just Past

July 16th: Summer's Fair (Marius)

Patron of trade and travel, the faithful of Marius celebrate his holy day in the Ides of July. Common observations include receiving the blessings of a Marian priest on contracts and deals, purchasing large-ticket items, and ensuring that all deals conducted are fair and equitable. It is bad luck to try to swindle someone in business on this holiday.

August 8th: Mushroom Feast (Blythe)

An unpalatable observance, the Mushroom Feast is the holy day of Blythe, god of decay and disease. While not ideal, there are still some observances that are well-advised on this day. Having a thorough physical, to say nothing of being especially wary of poisons in food, beverage, and the sting and bite of creatures are all excellent ideas.

\Forthcoming Holy Days

September 18th: Day of the Blade (Hemulis)

The god of warfare's holiday is celebrated by his faithful through trials of combat and tests of martial prowess. It is said that on his holy day, Hemulis spends the day embodied upon the plane, training with some of his faithful and recharging in holy battle. Servants of Hemulis spend this day in holy struggle.

October 6th: Dreamer's Wake (Bard)

The servants of Bard commemorate this day as the day that Bard returned to the world. The goddess of stories and dreams, Bard's servants often mark this as a day of rest, or a day to tell tales, both tall and true. Most importantly, it is observed as a day when anything, even outlandish things usually only found in fairy stories, can happen. Join friends in telling stories of times past or dreams yet to be realized.

A Message of Faith

It can be hard to maintain faith when the going gets tough.

This isn't an indictment of lack of perfect grace under fire; if faith were easy, then its maintenance would not be the stuff of legends. We are challenged by our faith to find hope in the hopeless, and to continue to believe even when things are difficult.

But faith is needed when faith would be tested. Keeping your word, and believing not merely in the gods, but in your fellows, your friends and neighbours – this can be a mark of strength in adversity.

Too recently, the Zorii sought to strip these people of their faith in the gods. The push back against the Zorii serves as a firm condemnation of this, but it was the joining of faiths – the hands clasped in defiance of the overwhelming – that won the day. This faith in one another is a powerful force.

How To Effectively Retreat

Although there are no shortage of martially adept heroes in Yorik, there may come a time when the better part of valor is retreat. This doesn't have to be the end of your heroic adventure. Failing to do so in a timely manner might be.

There is an unjustified stigma attached to retreat that marks it as a bad decision in the eyes of some. While it is true that holding the line is essential in some cases, and that a rout can lead to bad consequences, organized retreat can sometimes

be a laudable, or even heroic act.

If overcome by food-motivated predators, retreating to a large group of people will often do the trick. Most natural predators must make a careful calculation when seeking prey, and they will not wish to risk going up against a larger force.

If facing the mindless undead, (skeletons and zombies) putting distance between you and the undead in a forested area with no people around will often work.

as the mindless undead have an antipathy toward all animal life, they will likely be distracted by game animals.

Most importantly when retreating, ensure that you and your companions, if any, are all of a mind. By watching your back and co-ordinating your retreat, you can avoid being overcome by pursuers.

Have a successful, healthy, and *long* career as an adventurer – know when to fight, and when to withdraw.

Ferdinand's

Left Boot Emporium

"Our competitors are all right. But we're the best."

Community Board

This section is reserved for information about the community, and may include unverified information as well as community events.

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The *Saga* is calling for donations to be raised in support of the Hammerfrost refugees. Offering up aid and succor to these refugees will help to show Scarsinvale's

character on the international stage, and also prove a chance to do real good.

*

Rumours tell of a strange burrowing creature that steals trees from beneath. This creature is thought to be ten feet long, from snout to tail, and have a long flat tail, with jagged front jaws. The *Saga* will pay five silver for a drawing from life.

Construction of a new cottage in the far reaches of the Reach was interrupted when an underground chamber was found with a group of skeletons sitting around a card table.

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Portents: Elderberry blooms growing at recent gravesites. A coin lands on its edge. Dreams of frantic running.

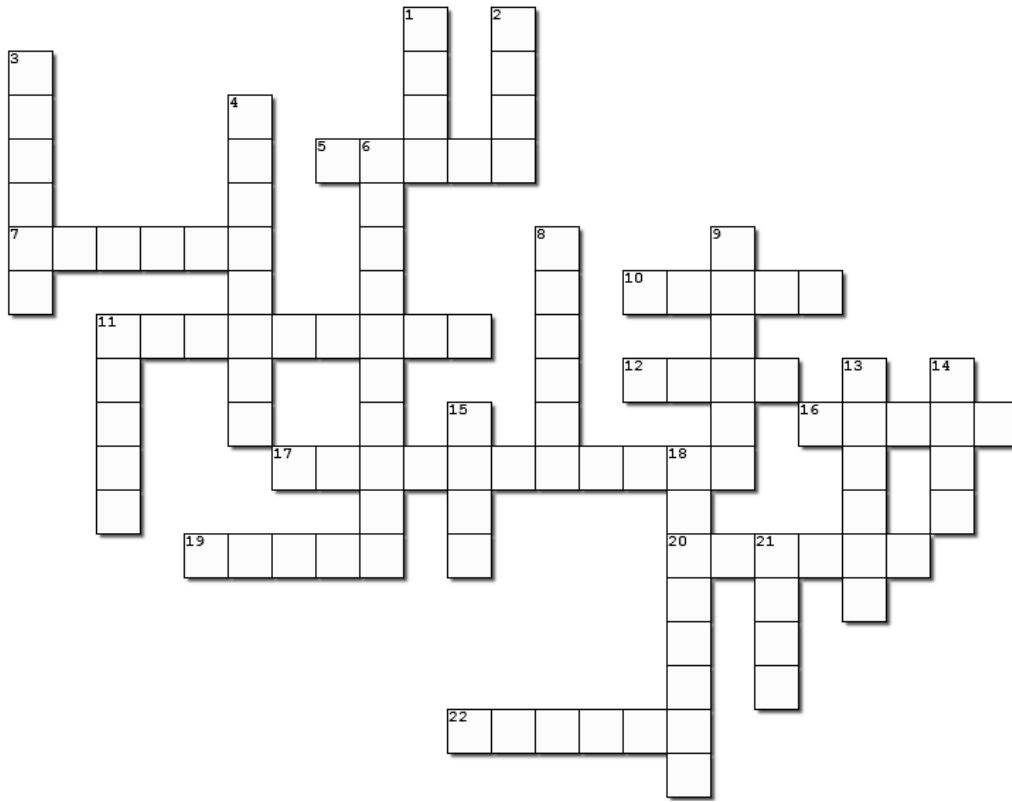
The Saga is brought to you by our Generous Advertisers.

For the duration of the Hammerfrost Refugee Crisis, all proceeds from advertisements will go to the relief fund.

You know advertising works – because you saw it here!

If you have **news**, an **announcement**, a clever **contribution** or a piece of **art** you would like displayed, don't keep it to yourself! The *Saga* is happy to help you reach a broader audience!

Crossword



Across

5. A rider's spear
 7. The divine watchkeeper
 10. Between hand and forearm
 11. Rings, woven into protection
 12. A spike of steel that bears wood together.
 16. A cut of meat or deboned fish.
 17. The ability to see wandering souls.
 19. Tack and saddle on this runner.

20. A knowledge-seeker's response
 22. To vibrate, or keep arrows in

Down

1. That which a merchant transmutes into needful things.
 2. A large humanoid, smaller than giants but larger than humans.
 3. To note and/or observe.
 4. An inquiry in search of *20A*
 6. Unbreakable metal.
 8. The eye of fire, god of flames.

9. Adjective for deities
 11. Artifice tracking Elieff's passage.
 13. Five to a standard hand.
 14. The alcohol borne by the humble bee.
 15. A tale from birth to death.
 18. A sword's home.
 21. A person of wisdom or knowledge.

Riddles

Riddle 1:

I bring snow in the summer,
 And gilt the leaves with gold,
 Though of good cheer my only fear
 Is mastered iron, cold.

Answer 1: eireaF

Riddle 2:

Bright and shiny, as displayed,
 I buy a cup, some fruit, a blade;
 Not copper, gold, I'm other-made.

Answer 2: revliS

Riddle 3:

I lurk in timber, wooden knife,
 I prick your finger, not your life -
 You carry me through toil and strife,
 Until I'm plucked forth.

Answer 3: revliS

Riddle 4:

Lighter than what I am made of, more hidden than is seen, bane of the mariner, tooth within the sea.

Answer 4: ecl

Riddle 5:

So much more alive than you,
 I acid, fire, fear;
 Your blade corrodes beneath my blood,
 I'll eat you without tear.

Answer 5: llorT

Riddle 6:

Three it's said can keep me,
 If two or more are dead;
 I burn holes not in pockets,
 But I'm spent from out your head.

Answer 6: terceS A

Recipe of the Month: Apple Pie

A sweet way to mark the passage of summer into autumn.

- O Freedman

Ingredients:

- 6 Tbsp white sugar
- 6 Cups apples
- 6 Tbsp brown sugar
- 1/3 cup flour
- 1 Tsp cinnamon
- 1/4 Tsp salt
- 1/4 cup butter
- 1/2 Tsp grated lemon rind (or 2 tsp of lemon juice)
- 6 Tbsp whipping cream
- Pastry for a 9-inch pie plate

Prepare the pastry and line a 9" pie plate. Preheat the oven to 400 degrees (F). A cold oven does not reliably cook a dish as desired.

Core, peel and slice apples. Combine sugars, flour, cinnamon and salt together, then mix with the apples.

Spread the apple mixture unto unbaked pastry shell. Dot with butter; sprinkle with lemon rind.

Pour whipping cream over top, then cover with top crust,

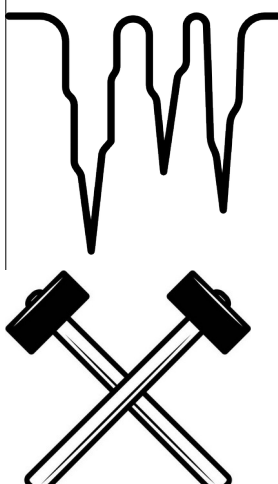
fluting the edges and making slits to allow steam to escape.

Sprinkle about 1 tbsp of milk over the top and then sprinkle about 1 tsp of white sugar.

Bake at 400 deg for 10 min and then reduce heat to 350 deg and continue baking 20-30 min or until mixture starts to bubble through the slits.

Allow to cool before consuming

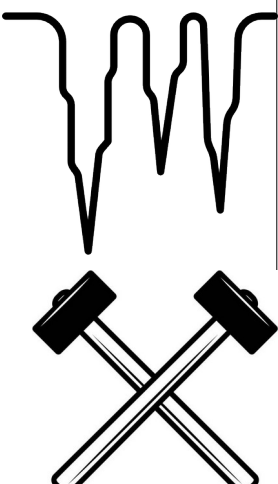
Enjoy!



Hammerfrost Needs You!

Food, equipment and your **good will** are required to take the fight to the undead body snatchers!

Contact Kellskagg of the Scarsinvale Dwarven Enclave for more details!



A Verse To Bear You Through The Night

It's almost familiar,
It's distantly near,
It's all that we think,
And it's most what we fear,
It's rich on the palate,
But small on the plate,
At the edge of the woods,
Overlooking our fate.

It's almost familiar,
But also not quite,
It's an oncoming storm,
It's the gathering night,
It's never forgotten,
But never quite there,
As we walk in the woods,
We must ever beware.

It's almost familiar,
It's almost a laugh,
It's almost a terror,
It's a thought and a half,
It's a wistful return,
It's a dangerous blight,
As the dense-growing trees,
Start to choke out the light.

It's almost familiar,
Like a memoried voice,
It's a lack of good answers,
To a difficult choice,
It's dreadful libretto,
It's a chorus alone,
For the forest's grown dark,
We don't know the way home.

It's almost familiar,
On the tip of the tongue,
It's unthinkably old,
Yet it's tragically young,
It's a parcel of evils,
And a bundle of goods,
As we find ourselves lost,
In the deep, dark woods.

Kellskagg Has A Question

*Burning and pressing, it keeps him up at night.
How can you sleep, not knowing the answer?*

Who makes the finest armour in Ariel?

*Surely, the fine craftspeople in Yorik think that
they do.*

Kellskagg says that they're wrong.

*Are they willing to test their mettle
and their metal?*

*The fine people of Scarsinvale deserve the best
armour anywhere*

*And that comes from Sólskegg smiðja,
Scarinvale's own Forge of the Sun-Beard*

Wear that armour, if you want to stay alive.

If you don't care so much, Yorik's might do.

*Sólskegg smiðja. The last, best word in
personal protection.*

Comic Strips

"Dungeon Buddies" #1



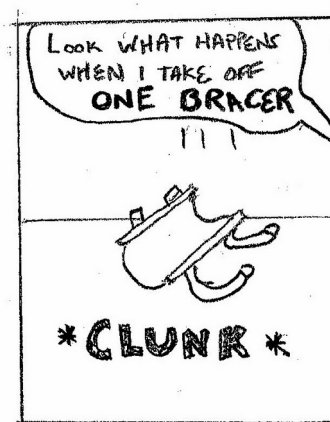
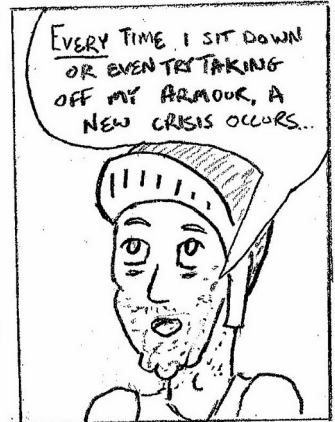
Oven



"Dungeon Buddies" #2



Oven



Caring For Your Armour

It can be hard to save the region, fight evil fae, and still remember to take care of yourself. In this ongoing series, the Saga will give some tips for keeping your gear in functioning order.

Don't forget – if you look after your gear, it will look after you.

There are some obvious signs that your armour is about to fail you. Large holes in your breastplate may not successfully stop incoming blades, and if an axe has torn a long strip out of your maille, it won't stop a second axe coming the same direction.

However, in the normal routine use of your armour, there are some less drastic pieces of maintenance that you can do to

help ensure that your armour is there when you need it.

Leathers

Before every use, check your leathers for wear or scuffmarks. Ensure that stitching remains in good condition, and if your armour has any metal fittings, ensure that they are in good condition and not showing rust or fatigue.

After every use, make sure that you wipe down your armour. Beyond this, if your armour is wet, let it dry naturally. If you wish to waterproof your leather, consider applying beeswax or alchemical waterproofing solution.

When cleaning, try to avoid stripping leather of its natural

Oils. Condition your leather about every six months, but before first use, check the conditioner on a less visible part of the armour as it may interfere with the dye.

Metal

Before each use, check all fittings and clasps for wear, and repair, maintain, or replace as necessary. Ensure that you keep your metal armour oiled between uses, as this helps to prevent the buildup of rust.

After use, ensure that your armour is clean and dry. Metal armour is susceptible to rust, and this can both weaken the integrity of the armour, and bleed red rust across underlying garments. Apply oil to the clean and dry armour before storage.