

The Scarsinvale Saga

actiones secundum fidei

August, 2025 A.T.
Year of the Sneezing Mustelid

Kazzokian Carnival Comes to Town

A carnival run by spiritual devotees to the worship of the god of fear and demons came through Scarsinvale in August.

Run by Ma-something of the Invincible Pillars (a successor to Makoleth of the Invincible Pillars), this carnival sought to both challenge the residents of Scarsinvale, as well as to elicit their fear.

Local notable, the heroic Arngeir Jordson, posited the theory that this carnival, while certainly intended to elicit fear, may also have been intended as something of an olive branch.

“I’m guessing he wanted to harbour some goodwill”, suggested the seer, whose studies often delve into hidden truths, “since the prizes were quite good.”

The worship of Kazzok is not strictly forbidden in the Reach, but many of the actions that elicit the fear so often sought by followers of the god are restricted, or only situationally legal. Threats of violence, pain, or death, are only acceptable under very specific circumstances.

Nevertheless, the stalwart souls of Scarsinvale withstood the fear-

inspiring depredations of the carnival, winning numerous prizes, and eliciting a different response from the carnival workers.

Unable to get the desired response from the town, infernals (and potentially celestials) in service to Kazzok arrived in an effort to elicit fear in a more conventional way.

While these worshippers of Kazzok were overt in their faith, be more wary of those who keep it secret; these people may tell you that hope is lost, or that doom is inevitable.

The Reach of the Webs

Missing people within the reach have been found in one of the spider caves.

Condolences are going out to family members, however, as the heroic forces of Scarsinvale did not have the time to evacuate the people before destroying this nest.

Citizens are urged to keep an eye out for any strange webs or caves, specifically webs that could be described as deliberate, geometrical, intentional or even just abnormal. Webs spun with intentional design are a possible sign of a more dangerous or

complicated spider that Scarsinvale authorities should be notified of and left to deal with.

To our current knowledge, there are still several spider caves remaining that are to be dealt with, so whilst it would be helpful to be notified on where they are, citizens are simply urged to remain at as far of a distance from the caves as possible if one is spotted.

Remember to leave spiders alone, stay out of caves, and never fight a spider in a cave. Stay safe, stay together, and do not be afraid to retreat if overwhelmed.

Grudge Resolved

Stasan celestial Grudge has brokered their last deal.

In recent months, the Stasan celestial Grudge has been brokering deals between those seeking to have murder-for-hire done upon their foes, and those willing to enact that work upon said foes. This has unfortunately led to the untimely passing of some persons who were the subject of these contracts.

The *Saga* is pleased to report that adventurers from the town of Scarsinvale have put an end to Grudge’s doings. With the celestial being banished, the task now

becomes one of restitution to those who were wronged by the doings of this celestial, and to ensure that those who worked with this celestial to murder residents of the area are chastised.

While Scarsinvale does celebrate the freedoms of the individual, the freedom to not be murdered must, in some regards, triumph over the freedom to commit such acts.

It is the understanding of the *Saga* that a representative of the Unseelie fae as well as a town member will be spoken to on this subject.

A Bare Baron Betrayal

An elvish citizen of Scarsinvale has just revealed a shocking history with the baron, bringing out a new light to his leadership.

Having begun their life in a Noble household within the barons' land, this elf was still young when they remembered the baron and his companion, who was recently identified as Judge Richardson, entering their home. Their father had gone on and talked to the baron, and from earshot, the elf heard the baron threatening their father. When the man denied following his orders, the baron had given his companion a signal,

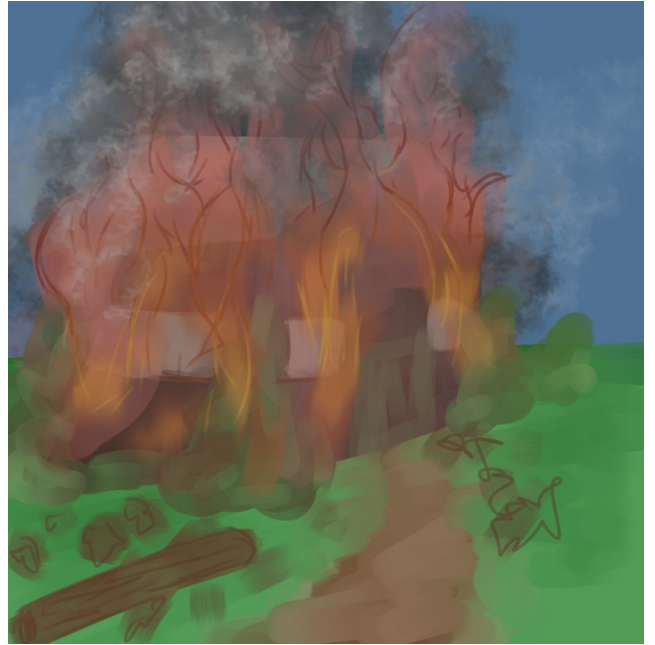
before leaving.

The judge and his men had begun pouring oil over the house and lit it on fire with the family members still there.

The young elf did not escape unscathed, and their family wasn't even that lucky.

During the conversation, the elf remembers the baron mentioning other household names, people who were also standing up against him, and it is presumed that their family may not have been the only one who was murdered like this.

Remember to stay safe and work together.



Artist's rendering: the house in question, ablaze.

Determining Our Survival: A Call to be Valiant

I remember a time in these lands. A land before which was broken. A land, despite having conflict was not as broken in nature.

In rebuilding our lives in our torn land, we each began to fight for our vision for the Reach. Some sought control over their own dominions. Some sought independence. Some sought freedom.

Despite all these conflicts, the Reach took them all.

However, the Reach begins to face dangers for its survival once more. Perhaps at their crucial points. Undead **walk among us** and corrupt and **turn more our fallen into abominations**. Some of the living **assist them**. Then there are those who seek to use our lands to evoke another war. Towns such as Lillyput and Riverwood have fallen and have become **havens** for the **undead**.

Our extinction seems ever closer, and it feels like we have already been in an unwinnable conundrum. It is why we must we come together. To protect the land that gives us our lives. A call to be face the oncoming darkness.

A call to be Valiant.

In incursions where our life itself is threatened, the Valiant shall form together to stand as a bulwark against evil. Because if the undead or any other menace comes and if we do not work together, we will all fall.

Any who would, in earnest, opposing the rising tide of darkness are welcome.

Bales Dreadbane, Field Medic, High Cleric of Hemulis

Tools of Adventure: Tracking Lairs

The Saga is pleased to offer advice and counsel as to how to survive in challenging circumstances. In this article, we will discuss how a weather eye for certain geographical signs can be key to finding ruins or shelter.

Those who seek to avoid the scrutiny of the law or of their fellows will often go to great lengths to find a sheltered area that will allow them to do so.

Not all such endeavours necessarily mean that the person is doing something illegal or even frowned upon. The fondness of wizards for isolated towers or workshops is so famous as to be storied, celebrated in tales of arcane researchers and artificers alike. One presumes that the privacy allows them focus.

Many who seek similar privacy may have less noble pursuits in mind when using it. Bandits and enemy soldiers may have encampments, and a good sense for the local geography can help to narrow down potential lairs.

To begin with, it can be helpful to know if your quarry has the capacity to feed themselves. People with some skill in hunting, fishing, and foraging will often be able to work further from the beaten path. Those without will need to be near settlements or trade routes, to acquire food.

Similarly, bandits and other persons who may wish to loot and plunder, will need some way to spend or trade that plunder. Asking local traders about unusual purchases may be of use.

Every living person needs water, and that water is preferably potable. Look for lairs along streams and rivers and along the banks of lakes or other water sources.

Those who are performing delicate experiments, or who are storing perishable items, will need a place to perform these works that is sheltered from wind and rain. While a cave may work for a short-term solution, these may not serve for long, without some modification.

Keep an eye out (and an ear out for rumours) of cooking fire smoke or other unusual sights or smells. These may indicate that someone has set up shop in a place where you might not have expected someone to be.

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)

It's never a bad time to test your beliefs. There are some beliefs, held dear to the heart, which were adopted in different circumstances than you now find yourself. Making sure that these beliefs remain true can help you make good decisions for here and now.

The Harp (Jan 29th – Feb 27th)

You will soon make a trade about which your prospects are dubious. Taking a chance may yield considerable rewards, but beware: there will be those who will take advantage of a credulous nature. Trust, but verify – with the knowledge that over-caution can lose opportunities.

The Fount (Feb 28th – Mar 30th)

A task that you have been putting off for some time is soon going to come to a head. It is time to face the music – or at least water your plants. Do the thing that you have been avoiding, and you may find that accomplishing it resolves some other problem that has been harrying you for some time.

The Dice (Mar 31st – Apr 28th)

This is a good time to take a chance – betting when you have money to lose is a much better idea than taking a similar

chance when you do not. New endeavours undertaken at this time have a better than average chance of success, if you work hard and genuinely give your best effort.

The Arrow (Apr 29th – May 27th)

You will receive an offer of aid from an unusual source this month. Before taking it on board, consult with someone whose guidance you trust – there was a reason why you never would have considered this source previously. If you feel you can trust this person though, their insight will be like nothing you had imagined.

The Stone (May 28th – Jun 25th)

Don't forget that throwing a handful of gravel is better than struggling to throw a stone you cannot lift. Even small actions, taken to combat or control a problem, are better than wiping yourself out trying to manage a bigger solution that is beyond your reach.

The Coin (June 26th – July 28th)

Your dreams will guide you this month – although not necessarily the ones that you have while asleep. Much hangs in the balance on a critical decision that you will soon have to make, and the result of that decision may spell a significant difference in the course of your endeavours in the near future.

The Spade (July 29th – Aug 30th)

This is the time to take the plunge and move decisively on an action you had not previously had momentum to pursue. If not now, it may be many months before you find that you have capacity to grow your project, and if the iron is not hot, it is time to make it hot by striking.

The Blade (Aug 31st – Sept 27th)

There is more than one way to resist a foe, and more than one foe that you may need different tactics to resist. Thinking in new ways that defy expectation is a good way to find novel solutions to novel problems.

The Mask (Sept 28th – October 31st)

Sunlight may be the best disinfectant, but some deeds are best done in the dark. You will soon face a challenge that, the overcoming of which, will not give you accolades or shower credit upon you. Consider this, as you determine the best way to find a satisfying resolution to this issue.

The Shield (Nov 1st – Nov 29th)

The dead are moderately strong on history, weak on current events, and notoriously poor at predicting the future. Do not take the word of someone who has not grown or learned from the world around them, because their limitations have not reduced simply because they have chosen not to engage with the changing world. Your lucky numbers are 7, 18, 31, and 24.

The Hearth (Nov 30th – Dec 30th)

Mend fences in the summer, so that they will prove strong bastions in the winter; this is a time to bury the hatchet with some rival or over some small or trivial matter that has bothered you. As much as anything else, putting this issue to bed will free up mental space within yourself to deal with an issue of greater substance. Too, it is often best to avoid fighting a battle on multiple fronts.

Editorial: And After Comes the Winter

It is difficult not to be melancholic as the world spins toward autumn; the harvest is taken in, the days become shorter, and the evenings tinged with chill and the first hints of frost.

It is likely that this winter will be hard, with undead walking the roads and the recent odd weather likely only to be exacerbated. But there is a light that will make it better.

That light burns in each person found in Scarsinvale, and each person that has worked to help

build the community.

This isn't just blowing smoke, or trying to flatter anyone. By building out farms, the town has fed those that would have gone hungry. By building a barracks, there is shelter and provisions for guards that can help to defend the population. Better roads mean that the passes are less likely to be choked by snow, and are easier to defend from the dead.

The things that you have done as a community matter. They have made you more resilient,

and they have offered frustration and confusion to those that would have seen you harmed.

Not every hero goes forth with a blade in their hand, although no small number do. Some of the greatest heroism that I have seen is found in the courage to continue despite physical and emotional challenges telling you that you should stop.

Scarsinvale has, to the best of my perception, no quit in her, least of all any found in the hearts of her champions.

- Oren D'vann, Editor

Matters of Faith

Holy Days Just Past

July 10th: Hand's Day (Astrid)

It is thought upon this date in July that the god of thieves was hanged as a mortal, with followers secreting away a stolen hand from the corpse, and wrapping it as a reliquary to the fallen hero of thieves – who then became a god of same. Although the worship of Astrid is severely restricted within these lands, it may be wise to mark this day by keeping a close eye on your possessions.

Aug 8th: Mushroom Feast (Blythe)

The holy day of Blythe, divine of poison, disease, and rot, is often a day to visit the physician or the Apencan, in search of balm for the potential for disease. But too, recently, festivals celebrating wine and ale, pickles and cheeses, and all the things made good by the natural process of decay and the mild toxins of alcohol and brine, have sprung up around this holiday.

Forthcoming Holy Days

Sept. 18th: Day of the Blade (Hemulis)

Celebrating the god of heroes, soldiers, and battle, the Day of the Blade is recognized by the followers of Hemulis as an auspicious day for training and battle. Although Hemulis is truly on the side of all soldiers, on this day, he descends to the mortal realm, and trains with a group of his faithful that are devout and work toward his glory, before resting for twenty-four hours.

Oct. 6th: Dreamers Wake (Bard)

The holy day of Bard recognizes the day when, less than twenty years ago, the Dreaming God was woken from her slumber and once again rejoined the pantheon. Traditions for this holiday are far from uniform, with some blessing pillows and blankets, and other staying up until dawn telling stories in honour of the goddess of tales and dreams.

A Message of Faith

I would like to take this opportunity to speak on the matter of Doubt.

It is uncommon for most people to doubt in the existence of the gods, for the same reason that belief encompasses a deeper faith than simply believing that they exist. However, doubt that the gods care, or that they can overcome a hurdle or obstacle is perfectly understandable.

In truth, it has often been my theology that in some senses, the gods don't care; the fire does not care for the hand that it burns, it cares that the burning occurs. But, perhaps the deeper truth is that the gods do have a part of them that cares, and that is made manifest in their faithful.

We as people must care for one another; the gods help to hold the universe together, and we populate it with caring, hatred, joy, misery, hope, faith, and any justice or peace it may find.

Local History: The Siege of Portnos

Although many dwelling is what is now known as the Broken Reach may be familiar with the history of the area through a lifetime spent in the region, a considerable number of migrants have flocked to the Reach for the freedom that it has afforded. While this can only be construed a positive thing – the unsettled lands posing the danger of undead or monsters – it can benefit those new residents to know about the history of the area.

Before Portnos declared its independence and acted as a city-state, the lands that were known as the Duchy of Portnos extended to a considerable amount of the territory now known as the Broken Reach. This Duchy, of which Portnos was the capitol, bordered on Eldershire, Sorr Bukra, the lands of the Bog Raker clan, and the area controlled by the Hammerfrost clan.

Prior even to the recent fall of Hammerfrost, the dwarves of Hammerfrost were forced by a large army descending from the North to enter and occupy portions of Harodom. As the northernmost section of Harodom, the duchy of Portnos was one of the first to feel the wrath of the armies of Estovic.

Angered by a diplomatic incident that had occurred the previous year, the armies of Estovic were comprised of all manner of persons, as this aggressive force represented an empire-building nation that was interested in conquest. Through trade negotiations with the orcs of Sorr Bukra, the invading forces were harried through their invasion, but even the battle-ready orcs were no match for the Estovic forces.

The siege of Portnos began at the beginning of the winter that

marked the start of the Estovic war. The outlying lands were too large even for the forces of Estovic to thoroughly occupy, and forces that were not within the city of Portnos were set to harry supply chains and to undertake guerrilla action to harass non-settled forces.

The city itself came under attack by the fearsome Bear clan, human warriors able to whip themselves into a terrible frenzy which allowed them to strike more devastating blows.

The siege lasted for several months before being broken in part by the actions of adventurers from Gelrich, who came to infiltrate the siege of the City of Portnos, and whose intervention led to the deaths of senior members of the Estovic armed forces.

The Estovic war would proceed for several years thereafter.

The Saga was brought to you in part by your community.

A Bare Baron Betrayal and the Reach of the Webs, as well as the recipe were written by Michiana, who created the art for the article. The Call to be Valiant is from Bales.

The Scarsinvale Saga: a fine Scarsinvale product.

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 retaking of Hammerfrost. A great deal of war materiel is required to lay siege to the city, and doing so is the best way to help hem in the undead menace.

A new exhibit of pre-Age of Enlightenment weapons is being displayed in Fall's End. This exhibition has lengthy stories for each item, most of which appear to have been generated by the exhibitor, who is charging 3 copper per visit.

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Rumours tell of circles of red mushrooms with white spots on their caps cropping up more and more often following thunderstorms.

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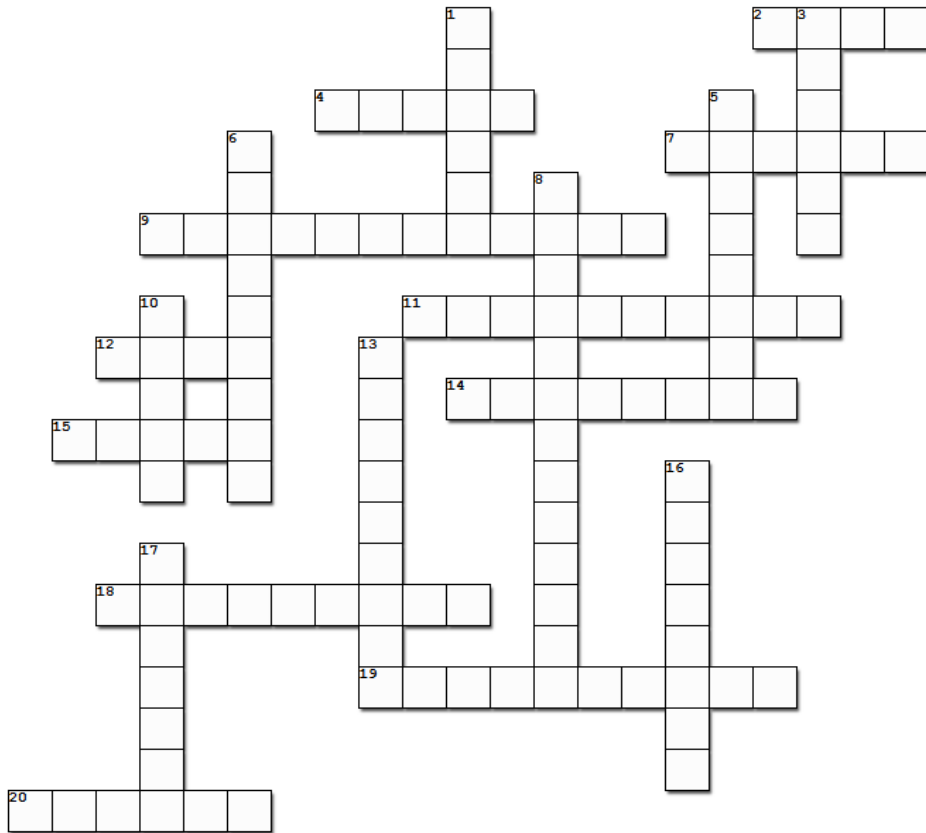
Recent events speak of a man-shaped creature lurching through the forests at night, with no head, but a large pumpkin in its place.

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Portents: A black candle dances in an ever-growing wind. A tarnished coin bleeds.

Dreams of a cup that cannot be filled.

Crossword



Across

2. An expressed desire - sometimes come in threes
4. armour made up of links
7. Inspires laughter, opposes tragedy
9. Dwarvish holiday
11. herbal mixture like alcohol
12. a sheep's sweater
14. Someone who can understand written words is this
15. A skeleton's make-up
18. Another word for medic or doctor
19. Someone who cuts wood for a living
20. Fortified wine

Down

1. a deathly drink
3. A bug or creepy crawly
5. low tier light damage spell
6. Tells time by spilling sand
8. Next holy day from date of publication
10. Minotaurs typically start with two
13. known to some as an 'angel'
16. An undead who can only be killed as they were killed
17. a (barnyard) fowl creature

Riddles

Riddle 1:

My legs are beneath you,
My arms o'er your head
In a century living,
Long after you're dead.

Answer 1: *eerT*

Riddle 2:

I am a hunter in your house,
Like thunder is my call,
I rid you of the rat and
mouse
That traverse down your
hall.

Answer 2: *taC*

Riddle 3:

I guard a piece of string,
I change when flame appears;
A bee brought me to being,
When you light, I run like
tears.

Answer 3: *xaW*

Riddle 4:

A pearly cage, what lies
within?
It shares my name, we're
round;
But crack me open with some
din,
A golden treasure found.

Answer 4: *ggE*

Riddle 5:

Many's the one that carries
me,
To use in day-to-day;
But you'd best be careful,
Or else you might bleed,
To meet me in a fray.

Answer 5: *efinK*

Riddle 6:

I have roots but no branches,
Strands but no pearls,
I fill up a comb, but not with
wax;
What is my name?

Answer 6: *riaH*

Michi's Mischievous Meals: Meringue Mushrooms

Keeping on Reach theme, here's a tasty treat for when you use all of your yolks for other recipes! Non-lethal mushrooms that are light, fluffy, and have that little dose of chocolate.

- Michi

At least we're not actively trying to poison the readership this time.

- Oren

Ingredients

½ cup large egg whites
1 tsp vanilla extract
¼ teaspoon cream of tartar
¼ teaspoon salt
1 cup white sugar
1 tablespoon unsweetened cocoa powder
4 ounces chocolate confectioner's sugar

Directions

Preheat the oven to 225 degrees Fahrenheit and line cookie sheets with parchment paper.

Beat your egg whites with like 8 speed potions (An electric mixer) until foamy. Add your vanilla, tartar, and salt

Continue whipping until soft peaks form, gradually sprinkle in sugar until meringue holds stiff peaks.

Place a round tip into a pastry bag and fill halfway with meringue.

For the caps, squeeze meringue into round mounds onto the cookie sheet. For the stems, press a doplet, and pull straight up. Don't worry if the top falls in a little.

Dust mushroom caps with light dusting of cocoa powder with a strainer.

Bake in the oven for about one hour.

While your meringue is cooling, melt chocolate in a metal bowl over simmering water until smooth.

Dip the top of the stem in chocolate and stick it onto the bottom of the mushroom cap. Store at room temperature and enjoy!

Dwarven Numbers Game

In this traditional dwarven accounting game, no number should appear twice in a vertical or horizontal line, or in the same square of nine numbers.

			4		3	2		6
3			5			4	7	
1				7			8	
			3	4		5		
	2			1			6	
		9		2	5			
	5			3				8
	4	6			7			2
8		3	9		2			

	7		8					
					6	8		5
			3		7	4		
7							4	
1	3	8				2	6	7
	9							8
		5	2		8			
9		4	7					
					4		2	