

FIGHTING OVER LAND CONTINUES IN THE WEST

By Alee von Foresting

Editor in Chief

Travelers and merchants are advised once again to stay away from any roads west of the Burnt Stockade, where the unaligned settlements continue to battle over land and resources. Though there have been no reports of these conflicts entering LCP territory as of yet, the Green Sash Force has not lifted their ban on escorted caravans along any bordering roads.

“We’re taking the side of caution on this one,” spoke Sergeant Kiminko Mune of the GSF. “Though the warring territories have kept away from LCP areas, it is understood that, should the fighting spill over, LCP intervention would be costly to all involved. It is much safer now to reroute everyone.”

The unaligned settlements, consisting of the Prisoners Outpost, the Ringed Auberge, and the Broken Camps, have been embroiled in a conflict for the last six months, with each settlement claiming the land that the other’s inhabit. Though the LCP was initially in talks with the Outpost due to their previous support, those discussions fell apart with the discovery of the Golem programs used during the War of Unity, and the Outpost officially withdrew from the LCP.



The Twilight Kingdom and the surrounding Blight

Unclaimed land in the west has become a point of conflict over the last year, as the Blight, the circle of blackened land emanating from the Twilight Kingdom, has warped much of the flora and driven out most of the native animal life. Though the official statement of the King and Queen of Fae is that the Blight will no longer spread, there are concerns that it’s expansion could resume, driving the Court’s influence even closer to the other settlements, and disrupting the fragile peace between them.

Though the fighting has been kept shy of a full scale war, there are some tensions within the LCP that any alliance between two of the unaligned settlements would easily crush the third, and could prove a dangerous force to have so close to civilization. However, the Green Sash Force has continued to issue statements that the borders are secure, and that no aggression has been shown to the LCP from any of the three settlements. However, it is well known that attempts to bring the settlements into the LCP have ceased, and show no signs of restarting.

Adventurers Finally Lay Dr X to Rest

By Augustus Magius

Staff Writer

For nearly half a century, the terrible abomination known as Dr X has wandered the outlying lands, attacking trackers and caravans alike. Seemingly able to regenerate from the smallest amount of tissue, the creature was finally defeated by a combination of alchemical fire and a Greater Working of the Emerald Isles.

Dr X, heralding from the now destroyed Blighted Magnolia, was the last of their world powers to enter our world, driven here by a disastrous attempt to remove

it from the consumption of the Fracture. When Dr X claimed the Barrio as his own kingdom, the resulting bloodshed led to many other settlements severing ties with the Barrio to prevent further losses. Through years of research, it was eventually revealed that Dr X lost control of the Barrio as it was suddenly dragged underground by a massive sinkhole. Dr X himself, however, was rescued by an early prototype of the Uberman Alpha and brought to a man referred to as Dr Laurent.

Though Dr X was not seen for some years afterwards, he eventually emerged as a nearly-mindless beast, recognizable only by the humanoid face attached to

a constantly shifting animalistic body. Though the creature seemed to have some residual memories and reasoning, it spent the next forty-two years circling the Great Crater, attacking anything it could find. Multiple attempts by the GSF to subdue the beast proved ineffective, until a Greater Working was uncovered by a team of researchers.

Multiple experts have confirmed that the creature has been entirely destroyed, removing the last traces of the Blighted Magnolia from the Fracture entirely, and giving the people of the LCP a chance to breathe easier.

Plans to Rebuild Monument Stall

By Augustus Magius

Staff Writer

Discussions and planning to rebuild the monument to the Settlement of Carnage have reached another stalling point, according to multiple sources within the League of Civilized Peoples.

The LCP, which consists of representatives of six settlements who have aligned for trade and security purposes, has been locked in debate for nearly a year, with the rebuilding of the monument as the main sticking point. As the fiftieth anniversary of the destruction of the once-central city approaches, some other settlements had expressed hopes that a solid plan could be reached. However, differing opinions on the scope of the project, as well as a growing number of dissenters, has some wondering if the monument is too far, too gone already.

Leading the efforts for rebuilding the central art piece is General Uli’wabu of the Green Sash Force. General Uli’wabu has been pressing the other members of the LCP for years to recreate the piece, which consisted of ten pillars circling a central sphere. The monument to one of the original settlements of the world was build some twenty years after a catastrophic explosion of Maya energy claimed most of the lives inside the city walls. Though multiple Fleet scientists have confirmed that the residual energy is now far below safe levels, there is still apprehension about building so close to the fallout zone, especially as the original artist died of Maya poisoning several years after completion. Uli’wabu believes that the cultural heritage of the town deserves to be remembered.

One major opposition to the reconstruction comes from Darla Reinhart, the outspoken leader of the Black Iron Fortress. Her argument has been that

any rebuilding would likely begin to attract the same attention and calamity that the original Settlement was known for, and that ties between individual settlements should be the focus of the LCP. The Black Iron Fortress, established only a few years after the Battle of Unity, quickly become the main manufacturing area for healing and alchemical products. Reinhart hopes to use that position to influence policy towards more trade and safer routes, while maintaining the Bronze Citadel as the unofficial diplomatic capital of the LCP.

With neither side having enough votes to declare a clear winner, debates will no doubt continue past the sixtieth anniversary of the Battle of Unity. Despite this disruption, each settlement has agreed to take part in the Celebration of Frost and Bronze, to be held at the Bronze Citadel in two weeks.

CEREMONIES CONTINUE DESPITE ATTACKS

By Alee von Foresting
Editor in Chief

A yearly tradition dating back almost a decade, the Celebration of Frost and Bronze has been officially scheduled for this fall. This news comes after several attacks last month on the Citadel that claimed the lives of two leading politicians and seven civilians. The attacks, claimed by most to have been organized by the Cultist Extremis, are believed to have been targeting influential leaders working towards a stronger LCP.

"We do not bow to those who would bring cowardly acts upon the innocent," spoke Aedile Tulvik Orellius in a public statement last week. "The Celebration has survived beyond the darkening of our world, and it shall continue for another hundred years just as strong."

Merchants interested in setting up booths are encouraged to apply as soon as possible, as space will be limited. Aedile Orellius also urged all performers to wait for the official request for entertainment to be issued, and to please stop sending letters to his home every week asking about upcoming dates.

NEW SHARD WORLD SURVIVORS EMERGE

By Ulubunitize
Staff Writer

Claiming to be from a world of technological advancements but entirely illogical happenstance, several survivors from what appears to be a new Shard World have emerged near the Black Iron Fortress. Met with a trade caravan mere moments after they stumbled out of the woods, the survivors have been moved into the Fortress to ensure their safety and calm transition into this new world.

Outwardly human in appearance, medical professionals were surprised to find that each person had a seemingly unique set of organs and glands, sometimes in redundancy.

"Up until now, we've gotten used to a certain way that things work," quoted Dr Louani Spichemin, noted doctor of the Fleet settlement who was traveling through the Fortress at the time as part of his lecture series on New Human and Lupinus Metabolisms. "Now, we have no way of knowing where the heart is. Every human appears to be different."

Though the survivors are being given room to rest and learn about their new surroundings, some details of their home have emerged. A few witnesses have claimed that the survivors have an

irrational fear of seven in the evening, and refuse to step outside without an umbrella. One witness in particular remarked that the new settlers seemed honestly confused that no one had been eaten by a large gourd.



Pictured: A gourd

VIGILANTE HEROES BREAK LAW, ASSAULT CARAVAN

By Alee von Foresting
Editor in Chief

Multiple reports have emerged of a vigilante Hero group, calling themselves the Celestial Dames, operating recklessly throughout the League of Civilized Peoples. One such event occurred last week, when a regular caravan traveling from the Burnt Stockade to the Free Coastal Society was intercepted by the five women, and the guards rendered unconscious. Though no supplies or trade goods were reported missing, the attack has left many to wonder if this is a resurgence of the 'Hero' epidemic from the early days of the League.

The attack itself, and the corresponding use of Hero powers and secret identities, violates the Heroic Restriction Act, voted into law unanimously by every member of the LCP. Enacted in 45 MA, the Heroics Restriction Act was developed to combat the growing number of irresponsible users of Heroic Mantles, relics of a long absorbed world. The Act received a unanimous vote after a team of heroes, led by Mindbender, attacked and slew nearly 600 Sahagin of the Shek'Vil tribe, sparking the War of the Coast.

That war, which lasted for five years, took the lives of an estimated 2,000 more settlers, mostly due to the Sahagin purges in an attempt to uncover the hidden identities of the Heroes. It was only with the intervention

of the Wandering Eye and the reformed Villain Spineripper that the remaining Mantels were revealed, and settlement forces were able to apprehend the Heroes.

"We will bring these so-called Heroes to justice with haste," stated Lurha Heius, captain of the Burnt Stockade's First Guard, "Their actions are in no way heroic, and only serve to tarnish the reputation that Spineripper and his allies worked so hard to establish. No one should have that much power with no accountability."

The masked assailants are said to have each wielded a different style of weapon, with four humanoid and one Lupinus. However, their identity remains a mystery, with each eyewitness reporting a cloudy memory when trying to focus on any distinct facial features. This is a similar effect to the original Hero Mantel's protective wards, an effect that was instrumental in avoiding authorities. Researchers at the LCP headquarters have already begun looking into possibly unrecorded, or manufactured, Mantels.

With reports of several similar incidents from previous months, LCP authorities are asking anyone with information to step forward. If informants wish to remain anonymous for fear of retribution, the News and Views can provide a safe channel for conversation.

Hobopolis Elections Set for Fall

By Ulubunitize
Staff Writer

In a strikingly organized turn of events, the settlement known as Hobopolis has released an official statement that elections will be held in the fall for the office of Grand Leader. Hobopolis, the newest settlement to seek official recognition by the LCP, has had multiple setbacks in its attempts to reach validity, the largest of which was a complete lack of organized government. The seemingly-cursed settlement has also faced serious

complications with trade routes and currency changes, as it is the only settlement seeking entry into the LCP that refuses to adopt the standard LCP coin, preferring instead a Slag-based economy.

Representatives from Hobopolis have reached out to multiple news outlets and performers to spread the word of their election. At this time, no official candidates have been announced.

Heard Around the Fracture

Things we've heard that are not story-worthy...yet!
This section does not follow the strict rules for accuracy exemplified in the rest of this publication.

"Seriously, how long has that wagon been out there?"

"I heard the Sahagin Emperor is getting close to naming a new millitary director. Think it'll be Vu'liz?"

"Used to be a whole deck of them, sometimes they would turn evil but for the most part they were good. All disappeared at once though."

"Same guy this time, black robe with a creepy skull staff, just wandering around there at night. Didn't seem hostile though. I think he even waved."

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