

NEWS AND VIEWS

UNCERTAIN FUTURE FOR DOOMSDAY CULT

By Y. Olis
Staff Writer

For the members of a doomsday cult that threatened to wipe out all of existence, is a path to redemption possible?

That’s the question being asked by many of the Reclaimers, the organization that formed around the arrival of the figured called the Mother, a being that promised to eradicate all known life to purify the universe. Thanks to a combined effort of forces spanning the Fracture, led by the citizens of Convergence, the Mother was defeated and her plans of annihilation stopped.

But for hundreds of Reclaimers, this meant waking up to a day they never thought would exist.

For some, reintegration into society has been relatively smooth. Not all of the Reclaimers acted with violence, and for some, the promise of a peaceful end was more than enough enticement to join. Others who sold all of their possessions are now working to reclaim their past lives, seeking to return to a sense of normalcy.

But what of those who took part in the violent attacks on several settlements? For them, forgiveness is not

as easy to come by. Roughly two dozen have turned themselves into the ICT, but many more have turned away from the law enforcement group, citing the ICTs tarnished history with corruption. Many more have flocked to the Green Sash Force, but a comment from their relations officer confirms that none have been integrated into the GSF yet, pending a very exhaustive vetting process that is ‘long overdue and much needed’.

Others are finding reintegration more difficult, and have chosen instead to work to clear the name of the group. A small remainder of the Reclaimers still champions their name, but have dedicated themselves to rebuilding and repaying those who their attacks damaged. Though many settlements are quick to reject their offers, a few, notably the Burnt Stockade and Port Spitefield, have allowed the former cultists to begin repairs. So far, no incidents have been reported at any settlement.

Not surprisingly, the man known as Redeemer, who was interviewed by this publication last issue, has yet to be seen following the battle at Convergence. Some sources report seeing him take to the field of battle against the township, but with no confirmed death, he is suspected to be in hiding. Redeemer is currently being sought by the ICT and GSF for his involvement with the cult.

There are, however, those among the Reclaimers that would not cede defeat in their goal, but simply change the methods. Reports have filtered in that many of the more zealous members have joined with the force led by General Pogue, finding comfort in their similar doctrines. Pogue, as our investigations have confirmed, is the leader of the Red Army, previously referred to as the Red Scare by this publication. The members of the Red Army seek to murder every living thing in the Fracture, calling it a cleansing crusade. While their methods do not rely on a god-being with incomprehensible power, their efforts have left several small towns burned, with all of their citizens forced to convert or be slain.

Only time will tell if the reintegration of former Reclaimers is successful, or of the sins of the past are too much for some settlements to forgive and forget. Only one settlement has issued a statement about the refugees so far; the Prisoner’s Outpost has publicly posted that anyone who left the Tribe to join the Reclaimers need not return to their homes, and should avoid other Tribe outposts as well.

VILLAIN HELPS SAVE REALITY, SEEKS REFORM

By Lance Velmet
Editor in Chief

In a surprising announcement to the people of the Fracture, the infamous criminal Spineripper has come forth with a declaration of his intent to reform. This announcement comes after the Villain was reportedly seen assisting the citizens of Convergence in their battles against the Mother. It’s also been reported that several members of Spineripper’s organization have arrived at struggling settlements with supplies for rebuilding. Though several of these areas are also part of the Green Sash Army’s patrol routes, so far no conflict has occurred.

“If you ask me, I think it’s a sign that the past is behind us all,” commented Rukus Stitcher, a healer trained in the Magnolia Archipelago. Seeing a drastic need for his services, Stitcher has been volunteering for weeks near Port Spitefield, helping to heal and assist those that were in the warpath of either the Reclaimers or the Red Scare. Stitcher spoke calmly as he helped set a broken arm for a young man, “What’s the point in these hero versus villain fights when there are things out there that would gladly kill all of us? If this guy wants to reform, and he has the resources to help, I say why not.”

Along with supplies, Spineripper’s organization has also donated food and fresh water to both the survivors of attacks, and the workers helping to rebuild. Though these crates of supplies feature the ominous skull-faced mark of Spineripper’s organization, their arrival is seen

as a cause for celebration among those in need. Green Sash forces are warning civilians that they should have a skilled professional investigate the boxes and their contents before opening, as a safety precaution. At this time, no dangerous items have been discovered.

Not all settlements have been accepting of these gifts, however. Both the Prisoner’s Outpost and the AERF remain sealed to outsiders of any intent, and no supplies have successfully made it to Port Spitefield. Supplies for the port town have been reported as missing, with bandits

along the southern roads a likely suspect. Finally, the leader of the Burnt Stockade, Ruby Duster, has publicly denied any sort aid, citing that the “(Villain) threat is very real, and this obvious attempt at subterfuge will not fool a warrior of truth and honor.”

The News and Views has reached out to Spineripper for comment, but has not yet received a response at the time of printing.



THE STONE CIRCLE REOPENS

By Y. Olis
Staff Writer

Many moons ago, the Stone Circle was rendered to dust and ash during the apocalyptic event known as the Reclamation. Countless lives were lost; those who were lucky enough to survive became bandits, wanderers, or refugees. Many Pagans disappeared from the area altogether and only now are starting to reemerge.

With collaborated efforts, the Plaid Plantation began reorganizing the settlement where it once stood. Buildings slowly grew up from the gray sands in line with the cardinal directions, long and lean and . For a time, the settlement still remained uninhabited; a new hearth built atop death and destruction.

Lily, a local Bogie, began escorting refugees back to the settlement, and slowly the Plaid Plantation grew. Music returned to the settlement, as well as a few Bogies tending to the sick and wounded.

“The Stone Circle once again stands unbroken, if not more whole than before,” Lily says.

AERF CLOSES DOORS, AGAIN

By Y. Olis
Staff Writer

Travelers looking to research magical artifacts or study arcane history are in for a rude awakening: the AERF has once again closed its doors to the public.

In an official statement released to this publication, the settlement justified their isolation as a response to the possible re-emergence of Seneschals, powerful beings who they say specifically seek violence against the people of the Academy Arcane. These beings were said to be released several years ago, but have stayed dormant for unknown reasons.

“Due to the overwhelming threat of Seneschal activity and their proclivity to attack students of the Academy Arcane, these doors will remain closed until further notice.” This was the cryptic statement left posted outside the path to the AERF. No contact was available for comment at this time.

Strange Man Prevents Attack, Heals Wounded

By JJ Schedel
Staff Writer

For six explorers venturing into the northern swampland, last week was nearly their last. Cut off from their path by a sudden rainstorm, the group took shelter near a series of low caves. Their survivalist had been injured earlier that day, and with their reduced pace, the group knew they would have to wait out the night.

Only they weren't the only ones with that idea. An elder Aracnabear had taken up residence there moments before, and upon seeing the waterlogged adventurers, attacked out of fear or hunger. Pinned down, the group saw no exit, and with wounded they had little chance of battling the beast.

Suddenly, a golden light illuminated the entire cave. From behind the Aracnabear, a man appeared, wearing golden armor. The witnesses relate that he was humanoid, with strange bronze and gold writing on his skin, and a pair of small, feathered wings protruding from his back. The newcomer simply placed his hand in the air, and the beast immediately calmed down and left the cave.

“I've seen people calm animals before, I mean, but this guy didn't even say a word,” recounted Avryl Chrend, who was one of the explorers. Though she generally stays near her home in Haven, she was asked by a friend to join the group, whose members hail from several settlements. “It's like the animal just forgot we were all there at once.”

According to Chrend, the man claimed to have no name that he remembered, and only seemed to recognize a few of the explorers as hailing from other worlds. He was confused, but friendly, and upon seeing that several of their party had suffered wounds, the stranger offered to heal them. Chrend relates that this was when she realized something was very strange about this man.

Instead of gathering a healing kit or medical supplies, or even vestigecraft items, the man simply placed his hands over the wounded leg and began whispering to himself. In just a few minutes, the wound had closed, and their survivalist could immediately put weight on it. He repeated the process for each of the explorers that were injured, including Chrend herself, who had been clawed across the abdomen by the Aracnabear.

“It wasn't magic, that much I know for sure. Or at least no school I've ever seen, and I know four personally,” Chrend remembers. “Plus, doing whatever he did seemed to really wear him out. He almost immediately had to rest, despite looking totally fine.”

Chrend and the others took the recuperation time as a chance to talk to the man and learn more about him. Unfortunately, he was unsure of much of anything, claiming only confusing memories of buildings floating in clouds, the heat of fire, and some sort of battle. With no knowledge of which prime world he arrived from, and no name or connections, the explorers offered to journey back with the man and attempt to find someone that might recognize him.

However, the man claimed he was not able to stay, as he was searching for something very important. As soon as the rain let up, he left the explorers and began to walk north through the swamps. Strangely, the eyewitness accounts report that he carried no supplies or bags, and was armed only with a very ornate short sword.

If anyone has any information on this man and could assist reconnecting him with friends and family, please contact the News and Views.



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Heard Around the World

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.

“Yep, gravestone toppled over, one hand slowly reached from the grave, the whole deal. It was refreshing after running into all those fast ones.”

“I heard he took a whole group out there to look for it. I mean, that much money, just abandoned? I'm surprised it's not at the top of every explorer's list.”

“Two men dead, arrows through the back of the head, just like that. No way someone made that shot though, must have been magic or something.”

“No, I said a WORKING dimensional engine. And now it's trapped behind those walls. But don't ask me, I'm just the guy that drew it up.”

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