

NEWS AND VIEWS

SPIRIT MEDIA: WHAT IS HAPPENING?

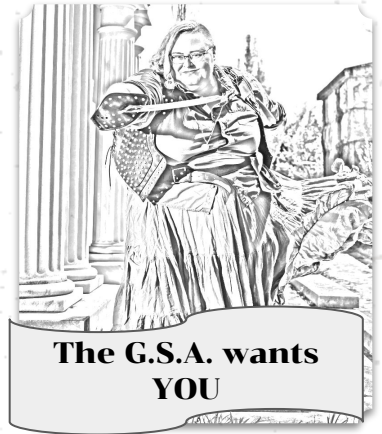
Lance Velmut
Lead Journalist

My fellow residents of the Fracture, let me share with you the intriguing findings from my discussions with the esteemed scholar of metaphysics, Maxwell Undertree, and his exhaustive research into the enigma of the Void. After the Day the Sky Fell, many of us are wondering, what happened? Will we have to endure this again?

It appears that the reunion of the segregated pieces of the Fracture does not seem to pose any immediate danger to our world or its inhabitants. This is a genuine relief for all of us. The recent increase in spiritual media and activity within the Fracture can be directly linked to this reunion, suggesting that the Void, which was once

a part of the Fracture, held some significant spiritual essence. When the Void was torn apart for the destructive purposes of the World Machine, a significant portion of spiritual essence perished with it. However, it's worth noting that not all spirit media is benign, and there may be potential dangers depending on what emerges from this resurgence of spiritual energy. This could range anywhere from increasing or decreasing abilities of spiritual entities to the introduction of categorically new beings. In his research into the Void itself, Maxwell encountered a plethora of stories depicting catastrophic "world-devouring" events. These range from metaphysical unbindings

of fundamental concepts to celestial creatures of immense scale capable of consuming entire worlds. Carefully sifting through these tales, he set aside accounts that seem to come from sources "outside" the perception of the scholars, ensuring that the paths he followed led to credible conclusions. "Moreover, my research suggests that the reunion of the lost partitions of the Fracture is unlikely to bring apocalyptic harm to our world, and there may even be potential improvements. Nevertheless, the resurgence of spirit media remains a subject of concern due to its potential for both benign and malign manifestations. While the reunion of the Void with the Fracture raises questions about its



nature, impact on our everyday lives, and potential consequences, my research suggests that immediate otherworldly and metaphysical dangers are unlikely."

Denizens of the Fracture must remain vigilant and prepared, as the resurgence of spirit media will lead to unforeseen outcomes. The mystery of the Void continues to elude us, and further exploration is needed to fully comprehend its true nature and its implications for our continued existence in the Fracture.

The Shoppes of Convergence

JUST
DESSERTS
Confectionary and Assassin's Guild

If you're in the mood for something sweet pay us a visit! Half of our dishes are best served cold!

Wizardly Libations

Magically inspired drinks, Hand crafted with the consumer in mind. Seasonal Menu applies



Degrees of Success

Minor charms, for day to day success, results may vary. Trained Counselor on Staff as well!



The Witching Hour

Exquisite confections and treats for even the most discerning palate. Custom orders available upon request

MAGIC AND ITS CONTRIBUTION TO COMMUNITY

By Richie Lowtax
Journalist, Editorial

In a world where the mystical and the ordinary entwine, prepare to be captivated as we embark on a journey into the heart of our communities—a realm where the magical arts weave a spellbinding tapestry of wonder and connection. In this exclusive report, we unravel the enchanting

world of magic and explore its profound impact on our reality.

Magic, at its very essence, is an art form that beckons forth creativity and imagination. Magicians, with their mesmerizing performances, consistently shatter the boundaries of what is deemed possible, leaving those who witness their feats to ponder realms beyond the ordinary. This stirring of creativity extends far beyond the confines of magic, inspiring community members to delve into their own wellsprings of innovation and imaginative thinking. Beyond the ethereal illusions lies the extraordinary ability of magic to bring people together. Whether beholding the manifestation of a grand working, witnessing a sorcerer conjure destructive energies, or



observing the benevolent effects of magical protection and healing, magic possesses an innate power to forge shared experiences. These moments of collective awe and amazement serve as threads that weave bonds between individuals, nurturing a sense of community and shared wonder. As we navigate the intricate tapestry of our daily lives, let us not overlook the enchanting

thread that binds our communities together. Magic, with its transcendent ability to connect, kindle creativity, and instill profound wonder, emerges as a luminous beacon of positivity in our shared human experience. In the dance between the mystical and the mundane, this pillar stands as a testament to the enduring spirit of awe and the magic that dwells within us all.



FOLKSY WISDOM

By Uncle Thibodeaux
Freelance Writer, Op-Ed
edited by Rowena Marchand
Freelance Editor

Clever children make good games.
Good games make dull children.
Dull children make bad games.
Bad games make clever children.

If a group has the power of the state, it is the state.

The first bird squawks while the second is silent; the second bird squawks while the first is silent. Neither becomes wiser.
--Qo, The Wanderer

A fool was heard to say this: "time wounds all heals."

If you bury your head in the sand, everything is above it.

Weird children make good games.
Good games make dull children.
Dull children make bad games.
Bad games make weird children.

You are not that great and they are not that bad; just pick someone and love them.

Viewing a trove of newly-enchanted lenses, the Once-Blind Empress asked her Artifex, "Which of these is the most dangerous for me to wear?"
"The ones you don't take off," he replied.

CHAMPIONS OF PURITY: HYPOCRISY RUNS RAMPANT

Cornelius Tormeli
Freelance Contributor, Op-Ed

In a time already steeped in turmoil, the "Circle of Purity" finds itself under the relentless scrutiny of the public gaze, ensnared in a web of allegations casting shadows of corruption and hypocrisy. Once lauded as stalwart defenders against the looming threat of the Shrie, this enigmatic organization now stands at the epicenter of a tempest of controversy, its reputation teetering on the precipice. The Circle of Purity, self-proclaimed champions of righteousness and purity, now faces damning accusations of harboring racist and classist ideologies. Recent revelations, brought forth from the murky depths of clandestine affairs, suggest that the group, donning the dual roles of judge and jury, has

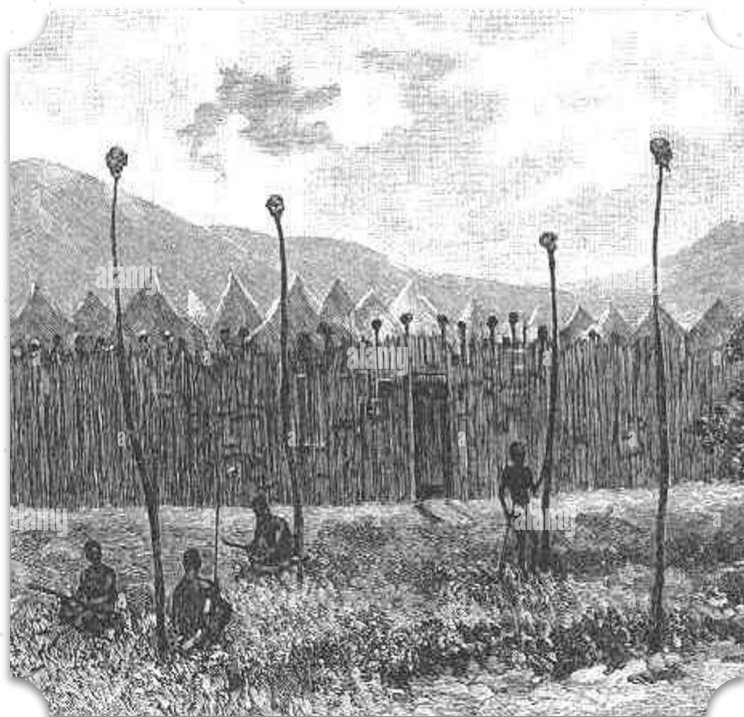
embraced vigilante justice, all while upholding a moral high ground that many find increasingly dubious. In an attempt to salvage their tarnished image, the Circle endeavors to showcase acts of benevolence by aiding settlements and proudly displaying their philanthropic efforts. However, the public remains unconvinced, skeptical eyes discerning a disconcerting dissonance between the proclaimed virtues and the alleged transgressions. Critics argue that the organization's internal corruption raises profound questions about its moral compass, particularly in matters of racial and class discrimination. Amid the allegations, the Circle of Purity has boldly claimed responsibility for the destruction of the Burning Pit and other



AERF Threat Meter

worlds that held denizens of nonhuman races. This audacious revelation, delivered with an air of self-righteousness, has further polarized public opinion. While some hail the Circle as valiant saviors, many question the morality of their methods, wondering if the end justifies the means. Efforts by the Circle to present themselves as benevolent saviors have been overshadowed by the persistent emergence of incriminating evidence. Gruesome displays, including severed heads on spikes and ghoulish ears sent to settlement leaders as macabre trophies, serve as unsettling proof of the Circle's dark hunting practices, further deepening the chasm of mistrust among the general populace. As the Circle persists in its relentless war against the Shrie, the employment of

authoritarian tactics has led public sentiment to categorize them as hypocrites. While the Circle revels in its tactical triumphs, crippling the Shrie's influence and gaining strategic advantages, a lingering question hangs in the air like the heavy scent of a forbidden cigar at a clandestine speakeasy: At what cost? As the public grapples with the moral implications of aligning with a group claiming responsibility for the destruction of the Burning Pit and its denizens, mired in controversy, the Circle of Purity finds itself navigating treacherous waters, its once-firm ground now shaky and uncertain. The echoes of discord reverberate through the city streets, painting a vivid portrait of an era caught in the throes of moral ambiguity and societal upheaval.

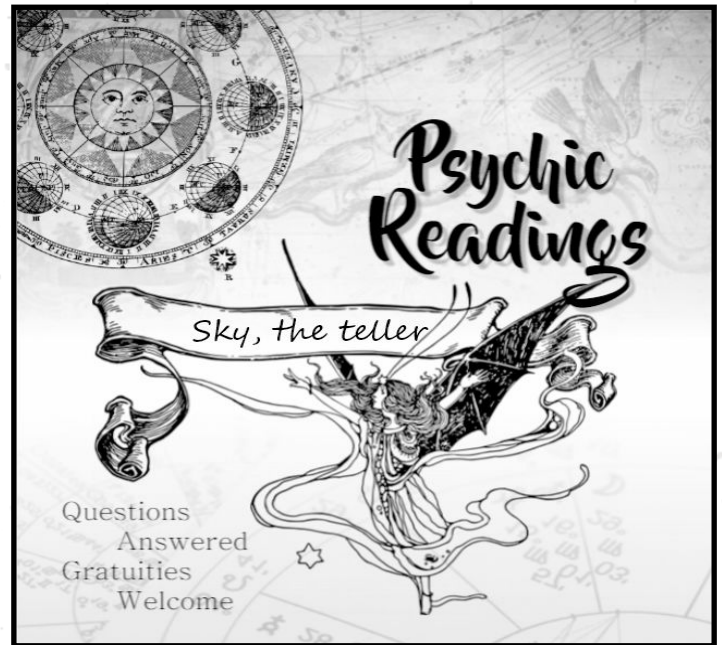


A FLEETING ADVANCEMENT

Casseopia
Freelance Contributor, Op-Ed
 edited by Rowena *Freelance Editor*

As some might know, there is a shard world known as the Fleet. It has been around for a long time, and as time passed some ships from that world have crashed into the Fracture. Last gather, 2nd Lt. Ann Marie Bastine rallied a group of unique residents to investigate one such ship that had fallen within range of Convergence. Upon entering; the scene was a set of lasers from ceiling to flooring, with pots scattered about and a large orange door on the other side. Jia Lin and Remy shimmied their way through the lasers, making it through and disarming them. Leaving us with a haunting question: how do we open this door? Remy had found a key awhile ago and suggested trying it. As we approached the next section, the system seemed to play a "game"

with us. This "game" was the system's way of making it possible for us to take the information with us. Many waves of creatures attacked with some leaving behind informative discs. This Orange door held some very important information as would be speculated by 2nd Lt Bastine during the trek back to Convergence. Lastly a word from 2nd Lt. Bastine on these events: "In the years that we have known of their existence, we still know very little about The Fleet and their efforts, save what we have learned in the rare crashed vessels in The Fracture. They studied worlds with the drive and curiosity of both explorers and refugees, and have advanced their mechanisms to a level that may be one and the same with magic at times. This power guards their secrets and systems and it has stymied the efforts of

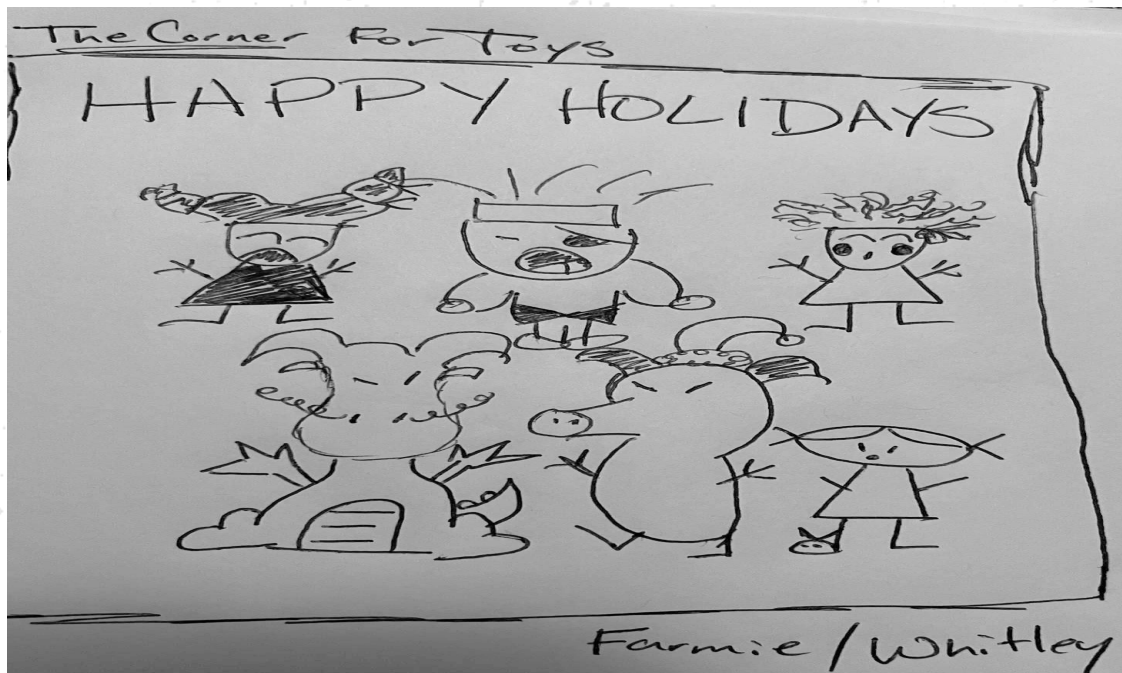


some of the finest thieves, adventurers and engineers.

The people of Convergence were lucky enough to both find a key accepted by one such system and locate the ship which matched it, though it was guarded with light that burned like weapons, crossed in a deadly security grid. With skill, I watched two residents, bypass the hazard blocking our path deeper into the vessel. Once activated, the central door allowed us

access to a data system, which released some of its recorded information while engaging us in a game. However, the people of The Fleet have as complicated a sense of fun as they have engineering skill, as a simulacrum of armed fighters advanced on us and we were forced to defend ourselves as the information was slowly released.

While I do not believe the process was intended to kill us, I can attest that it was alarming as a surprise part of the process and I would not recommend that anyone else facing such immediately trust that the safety protocols are always in working order. Still, I suspect it may have many other options available for 'entertainment' of the long-lost crew of its ship and wish anyone else who finds such a key the best of luck in their search and hope our knowledge of the mysterious Fleet continues to grow in the years to come."



PUZZLE OF THE SEASON PROVIDED BY READER TRE

D K M S N E H W F G T D R R E W O L F Z G I	annihilation breath dead
L K H X I R S I V K N Q U T P T Y U P F F O	flower ghost honor
D E E K Y A E J F N D I I K H G A O A E I Y	hunter kami killer
C L M A S K U T S D A H N O S T J O P E K C	lantern maiden martyr
W Q D A W F B L N L E V R R T S A Y D T F K	mask moon mourning
R X R E T N U H P A D N Y M U A V A A Q B D	prayer shogun sword
E D K G H K D R C N L N G R M O H I O I N L	tears thorn tresses
C B I Y M C A V Q V T Z Y O I X M X M Q X B	urn writhing yama
B G L A G Y N F Z Q V T O D M W W N M L F N	
F J L Z E Z A Y L G R N D O A Z K Q S B Z D	
W N E R T E A R S A N X C O K P L T B C B D	
A X R M E L U K M B N I O S D K J X C T B Y	
J M R V T D G D D O R W H H X W I E A Y J Y	
Y A A A Z R Z V I Z Z E T T C P D G A O Y H	
M O Z M D P J T D R T U A N I H V F H J W O	
R S H C H Y A R Q J N I S T Q R Q P C W U N	
S R G A Q L O F X E R J E Q H J W M H H W O	
D Q F M I V K U D O J C S Y S T R M Y J D R	
T E G H O S T I R I A D S F C O L A S B B L	
Q H I C N E A Y S N S Y E N E V S N U G O H	
R N G M N M Z V S D C P R Z K Z W F M E Q F	
N E H J Z T O K Y Y I W T L E V O K M B A C	
W K N R T W A K C D N U D L S R R S F V Y O	
Q C A F G P S A H K L Z D X Z F D E O C G Y	

HEARD AROUND THE FRACTURE

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

"Get out fast!
Convergence is on the war path!"

"That lady offered to train us in a new fighting style!"

"I heard some haunting music as I traveled to the Burnt Stockade, but I couldn't find it"

"Has anyone seen Davenport?"

"What were those things with eyes falling from the sky?"

"The AERF is secure as it has always been. No one can break in and nothing has gone missing."

"Convergence citizen set for a trial hearing soon!"

"Why are there broken toy pieces everywhere?"

"What is with the disgusting animals wandering about? You can't even eat them."

"I don't understand that weird plant...why does it feel like it's watching me?"

"So many eyes..."

February 23, 2024

Zol Manor

7th District

JEANNETTE & ARTHUR

Grand Unveiling

ESTEEMED LADIES AND GENTLEMEN,
WE EXTEND TO YOU A MOST CORDIAL INVITATION TO
PARTAKE IN AN EVENING OF UNPARALLELED ARTISTIC
BRILLIANCE. JOIN US AS WE UNVEIL A MASTERPIECE
THAT SHALL ETCH ITSELF INTO THE ANNALS OF TIME,
PROMISING AN EXPERIENCE OF REFINED DELIGHT AND
CULTURAL SIGNIFICANCE.

As the velvet curtains gracefully part, Claudius von
Traum's latest creation will be revealed—a testament
to artistic virtuosity and visionary prowess. The artist's
narrative shall unfurl, offering insight into the
inspiration that has birthed this unparalleled
masterpiece.

Kindly attire yourselves in the garments befitting
this refined occasion.

Your esteemed presence will undoubtedly
enhance the grandeur of this momentous
event.



League of Free Townships

NOTICE

PLEASE EVACUATE ALL SETTLEMENTS NEAR THE DECAYING KINGDOM.

DIRECT ALL QUESTIONS TO YOUR NEAREST GSA OUTPOST OR LFT REPRESENTATIVE

INTER-SETTLEMENT CRIME TASKFORCE MOST WANTED IN THE FRACTURE



Unknown Person of Interest

For murder of a citizen of the AERF

Last known location:
outside the AERF

Extremely dangerous



Thraldan Steelheart

*For Mortal Trafficking
Personable and subtle*

Last known location:
Stone Circle

Approach with caution



Unknown Person of Interest

*For Disturbing the Peace,
Assault, Battery, and Theft*

Last known location: *outside the AERF*

Extremely Dangerous



Isolde Finnigan

*For multiple thefts and assaults
along the Greer Trail*

Last known location: *Greer Trail*

Approach with caution

MISSING PERSONS



Davenport
Town Drunk

Last known location:
Tavern in Port Spitefield



Topaz
Earthbound Retainer

Last known location:
Inn at the Brimstone Lodge



Matthew Gibson
Well-known Performer

Last known location:
Tavern in Haven



Sue-Grace-Ann
Hobo mail-person

Last known location:
Greer Trail

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