

The Witness

Lights, Action, Mischief

If you take the lesser traveled path to the edges of the festival lands you will discover a troupe of the Feywild's finest performers. They have crossed into the mortal world, bringing with them circus performances seldom seen beyond the twilight glades.

Performers, artists, musicians, and tricksters, they have grown weary of courtly intrigues and ancient rivalries back home. Seeking new audiences and fresh stages, they have claimed a corner of the festival grounds as their own.

Beneath lanterns woven from moonlit blossoms and banners stitched from stolen dreams, they sing ballads older than kingdoms, dance steps that bend time to their rhythm, and perform feats that leave mortals questioning what was illusion and what was magic.

They are as much artists as tricksters and are always willing to make a deal with any mortal that offers them an interesting price. After all a fey will always keep to their word.



Interview with Jinx the Ring Leader

So I guess we'll start with the basics. What is the Cirque Noir faction?

So Cirque Noir is a wild fae faction of circus troupe who wish to escape the fae lands so we no longer have to deal with all the courted nonsense and control and being in the realm of the fae queen or the fae king. We just wanted our own agency, really, so we've come this way. Looking for more people to join the troupe.

So what sort of people are you looking for to join the Cirque Noir?

Well, all wild fae are welcome, but I guess outside of that realm, anyone who can perform, help with the circus, do security and be loyal to the faction, really.

What sort of activities are the Cirque du Noir planning? Are they planning potential performances?

Oh, definitely. Once we have a proper troupe ready, we'll do hired performances, our own performances for money, commodities or favours. But there's also the fact that our troupe are very good at being unnoticed and finding out maybe information to sell or acquiring items for fun and entertaining activities.

What is the factions Alignment

Chaotic neutral,

Okay. So obviously being a circus faction, there's an inclination that you might require performance skills to join.

Not necessarily. I mean, security and making sure people don't get on stage. People who can help hold our kit, maintain it, look after it, or... just you know maintain the well-being of the faction don't have to have a skill to join as long as you can add something to the troop is there uh anyway

Let's say you had pet members once you joined that wanted to learn a skill

Well oh we can absolutely teach skills we can teach poi fire poi staff diablo We've not yet gotten someone who can do the hula hoop of swinging yet. But anyone who can add other skills like juggling and whatnot would be welcome. And once we have those, we would probably help teach that as well.

Is there anything that, I'm assuming as the faction representative, any sort of messages you'd like to give to other factions?

We're here to entertain. but we are loyal only to ourselves. If you want us to help, then coin all commodities must be passed.

Colonel Custards' The Rookie Crumble

Alright, listen up.

The Paper told me to "welcome" you lot, so—welcome to the festival lands, mercenaries. Try not to die in your first hour. People will start saying I've gone soft!

This guide is for you fresh-faced recruits who still think the mists are "mysterious" instead of "actively trying to kill you." They are. So is most everything else out here.

Scared? Good. You should be.

So listen up recruits. Right now you are a bunch of half-baked goods. But with any luck by the end of reading this, you'll either be hardened mercenaries... or a cautionary dessert.

You want to fight

Good. Sensible.

Find the martial factions Sea Wolves, Knights of Ulr, that sort. Or track down the Tournament Master. They'll train you, spar with you, and knock the stupidity out of you. Repeatedly.

You want power

Go talk to the Temple.

Acolytes use the sphears (The energy stuff that makes up this plane) and use it for their "powers".

Sounds like nonsense to me but if you want to know more about the powers and deities that do stuff above my pay grade go to the temple and ask them not me!

You want to learn crafting

Go to the tavern. Find the head crafter.

If you can't find them, you're not ready to craft.

There are three kinds of crafters:

Potion makers: Mix ingredients into a pot and hope it doesn't go boom

Scribes: Write spells on scrolls and hope it doesn't go boom

Enchanters: Add new effects to gear and hope it doesn't go boom

You want to learn magic

Strange choice, but fine.

Look for the Wizards' camp—the one with the ridiculous telescope. Or a gaggle of nerds dressed in purple. Magic doesn't belong here, so they drag it in from elsewhere and use it for their party tricks.

Go ask for a lesson if you must.

Would never touch it myself. You can run out of mana, but you can't run out of sword!

You want to learn rituals

Find the ritual circle. Linger. Look useful. Pester a ritualist to tell you how they work.

If a ritualist lets you help, pay attention. If they don't, watch anyway, from a safe distance.

You want to find out more about the worlds lore

That's the Storytellers' Guild. They'll fill your head with history and send you off chasing it.

Useful, if you like knowing why something is trying to kill you.

Are you meant to follow a plot?

There ain't some big plot you have to follow. Each faction will have their own plots going on you can ask to help with. There are also lots of nonsense going on around the place just begging for an expendable rookie to dig their nose into.

Still confused?

You're mercenaries.

Make coin.

Pick a faction you like the look of and ask for work. Will it be dangerous? Yes. Poorly explained? Also yes. But that's where the good stories come from—and if you survive, you'll have one worth telling.

Now move. Standing around reading gets you killed.



Summers Stars Catch

Good insert time of day here Orin Rakatha, this is Talia Moss here reporting live at the aftermath of a particularly tense battle for the Summer Star.

The breeze is clearing the remaining tendrils of black smoke, revealing the many casualties of battle. Let's see if I can find anyone, without a critical patient to interview. Ah yes, I can just see the tips of some cream colored wolf ears. Is it a person or a wolf? This reporter is getting closer for the sake of good investigative journalism. Ah yes hello, I can see it is indeed both, am joined by half wolf Freya of the Saewulfs, just finishing tending to the wounded.

Freya can you explain what went down here?

"Well it was a big skirmish many fell, I myself was wounded whilst healing. Outer plane Morgothian's came in a jet black cloud, two of which were escorting a cave troll."

Goodness me! Good to see you still breathing and being interviewed today with me, do you have any thoughts on the unexpected cave troll?

"It was very ominous!" She replies over her shoulder heading back out to help the wounded.

Well Orin Rakatha, your healers are worth more than a chest full of Gests this interviewer speculates. Okay pushing through the smoke more now towards the keeper camp, ah a familiar face it's Quatermaster Ziggy. Hello Ziggy, could I get your thoughts on what happened here?

Oh, ah okay, it seems Ziggy is quite confused and is not herself. I'm giving her space to collect her thoughts.

Oh a spokes person for the Keepers is coming forward, it's Morgar, otherwise known as attractive orc.

Morgar what are your thoughts on what is happening here?

"The chaos in Orin Rakatha is very entertaining at the moment, as much as we need to bring everything back into balance I could get used to bigger fights! As a nation the Keepers are dedicated to solving matters both peacefully and pragmatically...but if you ask me, Violence is not the answer. It is the question and the answer is always yes!"

* With that he charges back onto the feild searching for more enemies to fight.

Pantheons speed, Morgar of the keepers, thanks for Things are getting a bit chaotic here, so I am taking my leave.

I am making my way past the tea tent, oh I can see Sir Éothain leader of the Knights of Ullr dragging a wounded Orin Rakatha Morgothian towards a similar pile of fallen.

Hello Sir Éothain may I ask what you are doing here?

"I am collecting the wounded so they can be healed."

Well folks, this interviewer is touched, this is in my humble opinion a very honorable thing to do. I'll leave you to your good work. The smoke is clearing more over here, ah yes I can make out some organized shields, I sure hope it's not a gaggle of monsters. Oh, it's the Saewulfs I see before me, a very welcome sight! And over there is a familiar face, its Jarl Olga leader of the Saewulfs.

Jarl Olga please could I get your insights into what is happening?

"The Summer Stars are looking for their missing Silmaril also called Summer Star. With the change from the old Pantheon of gods and the emergence of the new Pantheons. Morgoth wants to fill the void that has been created by the change first, using the power of the Summer Star to establish dominance. All goodly folk are coming together to stop him taking more power, by praying to their new Pantheons to strengthen their following and stop Morgoth from getting the star."

Thank you very much for this valuable insight Olga. Okay the smoke seems to been swept away by a strong wind now, I can clearly see some Dyman members by the Tavern, I am going over to investigate.

"Pssst, Pssst"

Oh it seems someone shrouded in remaining smoke would like to make a statement, yes sir or madam go ahead.

"The off plane Morgothians have joined forces with their Orin Rakatha counterparts, Balthia of the Wizard Concillum was compelled and revealed he had the star! Many handsome wizards have been seen slinging magic all over the place. Other people were saying the wizards did nothing, this is not true."

The figure has disappeared with the retreating smoke. Thank you very much for this interesting information person who wishes to remain anonymous. Okay I am approaching the tavern now.

Hello there upstanding Dyman citizen, please could I get a few words on what you feel happened here?

"So the Morgothians attacked the Dyman, when they found out we wanted the orb too, our death god wanted more death you see. There was a massive kerfuffle with the keepers, lots of people died, someone saw someone with a hat had the summer star? Someone made someone kill everyone in the ritual circle until we find the summer star."

I see, I see there were reports of Chaos, lots of death and frantic searching.

"The summer star was nowhere to be seen, but all of a sudden in the middle of the fight, one of the keepers was compelled and revealed they had the star!"

What a shocking revelation! What happened next? Also can I have your name for the record?

"Everyone attacked the keeper all at once, Bink (co leader of the conclave of the damned) successfully got the orb, Bink ran but was got by the knights, a Brave Egoe healed her, the knight racing carrying the star got, got by the Morgothians. The Morgothians finished with the orb. But I have heard they have since lost it again, unsure where it is now."

Well there you have it, this is a fast paced summer star locating bonanza, which is progressing so quickly nether side truly have a grasp of who has it now. Will the star continue to fall into the wrong hands, or will slippery fingers prevent anyone from ever holding it again. This has been Talia Moss for Witness News, back to you in the Studio Pip.

Gnome-body (metaphorically) saw giant gnomes appearing one day out of the woods (but gnome-body could miss the real-life-physical-and-certainly-not-metaphorical giant gnomes that did, indeed, appear out of the woods). Brandishing what appeared to be WANTED posters for a rather sinister-looking wizard, one band of gnomes had no luck in finding their vagabond as they tried to explain their cause in $\times \uparrow \uparrow \uparrow \uparrow \uparrow$ to whomever they could find. However, help was offered by Wizard Talia. With the aid of Gnomeo from the Keeper faction, Wizard Talia managed to shrink down the upset group to the size they preferred, for some reason. Anyway, great job Wizard Talia and Keepers, you did a phe-gnome-nal job.

We managed to catch up with a couple of the gnomes to hear their point of view before they were shrunk. One told us: "PM LFtXt TTFM TIKM BtH, ITxH tFt HNHtTtTfBTfM! WftXt TTFtM LFtP BMRMxH F LFHt Pp TTFtX LRtHtH?" (We can't live like this, it's not sustainable! Don't you people know there's a cost of living crisis?) A second- angrier- gnome had similar words for us; "M! MFRtXFXM NFH XFtM BRFNXH Bm RFPp, FtW I LFtXt MPMt PIt tHtWM M! Pft LRtFMRtI MPMt tPp BMRMxH F NFM It Bm HtFTMH!" (My mortgage has gone through the roof, and I can't even fit inside my own property even now there's a hole in the slates!) Sad times indeed.

A second band of gnomes had even less luck attempting to find their wizard, with gno-mercy showed by the Morgothians. The inside scoop (or so we're told through the gnome-vine- I am foolish, but not enough to sneak on the Morgothian camp!) is that the gnomes began their search inside the Morgothian bar, to no avail. Tempers quickly ran short on the Morgothian side and we believe that the sound of firearms may have been the end of the second gnome band. They may be short, but gnomes have long memories, and gnome-one knows what retaliation may be imminent.

**IGOR
FOR HIRE
MADE TO ORDER!**





Sovereign Selfie



Tricksters, performers, roadies and Runaways.

Wild fae of all shapes and sizes.
The Cirque Noir wants you to try out today

Wizard Hatting Success

At the last festival, the assembled festival goers were treated to a rare sight for the festival lands: A hatting ceremony! A relatively common affair in the Wizards Concilium, the hatting ceremony marks a Wizard receiving their iconic pointy hat, indicating various milestones depending on the department or college. In the case of the Department for Field research, the hat represents surviving a full year in the field, exposed to all kinds of dangerous creatures, magics, materials and experiments. Recent hattings in the festival lands include the high ranking field Wizard Patricia, hatted by the Chancellor himself after a major discovery, and the up and coming Wizard Sovereign. Some Wizards are hatted many times, either through major achievements or occasionally good old fashioned plagiarism, leading to what can only be described as a towering pillar of hats that is, while impressive, quite impractical. The hattings that took place last festival were a little different from the relatively quiet ones that had gone before in the field, Sovereign wanting to inject a little pomp and circumstance into the affair for his apprentices. The hats in question were destined for two Purple field Wizards, Talia Moss and Balthier D'Moliquin, both having mastered all the elemental schools of magic and the cardio required to survive the field. The ceremony started with Sovereign speaking on the mages achievements and specialities, which lead into the main event. With reverence and celebration, the hats were placed upon the Wizards heads too much applause, points held proudly aloft among the usual chaos of the festival. Following this, Talia and Balthier spoke of their future goals, and intention to push the boundaries of magic as we know it, in the proud tradition of Wizards across Orin Rakatha. It is yet to be seen how these hats will affect the aerodynamics and speed usually required for Wizard work in the field, but we'll be sure to report any updates in the obituary section.



DA HORDE

WANT YOO!!



Rangers and Ritualists for hire:
Foraging, Tracking, Negotiations, Ritual-consultations, and more.

Contact the Summer Stars with any inquiries.

Talia Moss and Horks Thrilling Encounter with the Shark Cult



I was on my own going about my wizardly business on Friday night when a group of 4 lizard warriors were searching for wizards to kill. So I did what I was trained to do and cast cardio as fast as I could towards the knight encampment to enlist their help, in defending me.

I was not followed. I must have cast cardio very successfully! Upon returning cautiously, I heard they were searching for a shark. my companion Hork is half shark half horse so I wondered if they had any business with him. Hork seemed curious so I approached. They fell upon their knees and started worshipping Hork saying he was the 6th coming of the shark god! (Much to my surprise as you can imagine).

Hork seemed pretty pleased but also a bit embarrassed about this. The lizard folk then said Hork told them to kill all the wizards, (you can imagine my surprise was complete then!) Hork vigorously shook his head in a negative. But they proceeded to jump me, and in my bamboozlement I forgot every spell I know.

I was promptly grounded and Hork was taken from me, a nearby Dymwan called Baelus witnessed this and charged forward to retrieve Hork from his kidnappers! (Hork has a lot of friends in the Dymwan it seems!) He was joined by Bile and my glorious leader Sovereign, Hork was promptly returned to me! Quite an adventure we had! I'm very grateful to all involved.

So the next day. I saw the Shark people roaming about doing their shark business, I thought "ah I've been in this situation before!" Thankfully a lovely nearby entity called Nymira who offered to help in my distress, took him under their shadowy veil, then disappeared. Reappearing after danger had passed. (Very handy! Lovely of them to help me!)

Hork was curious and wanted to meet the shark people. I am nothing but a supportive companion to Hork, so off we went to go speak to the shark people.

The shark people looked Hork up and down in the most scathing way, and said he was a blasphemy! Me and Hork were shocked again! I thanked them for their time, and after telling Hork that he was a very handsome half shark half horse, that lots of people were afraid of. His self esteem seemed to be back to normal.

I was secretly relived he wasn't going to be hunted by the shark people but this ends my report on Talia and Horks interactions with the Shark people.

Get your Keepers STD today! To incentivise our scrubwatch in showing more care for their local community, come and pick up a token of our gratitude for putting up with them as much as we do! Trade a dubloon to a willing member of the keepers! Fancy a song? Want to see them dance? Look out and about for us to pick up your free community endorsed 'Scrubwatch Tribulation Doubloons' ! Signed: Captain Lady Ivy



Fontle Goes Poof!

The start of the last gathering was quite a loud event, as the First Mate of the Reliquary, Sir Roger Ponce-Fontlebotham, was held hostage by an Archangel, but not just any Archangel; the Archangel of Vengeance. It's unknown the events of how the Keepers had managed this escapade to annoy one of these beings, but it seemed very angry.

Amongst the First Mate's screams there seemed to be a bit of back and forth of negotiating between the Keepers and this Archangel. From what was witnessed by the majority of the Festival Lands, two Keepers ended up offering themselves, only for Doctor Slycer of the Reliquary being ordered to kill them by said Archangel.

Once the two crew members were dead, the Archangel loudly shouted something about six months and poofed away with a Fontlebotham in tow.

However, word has reached that the crew that were used as sacrifices to appease the Archangel were brought back via the priests across the lands with a ceremony. Though they were a bit wonky coming back. Let us hope there aren't any more people angering this Archangel of Vengeance if it comes back that is, and that Sir Roger is okay.

INTELLIGENCE REPORT

Morgoth's presence

Morgoth attempted to remove the 'Summer Star' from Orin Rakatha following its corruption by the Morgothians and Dymwan. As a result, The Tree of Life is waning and the Death Sphere is Waxing. A balance must be found.

The Shadowsfall

This Nation has been absent for some time at the Festival and they have reasserted their presence as assassins for hire. The leader of the visiting Shadowsfall was named as Judge Eridan. He suggested that the Oracles could not be trusted and had their own agenda. This was later refuted by the Oracle Kiara. During the Battle for The Summer Star, they were seen to change sides to 'fulfil a contract'. Shadowsfall bearing their symbol as a tattoo upon their faces are 'under contract' (maroon and black shield with bisected white and black circle within). They are highly skilled and should be considered extremely dangerous.

The Shark Cult/God

Both the Thissessin Nation and their long-term allies, the Sar-Gyn presented themselves at The Festival and stated that the 6th Incarnation of the Shark God had 'risen'.

An Avatar of Vengeance

The Keeper's released an Avatar of Life (aka an 'Angel') that declared itself to be named 'Burning Vengeance'. It demanded the death of two souls before departing with the pain-wracked body of Ser Roger. Additional intelligence suggests that the 'Angel' may be corrupted by the Death Sphere.

The Seelie (Fey) Court

These A Holes continue to make their presence felt. Best ignored.

The Senatus Empire

A Legate of the Senatus Empire arrived and announced that a new Senator had been appointed and that nations should prepare for his arrival and show due deference. The Senatus Empire is a large and very powerful entity. It has a presence on many planes and may be looking to gain a foothold on Orin Rakatha. More information is required. Approach all negotiations with caution.

The Church of the Conqueror

Representatives of this cult are dramatically reducing in number. The pacifistic element appears to be all that remain. Reports suggest that some of the more aggressive elements of the cult may have sworn their allegiance to the Shark Cult.

Events relating to 'The Dreaming'

The Vagrants are becoming heavily involved in the plane known as 'The Dreaming' and its denizens. They are reported as having blocked Hazel of the Summer Stars from Dreaming, thereby nullifying her 'darker aspect'. They have been in direct contact with the darker aspect of Michael (aka Mr Itch/Scratch). All festival goers are advised to be extremely wary about getting involved in this situation without sufficient defences and knowledge

Can the Mystics Stop Redrawing the World Says Frustrated Orin Rakatha Map Maker

Veteran cartographer Dren Halvek has once again voiced frustration over the annual border changes that sweep across the world of Orin Rakatha following the Time of Reckoning.

Each year, the divine beings known as the Mystics gather to assess the Renown earned by the nations of the world. The results often lead to dramatic shifts in territory, leaving map makers scrambling to update their work.

Dren, what's the biggest challenge facing cartographers today?

The Mystics. Every year I finish a beautiful map, then the Time of Reckoning arrives and suddenly half the borders are different. Three kingdoms will have gained territory while another has lost half its coastline.

Witness: Why do the borders change so often?

Because the Mystics decide which nations have earned the most Renown. A kingdom does well, gains territory. Another falls behind, loses land. It's apparently very important for maintaining cosmic balance. It's terrible for map making.

How much extra work does this create?

An enormous amount. I spend months carefully drawing borders, only for the Mystics to move them around like pieces on a game board.

How does a nation earn Renown?

That's the frustrating part. Nobody knows exactly. A nation might earn Renown by doing something the Mystics believe benefits Orin Rakatha. Sometimes a nation gains Renown simply because its people genuinely believe they're helping the world. The Mystics seem to care as much about conviction as they do about results.

So, Renown isn't something nations can measure?

Not really. It's more like the Mystics' opinion of you. Imagine trying to draw a map when the borders depend on the collective judgment of ancient divine beings.

Are there other ways borders can change?

Population. If a nation grows, the land itself shifts to accommodate it. If its population declines, its territory contracts. I've watched entire valleys appear because a settlement became prosperous.

Entire valleys?

That's nothing. Occasionally a nation doesn't meet the threshold of Renown that the only the Mystics know, then it can get bad. The Mystics will withdraw their protection of the Mists and that nation will only have a year to get up to scratch before the Mists move in. If they don't, then its goodbye nation, hello hordelings.

So, the best way of gathering Renown is to have more people?

You'd think so, but you see, it's not just about how many people you have. It's also about the quality of those people. People who set out and follow through on their plans, who succeed in great deeds (whether they be aligned with life, death or any other myriad ways) are more likely to be noticed by the Mystics and earn Renown. As far as I can determine, it's a mixture of conviction and success, both on an individual and a national level. Intent matters.

Witness: Do people understand your frustration as a map maker?

Not at all. Every year citizens buy a new map and ask why their nation's border moved. As if I personally attended the gathering of the Mystics and suggested it.

What would you say to the Mystics if you had the chance?

I'd ask them to skip one Time of Reckoning. Just one. Let me enjoy a completed map for more than a few weeks.

Despite everything, do you still enjoy your work?

Absolutely. Orin Rakatha is a fascinating world. I just wish it would remain the same shape long enough for me to finish drawing it.

As the interview concluded, Halvek was witnessed unrolling a freshly completed map, staring at it suspiciously. He was quoted saying the following:

"The next Time of Reckoning is only two months away," he sighed. "I may as well start preparing for the corrections now."

Want to acquire unlimited arcane power? Unravel the magical secrets of the universe? Impress your friends and turn your enemies into smoking boots? Speak to the Wizards Concilium today!

Come find us at our helpfully signposted tent and you too can benefit from our Magical Education Services! Want more? The secrets of Purple magic await for those that join us!

Image



A guide to Ceremonies

Reports have swept in from across Orin Rakatha of a growing number of visions bestowed upon Acolytes. These don't all seem to just be the hallucinations of mad men, no, these are divinely appointed! Those attuned to the spheres of Power have received glimpses of insight from higher beings, Prions, and with it has surfaced a new way to connect to them. Ceremonies serve as a way to contact your Prion, to offer praise and ask for their aid. A Ceremony should align to the nature of the Prion you are contacting, Lady Owl of the Life sphere may not take too kindly to a sacrificial "lamb" in the same way Morgoth would! But generally it seems it is up to the interpretation of the praise-givers.

An area can be laid out in an area befitting the Prion, using whatever's around to encircle it. Swords, rope, cloaks, sticks, bones, whatever you can find. Walk the circle to set it, just don't leave until you're done, lest it break.

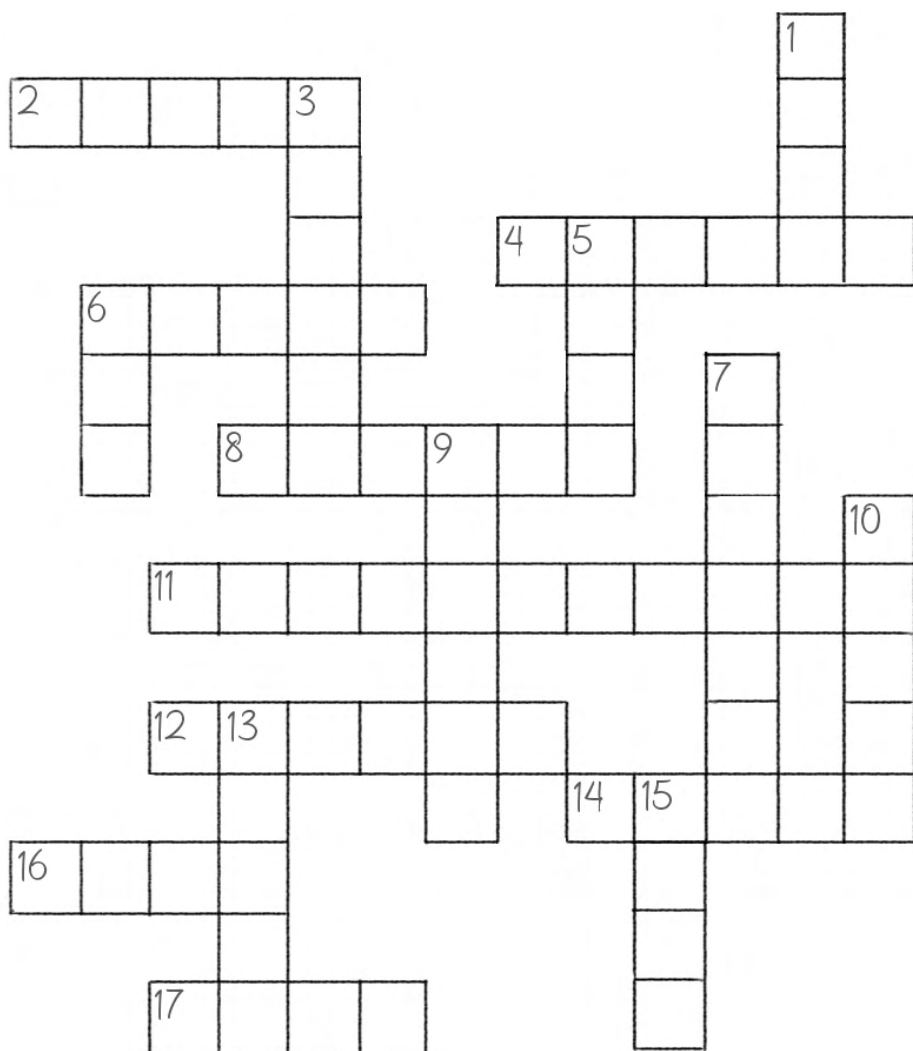
Ceremonies should follow these steps, according to our expert Priests:
Address: Say "Hi"! Which Prion are you calling on? Don't forget to use their full name, title. **Praise:** Show your devotion; sing, dance, chant, tell them how great they are! Prions love a dose of flattery. **Request:** Make your request, clearly and with context. And for your own sake, be respectful! **Sacrifice:** All three aspects of sacrifice must be present to varying degrees depending on the ceremony; Power (Invocations), Wealth (cold hard commodities), and Elevation (magical items, limbs, people, promises of future actions or dedication, whatever seems most appropriate). If your Sacrifice is not great enough, a Negotiation may be entered.

If you need the advice of a friend and don't know where else to turn to, write to The Storyteller Guild's Auntie Aggie. You can submit questions and queries to The Storyteller himself or a member of the Guild. Just have them written down and Aunt Aggie will answer them on the next edition of the paper.

OC Note: This is purely for personal character developments and in no way should be used for advice on world/faction plot.

You can also send in submissions via this email: storyguild@celestial-chronicles.com

With the subject being Asking Auntie Aggie.



Across:

- 2) The colour of Water (5)
- 4) A precious mineral used in trade (6)
- 6) The result a devotee seeks (5)
- 8) Knowledge always ends up in their hands (6)
- 11) The world we all share (4, 7)
- 12) Often made from wood, metal, or air (6)
- 15) Happy to lend a hand, and sometimes a foot (4)

Down:

- 1) I heard money won't stay forever (4) (Cryptic)
- 3) The best Sphere for a detox (6)
- 5) An order that primarily upholds law-led righteousness (4) (Cryptic)
- 6) Never give your name (3)
- 7) Those who built our world (7)
- 9) All the colours combined (6)
- 10) Protect your rituals (5)
- 13) Oh dear! In disarray without a mighty force (5) (Cryptic)
- 14) Stray too far and they will claim you (5)
- 16) Dark Powers; Time to run (4)
- 17) A grapple from the ground itself. Be strong! (4)

Festival in the Vagrant lands

Pips Pine Cones: I have lost track of my Pine Cones. I looked in my bag only to find a hole where my pine cone companions should be. They are scattered far and wide. Whichever faction returns the most to the tavern will win my prize (Prize being loads of Festival points).

Capture the Flag: Every camp will get a stylish flag. Capture other camps flags while defending your own. Every so often the flags will be reset. The longer a flag stays unstolen the more points it will be worth.

Fairy B+B: Arts and crafts held in the tavern. Make your own little fairy house. With prizes for the home with the most style and comfort.

Battle Royal: A test of martial and tactical skill. Find and redeem hidden weapon scrolls and be the last warrior standing.

Come Host Us: The Vagrants will visit every camp. Awarding points for the faction with the best hospitality.

Knights Tournament: Test you might is a thrilling duel style tournament. Show everyone your steel

Sausage Fest: Ya can't win this one. Just come over here and have a sausage

Mage Ball: A high intensity spell battle where participants throw magic spells at each-other (dodge ball with magic effects)

Tell A Tale: Sit in the shade as we share tales of our best stories and moments in the festival lands.

Pixie Yeeting: Hosted by an actual darts champion. Can you hit the bulls eye?

Healers Gambit: Healer Healer, I lost my arm! A puzzle like experience where contestants have to diagnose patient from a range of peculiar ailments

Service Please: Get the right colour drinks to the right thirst Vagrant. Dodge and weave through a range of obstacles trying not to spill that liquid gold

Fashion Show: Raid through our premium selection of materials to craft the perfect getup

Fayre Timetable

Friday

18:00 - open + introductions (Pine Cones, Fairy B+B, Capture the Flag Start)

19:00 - Dinner

20:00 - Come Host us starts (Site wide)

20:30 - Battle Royal (Meet at Tavern)

22:00 - Sausage Fest (Vagrants Camp)

Saturday

9:00 - Breakfast

10:00 - Mage Ball (Outside Tavern)

10:00 - Knights Tournament (Ullr Camp)

12:00 - Tell a Tale (Tavern)

13:00 Lunch

15:30 - Pixie Yeeting (Outside Tavern)

16:30 - Service Please (Tavern)

18:00 - Fashion Show (Tavern)

19:00 - Dinner

What is the Story Tellers Guild?

The lore of the land is as ancient as it is vast.
More than one person can ever fathom.

The Storytellers' Guild is a faction independent group that tasks with uncovering and tracking the lore to make it more accessible for well, everyone!

Objectives

Lore

Make lore more accessible

Stories

Encourage the spread and creations of more stories

De-Centralise

Avoid situations where only one or two very busy people know the lore

Quests

Make new activities based around lore discovery for people to do

The Witness

The thing you are reading right now!
The paper trying to:

- Increase player visibility of the things that go in. It's chaos. Cool stuff that happens can be easily missed
- -Good for new mercenaries to step into the world: Possibly adding Tutorials and advice.
- Useful for players that have missed an event
- Handy for players to remember what happened last event
- A good place for plot information bread crumbs: Assist players taking part in key plot events
- Possibly expands the world making it feel like a bigger place and helping with immersion

Guild Representatives

A point of contact for lore questions.
Have a lore question?
Ask a Guild Rep!
If they don't know the answer on the spot we will add it to the list of things for us to find out.

Lore discovery

We are creating Quests for Mercenaries related to Lore discovery.

We also have Chroniclers who research and archive lore from past events.

Furthermore, we are always trying to add more lore discovery related activities for players to get more involved with the lore of the land

Story Tellers

Forums

We have a discord server for sharing stories with each other, offering support and writing advice

Events

The guild will try to organise events during fest like story time to get together and perform our stories

Symbols

We are considering making some sort of storytellers symbols that storytellers can choose to wear to identify them as a teller of tales

The Witness

The Paper is seeking ~~Lunatics~~
curious reporters to help
chronicle and write the tales of
the festival for the paper.

If you are interested send word
via crow, sparrow, toad or just
Email: [storyguild@celestial-
chronicles.com](mailto:storyguild@celestial-chronicles.com)

If you can hold a pen, you're qualified.
We can edit the writing. We cannot invent the
adventure.

The Witness

Want your advertisement in the paper?

- - Recruit new faction members
- - Set epic Quests and events
- - Spread word of your services
- Just have something you want to say

Email: storyguild@celestial-chronicles.com

Approximate Add Sizes

Large (Half Page)

Cost: 10

Small (1/8th Page)

Cost: 5

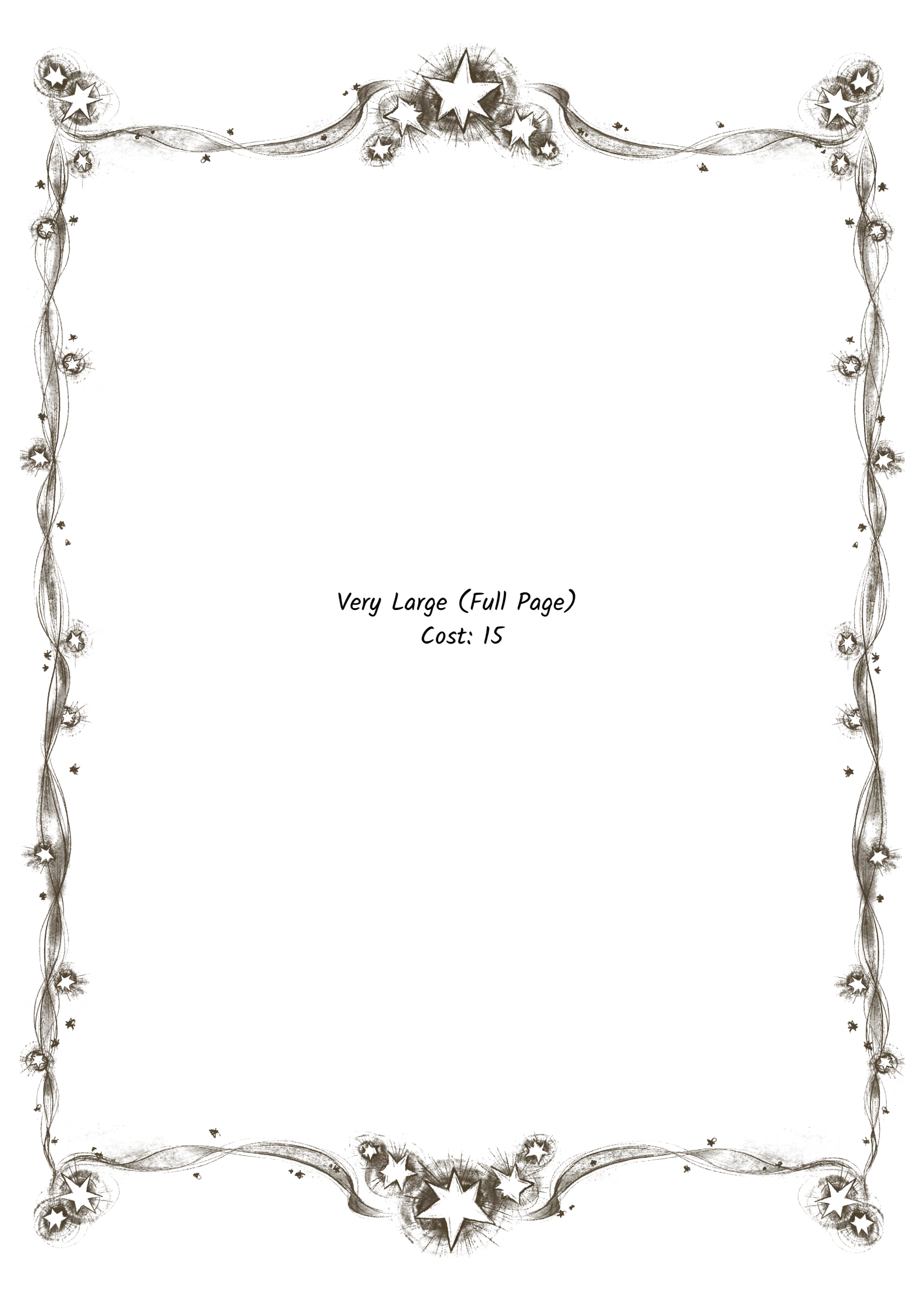
*(Every Faction gets one
small add for free)!*

Medium (1/4 page)

Cost: 7

very small (1/16th page).

Cost: 3



Very Large (Full Page)
Cost: 15

Oath To The Stars

As the Stars as our witness we swear that to the best of our knowledge and ability:

A story shall not be told till it is done
A plot concealed, till it is lost or won
We guard the whispers of the land,
Its secrets resting in our hand.
We except you words with a smile
but to print them we will look a while
We witness wonders vast, arcane,
Yet guide no flock, nor steer the game.
A coin has faces more than two,
And right or wrong we never hew.
So guard each story, let none decay
For words forgotten are lives cast away.

OC Paper Objectives

Our Out of character Goals:

- Increase player visibility of the things that go in. It's chaos. Cool stuff that happens can be easily missed
 - Good for new mercenaries to step into the world: Possibly adding Tutorials and advice.
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- What we are not trying to do
 - We are not a replacement for word of mouth: We hope to act as a starting point so people know what questions to ask or where to look
- A replacement for the mystery of the world: Again more of a source of breadcrumbs players can found out in play to find out more
 - Spread misinformation: We do not want to hinder or effect the game negativel

Thanks to:

Mikey
Lea
Beth
Grace
Jess
Michel

And thank you all for Reading this
thrilling issue of the Wittness

Yours Faithfully Jay (Lead Editor)

Corrections

Last Issue we titled it "Planting Moon 26" When that it should have been "Hunting Moon 25". This issue is "Planting moon 26"



A sleeping overworked reporter