

## The Truth of Cindarfor

By: Portia Parson

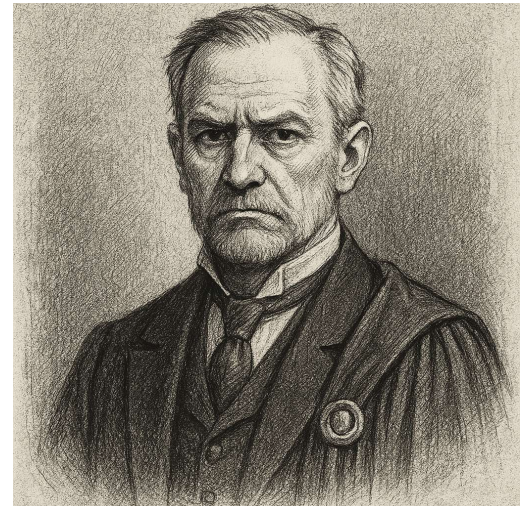
Investigators travelled to what is left of the peaceful village of Cindarfor to determine what had caused the village to collapse into the ground. Investigations revealed several tunnels running under the village and the surrounding areas. These tunnels created by strange plant creatures cause an unstable foundation which caused the village to collapse fifteen to twenty feet into the earth. The action happened so swiftly, not a single citizen was able to move to safety. Reports also claim these plant-creatures were controlled by a cultist and the collapse was intentional. The official statements from the Ministry of internal affairs however, disclaims these allegations, stating “..the investigators were young and inexperienced. In the excitement of dealing with a new and undiscovered plant creature they panicked and imagined a human foe. It happens even to the most hardy of adventurers. This is why such investigations are best left to the experts. If you want the full truth that is”. The headmaster of the adventuring academy however disagrees with the minister, stating in words I cannot print, just how wrong the minister is.

## The Ministry of Internal Affairs: Shield or Smokescreen?

By Orvis Chalkmead & Irina Coalpane

**MAGULD** — In the wake of multiple citywide incidents that have left citizens shaken and questions unanswered, a shadowy government office has begun to attract scrutiny of its own: the Ministry of Internal Affairs.

Originally established during what many now refer to as the Reign of the False King, the Ministry operates with little oversight, vague authority, and an alarming track record of silencing controversy rather than addressing it. (continued page 2)



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# The Great Quorum Press

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According to official records—what few exist—the Ministry’s stated role is to “examine rumors and disruptive claims for validity and truth.” In practice, the office has summarily dismissed every major threat reported since its founding. Among the Ministry’s declared “falsehoods” are: The massacre in Kepper’s Ward by suspected cultists, A giant undead sighting and skirmish near the East Gate, The goblin assault within the city’s utility tunnels, and Reports of infernal chanting beneath the Temple District.

Not one incident confirmed. Not one warning issued. Not a single admission of failure or acknowledgment of risk.

## Death of a Sea

By: Mordecai Stonehope

The Suttern Sea was once a hotspot for fisherfolk and vacationers alike. There are few cities along its shores and the wilds are particularly dangerous, but the view and peacefulness of the area are well worth the risk of simply relaxing along the shores or fish to one’s heart is content on

The head of this ministry, Minister Elandus Vorcian of House Vorcian, has no known experience in law enforcement, divine inquiry, or military intelligence. He is, by profession, an accountant, his only public service record involving tax audits and export tariffs on barley.

“If I’m to trust an accountant with the safety of the city,” said one guard captain under condition of anonymity, “he’d best know how to audit a necromancer’s ledger.” When approached for comment, Minister Vorcian declined an interview but issued a brief written statement:

“The Ministry operates to preserve civic order by

this freshwater sea. But today, the shores are covered in death. All manners of aquatic life have pushed its way to the sandy beaches and lay dead. The once pleasant smell of fresh lilies and the crispness of the air is now replaced with the repugnant smell of death and rot. The cause of this is not known, nor is anyone looking into it. Many claim it is a

discouraging hysteria and rumor. We stand by our record.”

This “record” appears to consist primarily of inaction. No charges filed. No threats verified. No wrongdoing ever acknowledged. Critics, including this paper, now question whether the Ministry exists to investigate threats—or to conceal them.

Given the growing concerns surrounding cult activity, rising undead incursions, and whispers of divine prophecy, the Quorum Press calls upon His Majesty’s Court to launch a formal review of the Ministry’s conduct and charter.

Until then, the people of Maguld must ask: who watches the watchers?

natural occurrence of nature simply balancing it’s self out.

## Uniche Civil War

By: Lucrezia Etherington

The once proud and powerful Uniche Empire is now divided and at war with itself. Emperess Arabella Hiram has declared her

brother and any who follows him will be branded as a traitor. Despite these warnings, nearly all of the southern part of the empire has joined with King Atticus Hiram. In a short time, the southern kingdom has set up

fortified lines and is said to have employed members of the arcane as well. As of this date, there have been at least four skirmishes between the two armies. The empress left the capital with a large force of

knights and several thousands of troops have been seen marching south. People are expecting an all out battle and are bracing for the absolute worst.

## Undead in Exgonna: 2nd Rangers Struggling Against Rising Horde

By Orvis Chalkmead, with research by Irina Coalpane

**EXGONNA FOREST** — For centuries, the 2nd Ranger Corps has been the silent sentinel of the southern frontier, guarding the Exgonna Forest with honor, precision, and an iron resolve. But recent reports suggest that even the legendary 2nd is now faltering.

According to multiple sources—including two mercenary recruiters and a temple scribe from Aynor—something unnatural is stirring in the deep forest. Undead. Organized. Relentless. And advancing.

Though the Ministry of Internal Affairs has yet to confirm these claims (and given their track record, we're not holding our breath), leaked field reports suggest that nearly one-third of the 2nd Ranger Corps has been lost in the last four days. These are not minor skirmishes. This is a rout.

We've spoken to a surviving scout who described "creatures that don't sleep, don't bleed, and don't stop coming. Some of them still wear the armor of fallen comrades."

The ranger units, typically deployed in scattered cells for rapid forest patrols, are now isolated, encircled, and—according to our source—"being hunted."

The Crown has not yet issued a formal response, but Quorum sources confirm that a contingent of infantry

from Ura is mobilizing, accompanied by clerics from at least three temples. The Temple of Gyu-Poi, known for its martial paladins, and the Order of Thisu, who specialize in burial rites and undead banishment, are expected to provide significant divine support. A third group, unnamed, may include war-priests from Maguld itself.

Adding further weight to the urgency, at least two mercenary companies have been discreetly contracted to bolster the thinning ranger lines. One such company, known as *The Iron Banner*, has already departed from the capital by skyship.

Questions now swirl about the nature of this outbreak. Is it a rogue necromancer? A rogue cult of Malac? Or worse—a sign of deeper rot taking hold in the south?

For now, the only thing certain is this: the Exgonna Forest is no longer safe. And the defenders who've kept it that way for generations are now fighting for their lives beneath the boughs they once called home.



# The Great Quorum Press

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## Giant Worm Terrorizes Bornin: Sages Point to Deeper Threat

By Lucius Wedge

**BORNIN, RAL-COL** — Madness is the only word that fits the scene here in the border city of Bornin. Chaos erupted yesterday when a colossal subterranean creature—described by eyewitnesses as a worm the size of a city tower—burst through the cobbled streets, leaving destruction in its wake.

The creature, estimated at twenty feet in diameter and over sixty feet long, tore through buildings, sewers, and walkways. Entire blocks are now cordoned off as the ground beneath them continues to collapse, destabilized by the massive tunnels it left behind.

A combined force of city guard and local adventuring parties managed to bring the beast down after a prolonged and bloody fight. One guard captain described it as "a nightmare from the deep—its hide was thicker than siege plate, and its maw wide enough to swallow a wagon whole."

According to sages summoned in the aftermath, the monster has been identified as a Purple Worm, a species thought to dwell deep below the earth's surface, far beneath even dwarven delving. "They do not surface," said Archsage Tellen Murren, "unless disturbed—or driven."

That statement has caused more unease than comfort.

What, the people now ask, could possibly drive such a beast from its underground lair? And worse—

what if it wasn't fleeing, but leading?

City officials have issued emergency notices advising citizens to avoid all sewer access points and report any unusual tremors or sounds beneath the ground. Reconstruction crews are working to stabilize damaged structures, but many worry that Bornin's foundations may never be fully safe again.

No cause has yet been confirmed. Whispers suggest anything from underground cults to magical experiments gone awry—though the sages remain publicly silent on any speculation.

For now, Bornin breathes a shaky sigh of relief. But beneath that breath lies a deeper concern: if this was a warning... what comes next?