



MAY 1602

Sensational Information Provider

Lifestyle news to share over tea

Someone tell Titus never to tell a woman "We Need to Talk".

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A Lifestyle Paper for the Townsfolk of Maplewood

Sensational Information Provider is a division of Grudgingly Re-branded Information Publishing Enterprise. Our mission is to provide in-depth news to the people of Maplewood about the most entertaining topic- the People of Interest that flit through town. What are they doing? Why are they here? Are they single? We aim to answer these questions for you!

It is our goal to provide you a perfect conversation piece to share that pairs well with tea and great friends!

Please submit all articles, tips, short stories, and comments via courier to:
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Veilwalkers: What We Know About The New Threat

A few short weeks ago, Maplewood was once again the epicenter of a world-ending event. After spending the afternoon acting odd, S a s s u r ' a m o n s u d d e n l y transformed into a Veilwalker, a creature not previously seen in Novitas. It is told that right before her transformation, mediums noted her spark vanished from existence.

For those that would like a brief summary: if you see a veilwalker, you need to hit it with blight in order to be able to start to damage it. In order for it to be truly killed, it must also be finished with blight. If your body is wounded by a veilwalker, you will become afflicted with the Veilwalker's Infection, of which there is no known cure and will eventually cause you to turn into one of them. If you are crazy



enough to want to fight one of these things, it is recommended that you obtain Blightfyre before doing so. Currently there are two Varganien traders frequenting Novitas, Ashud and Abraxi, who are willing to trade magic items in exchange for the highly sought after alchemical. After extensive research and interviews, we can say one thing: there are many theories and cultural beliefs

surrounding the Veilwalkers and the infection. It is hard to say what is cold hard fact and what is speculation when it is strongly believed that the infected are already dead and endangering everyone by not wandering off into the woods.

What we know for certain:

- The infection appears to work in stages. In the initial stage, a blemish appears on the skin of the infected. The curse is not transmissible to another living being at this time in any way.
- In time, this blemish grows larger until the host eventually turns into a Veilwalker themselves. Occasionally one will fall into a "hybrid" state, during which they

will transform mentally but not physically.

- If one is in this "hybrid" state, they are capable of spreading the infection with intent and are capable of a wide range of sabotage. You can identify someone in this state as they will begin acting oddly and speaking in the second person.
- The only way to stave off fully transforming is by drinking Blightfyre. It is unclear how this works, but is clear that the longer the infection goes on the more you need to drink. It's also noted that Blightfyre is very addictive; some say more so than Dragon's Blood.

The Veilwalkers seem unable to cross magical barriers or see through dissipation. If you are not good at fighting, it is recommended to use sanctuary or dissipate to get away and let someone more capable handle the threat.

In conclusion:

- Adventurers should carry Blightfyre on them at all times.
- If you do not have Blightfyre, you should not engage these creatures and leave them to others more capable.
- If you are in possession of Blightfyre, be weary of any who may try to take it due to its addictive properties.

Calligraphy Lessons in Common and Ewen

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Tutored by Lairiel

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Arrange via Crimson Courier or in person. Rates negotiable.

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Supplies provided for lessons.

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Un-Muttoning the Waters: All About Sheep

After a local shepard's fence broke, several persons of Interest were seen acting like they had never heard of sheep before in their lives. In fact, Gharr told us that one of his party members was seen walking up to one and becoming very surprised when it bit him!

For those who are not in the know about sheep: they are a common form of livestock, most notably used for their fluffy fur which can be spun into string and used to make garments. They can also be butchered and eaten, the meat being referred to as "mutton". Enzo, not to be confused with Lenzo the meat summoner, mentioned to SIP that mutton tastes best when salt and peppered with a light dusting of cumin then seared on an open flame.

Some other fun facts about sheep, contributed by local shepard Thaddeus Roth:

- They have rectangular pupils. This is so that they can see behind them without turning their heads to look for predators.
- Sheep are very clever. They can remember up to 50 faces and remember them for two years without seeing them.
- Some sheep have been shown to be able to navigate complex mazes.
- They self-medicate with normal plants and other substances that otherwise hold no nutritional value to prevent or treat disease.
- Sheep stay in flocks and make strong social bonds with each other. Because of this, they are very in tune with others emotions and can tell by a humanoid's facial expression how they are feeling.



DANGERS OF THE FREELANDS: KAZVACS

tough, they are intelligent, and they can permanently destroy the spark of any individual they manage to kill. Even worse, they grow even stronger with every spark they consume. To add on top of all of these known dangers, very rarely do they ever travel alone. If you see only one kazvac, check your flanks for the other two you didn't even know were there.

It is a very serious mistake to believe that Kazvacs can be tamed. Anyone who says this is lying to you and likely to themselves. A kazvac's loyalty lasts only as long as the food does, and with each meal they grow stronger and their fear of any master grows less. They are not animals in anyway, though they will happily take great advantage of people willing to underestimate them. They will soon make a feast of any "master" that forgets what they truly are.

All of this being said, kazvacs are not invulnerable. Like any vicious beast, they have weaknesses that can be exploited. It is rumor that the initial breed of Kazvac was raised deep underground and for many generations. They lived in narrow, cramped tunnels that did not require particularly good vision to navigate. In my experience hunting and being hunted by kazvacs, the rumor seems to hold true that many kazvacs seem to have very poor vision, especially in their periphery. This does not make them less dangerous.

The weapons most useful in bringing down these vicious beasts are those with length and those that can be applied with great force. If you can keep them from closing on you and you can strike them quickly with great fury, even a less experienced fighter can defeat a single kazvac easily enough. Be

Kazvacs are one of the most dangerous creatures that wander the Freeland's in both day and night. They are

wary of them in numbers, as they can quickly overwhelm anyone.

Their pack tactics are what make them the most dangerous to any single adventurer and the best thing to do counter this is to never go alone. When this cannot be accomplished, the important things to remember is that they can and do communicate with each other with a series of short, halting barks that travel a good distance. If you hear them, expect the rest of the pack to begin converging on you. Kill the spotter quickly and dissipate or otherwise get away.

Their intelligent nature often leads them to hunt for easier prey, any creature that appears to be weak or unarmored will become the kazvacs first choice for a meal. The sounds of this consumption is loud and extremely unpleasant, and they will often use this to their advantage to draw in more food for the pack. However, if allowed to completely consume a spark, the kazvac will grow bigger and stronger. Any attack at all will break the kazvac's hold on their victim temporarily and if it can be done, it should be done first.

One of the biggest dangers with kazvacs is those that manage to consume so many sparks and grow to such a size that they become a terrible menace to any ecosystem. Known as "Fatvacs", these monstrosities can chew through entire groups of adventurers if not taken seriously and eliminated as quickly as possible. The easiest way to deal with these hard hitting, nearly unkillable horrors is the application of a little necromancy magic known as "curse". Do not face one of these without it.

-Shelaz Snowpik



Longtime Traveling Couple to Settle Down



After 20 years of finding themselves and exploring the world, Lorelei Levanestra and Shelaz Snowpike are finally tying the knot. According to Lorelei, they had their fortune told by Joy at Founder's Feast and their union is blessed by Illumitas himself.

Shelaz became thoughtful when asked what his favorite memory of the two of them was.

"Our time together up in Skye's Crannog. Way up in the northern Daggertop Mountains" he recounted. "We were up on the island keep in the middle of summer and it was warm and beautiful. You can see forever up there. We lived like chieftains on the berries and the fish in the crannog. The water was crystal clear and it looked like glass on the surface."

"I loved watching the birds fly around and picking flowers to put in his hair. The berries and fish were a good break from all the rabbits and venison." Lorelei agreed, giving Shelaz a sickeningly loving look as he recounted the tale.

"We spent every night together curled up in the ruins of the old keep up there, with the flowers blooming from the vines every evening." Shelaz continued on for quite some time about their travel, which for brevity this writer will say sounded very lovely and like a good bonding experience.

Shelaz and Lorelei are often seen around town together. When they are not together they can often be found running around town looking for each other, insistent that they need to find the other or they will wind up dead. Just a couple short weeks ago, Shelaz was noted to be asking people for help bringing Lorelei back from Evenandra lest she never leave and come back to Maplewood. It's adorable to see young love.

We at SIP are very happy to be a part of this couple's life and to watch their love continue to grow.

Craftsman's Guild Working to Improve Maplewood

The Craftsman's Guild, recently founded by X'Nor, has been hard at work contributing to the community and helping make Maplewood a better place.

"It's been really nice being part of the Guild" Local jeweler Thaddeus Roth stated to this publication. "I've actually made quite a few wedding rings and have been able to offer them at a discount to locals because of the connections to metals the guild provides."

The Craftsman's Guild has been working on things around the town to improve quality of life. The most recent addition was a notice board hanging in the bazaar for people to post announcements, requests, and the like on. It has seen quite some traction.

"It's nice to just have a place to put up a note; I shared recently that I saw some waspoids by my farm. Adventurers see it almost right away and then come right down and clear them out." Kim, well-known for providing honey from her beehives, nodded enthusiastically. "I hope that they keep doing all that they're doing."

The guild most recently is rumored to be working on signs for the town to mark common paths, as well as a new sign for the Spinning Jenny. Any looking to assist with the Craftsman's Guild should send a message via Crimson Courier to X'Nor who, despite recent rumors, was actually *not* in a relationship with Enzo; they were actually just sharing insurance benefits.

Dearest Reader,

This past month with the warmer weather has brought out several new behaviors in the people of interest. For example, the frequently mentioned L was seen putting on a dance number for

the trees, complete with musical accompaniment and backup dancers L and N! It was such a sight even the sun couldn't stay hidden from view.

Also likely due to the warmer weather, we recently had an influx of animals wandering through after breaking out of their pastures. Thankfully S was around to herd the sheep up, keep them safe, and leave them in the care of their shepherd. Despite rumors, there was NOTHING uncouth happening between S and those sheep. He won't even do anything uncouth with L.

G however would like it to be known that D of House Van'Ironsbane will absolutely be fucking the sheep, on sight. This writer feels that that may be a threat and that war has been declared on sheep.

D was seen befriending W, despite W's previous fear of D. D, oddly, was seen out during the daytime as it appears his insomnia took a turn this past solstice. It's rather different to see him out in the daylight, and this writer noted that he is not wearing true black but actually a very dark shade of gray.

M was seen accompanying P back to Civen earlier this month, and they both came back looking very content. Is there actually something going on between the two that P isn't sharing? Is she perhaps tired of constantly saying her and T aren't together, or is there trouble in Civen that this writer doesn't know about?

There were a lot of new faces in town this month, and A was seen helping them off to a great start. We like to see people teaching those of lesser skill how to protect themselves and the town. We will surely need it for the madness that is guaranteed to be coming.

Speaking of madness, have you *seen* those Veilwalkers? Hopefully you haven't, as they were almost too much for the most experienced adventurers to take down. They are terrifying, but their aesthetic! So shimmery...

In more spring news, Maplewood's favorite Druidic Drake L had a chipmunk living in his shrine. If anyone sees them, give the little forest critter a peanut for us! Also give L your sympathies for his recent breakup with E and X, and subsequent illness that he obtained.

Z was heard counseling two young couples arguing over another individual they each wanted to add to their relationship, for quite some time from what it appears. Hopefully the groups have come out the other side with a clearer view of their future, and for Septs sake will someone get this faekin a medal?

T was seen reminiscing about Fionn A'ilean with a newcomer to town, and also giving some heartwarming counseling to someone walking a difficult path. It's always wonderful to see those more fortunate lend a helping hand to others.

M, while new to these writers, is apparently back in town. He was heard swearing up a storm, although it's to be debated if it was more or less than when P saw him and realized she didn't know him. We haven't been here long enough to know everyone yet, darling... we are just getting started.

Yours truly,

Madam Mapleleaf

Citizens of Maplewood,

Once again our town has been blighted with disasters. A Veilwalker has stricken the town with its presence and has infected adventurers who will ultimately turn and attack us and do the same to US. These adventurers are still in our town and pose a threat.

And what of the ELDERS? They continue to let this threat loom and do NOTHING to protect us. Are we just at the mercy of our own demise? Something must be done!

-Submitted Anonymously

*Baked Goods
by Kyth
Offered in the Bazaar*



*Get a Tasty Treat to
go With Your
Morning Brew!*



The sheep are revealing themselves now. Everyone is rushing to buy Blightfyre from the Vargainen Archivists, giving them all their magic items. Why do need Blightfyre? To stop the veilwalkers of course. And where did the Veilwalkers come from? Vargainen! Isn't that convenient? Never mind that they were out trading away this so called "cure" before there was even a Veilwalker in town! They manufactured this to get our magic items and then sold us the so- called "cure". And *now* they're saying it doesn't even cure it, just maybe slows the infection rate. And you're supposed to drink

Battle Tidings With Emeric Barnes

it? It's a **poison** people! It **kills** things! **WE DON'T KNOW WHATS IN IT AND THEY WON'T TELL US.**

That's why I start every day with a bottle of Barnes' Apothecary Colloidal Silver Kombucha. Cures diseases, prevents plagues and fend's of over 60% of hexes. Plus it prevents lycanthropy while providing the energy I need to get through the day. In refreshing original, lemon ginger, and loganberry flavors.

[Editors note: SIP does not endorse the viewpoints of Battle Tidings or any products advertised therein, however Emeric is finally paying for ad space so we'll allow it.]

During a rowdy night at the inn, Pitohui and Dulzun Van'Ironsbane were seen shunning the festivities and

van'Ironsbane's Social Skills Show Rust

looking rather annoyed at everyone else enjoying themselves. While they were partaking excessively in the inn's fine selection of beverages, one particularly inebriated patron made a laughing comment "Have you ever just wanted to stab stupid people?" and they became quite hostile to the young woman. "Do you want to stab me? Is that what you said?" Dulzun commented to the now confused patron before storming out in a rage. Seemingly, they believed that they were the ones being referenced. If the shoe fits...

It's unclear why they were so irate and why they chose to take it out on that particular woman; some say it was because they just had a bad day, others say it is because the woman in question was faekin. Reasoning aside, they have recently taken a band of Dellin elves under their wings and it is unfortunate that they set such a bad example for how people should behave in Maplewood. The elves were seen later that night helping a little girl who was being kidnapped by some cultists. Hopefully, they will continue to show the two brothers how people should treat others and not pick up Van'Ironsbane's seemingly uncouth behavior.



Path Walkers: at your service.

A new local organization, called The Path Walkers, have begun making a name for themselves!

When asked what they stand for, one replied:

"We are here to help guide and counsel those of good intent on their paths in life, be they physical or metaphorical, until they discover their natural place in life and, or after, death."

Recently this has included counseling ghosts, helping people with relationship matters, and helping lost travelers find their way through the local woods.

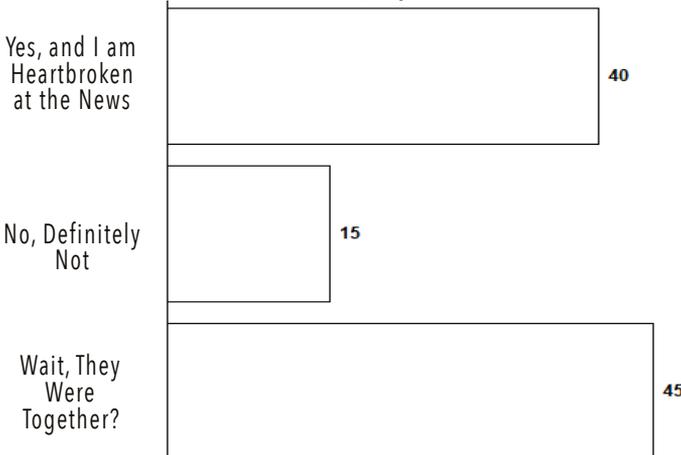
"Depending on which Path Walker you talk to, you will find different levels of help that can be provided. More experienced Path Walkers might be able to assist with the most aid, while a newer Path Walker might seek help, or handle less-complicated matters."

Don't expect them to fight for you though- their goals lie in shedding the least amount of blood possible.

If you are in need of counsel, aid, or guidance, seek them out!

You'll know them by the spiral they wear and their introduction to you.

POLL: Were you Surprised to Learn of Enzo and X'Nor's Breakup?



Calling all faithful of the Sept

*The Lightsworn Temple of Maplewood will be opening its grounds to all those seeking to aid
in the search for the Hallowed Chantry.*

*All who wish to lend their voice in prayer, the Temple will be open
Friday evening and all of Saturday.*

*To those with training in ritual practices or the divine favor of the Sept,
join us in lending the Gods our strength through ritual.*

-Arcturus, of Maplewood's Lightsworn Temple



*DO YOU LIKE EVEN DISTRIBUTION OF COIN
AMONGST ALL ADVENTURERS?*

*DO YOU WANT FOREHEAD KISSES FROM
YOUR PARTY MEMBERS?*



*WOULD YOU LIKE LESS ROAMING
MONSTER ATTACKS?*

*EVER WISH THE TEMPLE SMELLED LESS
BAD?*

Vote Gharr for Mayor of Maplewood