

Glory to Fujian: Into the Fold

By: Karoshi Sado

It is with joy and gladness that I bear the following decree from the Imperial Court of Fujian. "Henceforth, the area formerly known as the Occupied Sarov Region of Krushkov shall no longer be considered an occupied territory. It shall be considered in all legal respects to be home soil and a contiguous part of the Empire of Fujian."

The full decree clarifies many structural and legal adjustments which constitute this full unification. The most important for common inhabitants are the following:

-The area is now legally to be known as the Sarov Region of Fujian. See that all documentation is updated accordingly.

-Import and export tariffs will be equalized with the rest of the Empire. Trade from the Sarov Region to other areas of the Empire will no longer be taxed as foreign trade.

-Restrictions for entry and exit via overland travel shall be brought in line with the rest of the Empire in the coming months. Allot additional time at border crossings as new regulations take effect.

-All those born in the Sarov Region of Fujian are born with full Fujianese citizenship. All those under the age of 18 shall be granted citizenship automatically if a parent or guardian applies.

-All residents of the Sarov Region of Fujian are invited to apply for full citizenship requiring only A) a written recommendation of a Fujianese citizen who has held such rights for at least two years, or B) the written or verbal recommendation of a local Fujianese

official of magistrate rank or above. Contact your local representatives of The Way to apply.

This is glorious news and a step toward peace and equality within the Empire. I would like to formally welcome those in the Sarov Region of Fujian into the honorable family of the Empire of Fujian.

Glory to the Ivory Dragon! May the Fujianese Empire stand ten thousand years!

Our Newest Foe

By: Quillian Mier

The appearance of "Lady Kireyev" will not be news to any of you, such has been her impact so far. In the interest of both caution and clarity I hope to say what we know of her, though it is admittedly not much.

Since the deal with the Kireyev (tribute in Gifts in exchange for peace) was broken, their numbers have been primarily preoccupied with one pursuit. Blooded or vampires would capture individual Gifted, kill them, then one would perform an arcane ritual over the corpse before it faded. Investigations revealed that the ritual in question was one initially developed for storing the power of korba, temporarily, into an item of value. This simple ritual was developed for battlefield ritualists to carry their supply without the risk of it being taken by the enemy should they fail. It has never seen wide use as the effects only last a few hours before the stored power dissipates and is lost. How this ritual was forced to interact with corpses is a matter of speculation that I will leave to those with more than my cursory arcane training.

What was clear from this discovery and from the Kireyev movements was that they were ferrying this power somewhere. Some



thought that it was being instilled into the glowing cube carried by Alyosha. While I am now fairly certain that that cube is used in this process, it has been revealed to be a dwarfed version of this energy's final destination.

When last we gathered, Solaron whisked my initiates away as spirits in a most uncharacteristic fashion. They found themselves in a dark hall standing before a glowing cube that reached to the ceilings above. No sooner had they gained their bearings than they were intruded upon by Alyosha. Seemingly unaware of their presence he knelt, presented his own blowing box, and gave its power in offering to its monstrous duplicate in a manner that suggested these actions have been often repeated. To the initiate's surprise, and evidently to the vampire's as well, the front of this giant empowered structure was ripped away from the inside and out stepped Lady Kireyev.

We can only speculate as to the reason Lady Kireyev was in such a device. Was it a prison? A place of rest? A means of gathering power? Was it by choice or necessity? Has she chosen now to come forth or was some invisible threshold reached? None of these questions are answered. What we do know is that she wields the loyalty of the Kireyev and considerable power in her own right. A small Fujianese contingent that met her on the road to her assault on the Shrine of Bellinger reported that, "just being close to her made it so cold we couldn't move. It was like all our blood was standing still."

Lady Kireyev has not led another attack on the town since that night. The reason is unclear, but if she is anything like her progeny we can assume there is some greater plan in the works.

Forwards and Onwards

I am warmed to see things settling back to normal (for us!) after the Sleeping Sickness. A special thank you to Gideon DeLacroix and Noah Galloway for their assistance, once again, for helping with an excavation project. To all that have assisted in our efforts forward on this project I am grateful as we move forward, our progress back on track once again.

This gathering during Highsun will see the High Holy Day of Faya and Elya. As always, I expect us to help our fellow townsfolk out with whatever endeavors we will face. Stand together and stand strong and we can accomplish anything.

Please be mindful of the increased blooded attacks that have been ongoing since our return. These "feral" blooded have been encountered at an alarming rate, and have been getting more bold. If you travel, travel in groups, and keep your guard up.

With Brashtemere's joy, Ser Gloria

On the Delves

Hello dearest adventures, I am so very happy to see y'all have returned from your long slumber and back at it fighting the good fight against those creatures of the night. I have been working with a crew from Deepholm called The Reforging. Now as of last gather we have been making headway in the Delves, but did run into some resists on our adventure. I do hope that we will be able to call upon those of the town to come with us again as we head further into the next chamber in the Delves. With that being said some of the members of The Reforging have been getting into some...lets say heated conversations with our gracious hosts The Way. As I am just an explorer here to discover and document new things I hope these border disputes can be resolved with diplomacy and not turn into something more. Well I hope that some of you will come out and help us dwarves continue this quest into the unknown of the Delves. Thanks in advance.

-Zebb



Samurai Named Local Hero

Celebrations were held in Sarov last week when Nobuyuki Ryota, samurai in the service of His Imperial Majesty, completed their investigation into a cell of a seditious and dangerous collective known as "The Voice of the People."

Led by Annika Artyanova, the Voice of the People has been publishing anti-Imperial sentiments since the beginning of the occupation, and while their presence was tolerated before the peace treaties were signed and codified, they were seen as a menace and threat in our new era of peaceful coexistence.

Nobuyuki's efforts discovered the location of the organization's printing presses, as well as uncovered the names of many of those who were providing the misinformation they were disseminating. The dissidents were tried in the Imperial Court of Sarov, found guilty, and executed for their crimes, and their equipment seized in the Emperor's name.

Nobuyuki will be awarded the honor of Butterfly Class in the Order of Sacred Crown in recognition of his contributions to the Empire.

Goblin Abominations on the Rise

The heros' return to Raszkaz rekindled hope in the precious few of us who remained, but it also saw the return of another threat: the mutated goblins.

Three years ago, adventurers and villagers alike began encountering strange mutated goblins and ogres in the forest around town, most in the vicinity of pools of corruption. These creatures were clearly the work of Zahar, but to what end, we do not know. For the past two years, sightings of these creatures have waned, but they are now on the rise once more. Reports indicate that no two monsters have been the same, though there are consistencies in their chaotic forms. Goblins and ogres, fused into one or more forms which could not be produced by nature. The most horrific abomination I observed was the trench coat of three goblins. Not three goblins in a trench coat: a trench coat made of the living and speaking amalgamated flesh of three goblins, being worn by an ogre. The two legged and eight armed monstrosity carved a path of destruction through five local farms before it was eventually dispatched.

Upon reaching out to the local representatives of the Church of Solaron, I was informed that they have been working diligently to clean up the corruption pools. I wasn't able to learn anything about the origin of these abominations, what force may be creating them, nor what the plan was to stop them.

If you see or hear goblins in the woods, steer clear. They cannot be satiated with shinies or trinkets. What they want is far more nefarious, and who knows what you'll look like after they get ahold of you.

Tick tock,
tick tock,
time is
almost up!

