

HER MAJESTY'S IRON NEW DISEASE JUBILEE TO BE HONORED IN IRON CITY SPREADS HORROR

In celebration of the anniversary of Her Majesty Queen Lira VII's ascension to the throne of the united empire of Liria, a series of entertainments and festivities have been scheduled for the sixth day. Competitions of philanthropy and civilized dances are expected, in addition to speeches by honored individuals. A representative of the Crown has also announced that Her Majesty Queen Lira VII will be delivering a speech herself, addressing the subjects of her empire. The speech is to be dispersed to every corner of Liria's demesne by all means necessary. Given Iron City's remote locale, this will most likely necessitate a gramophone recording, or a simple transcript.

WAR WITH JHANDIHAR FEARED, DISPOSITION OF FNK UNCLEAR

A marked increase in tensions between the nations of Liria, Jhandihar and the Fellahin Nation of Khenti has led a number of experts to express concern that open hostilities may break out between the great powers of Talus. While the relationship between the northern Jhandihar and Liria has certainly reached a nadir, representatives of the FNK have thus far refrained from openly siding with any side.

LIRIAN LARGESSE SUCCORS ACRIAN POPULACE

The outpouring of aid from the Lirian governmental authorities into the Acrian territories has dramatically reduced the devastation of its people. The newly instated Acrian parliament issued an official statement of gratitude towards the Crown and the Lirian people, noting that the harsh winters would have compounded suffering brought on by last year's invasion by the Venkess hordes.

A previously unknown contagion has come to the attention of medical authorities near Iron City. Dubbed "Crimson Death" or "Bloody Eye," the illness is marked by extraordinarily high fever, progressive organ failure and, most disconcertingly, unnatural hemorrhaging from the eyes of the victims. The vector of infection is currently unknown. The provenance of the disease has not been determined, though some have speculated a connection to the New World.

MAIL DELIVERY COMES TO IRON CITY

Thanks to a generous donation from the Knickerbocker Mills Company, distributor of teas and spices, Iron City will soon have access to the Lirian mail relay system. Letters will be retrieved at regular intervals, to be determined. Confirmation of delivery is currently not available to some of the more remote elements of the Ogwehoweh territories, due to the limits of train access. As such private couriers may still be needed to send missives to such locations.

DEVELOPMENTAL AUTHORITY LENDS TO GROWTH OF IRON CITY

As a result of the growing residential populous, the Lirian Territorial Development Authority has granted funds and resources to aid in the expansion of Iron City. The grant has been used to affect repair and replacement of the Cog & Sprocket, after substantial damage threatened to collapse the previous tavern structure over the winter. The funds were also applied towards the con-

struction of a number of residential and commercial buildings for community use. Applications to rent were still being accepted at the time of publication.

ARGOS NEVILLE, ARTISTIC VISIONARY, DIES AT 55 YEARS

The legendary painter Argos Neville passed away in recent months. A foremost luminary in the "Visionary" movement, Neville's paintings captivated audiences with his fantastic depictions of amalgamations of man and machine. He was often considered a peer and vanguard of the growing body of Visionary inventors who have contributed so much to the advance of technology in the past decade.

MYSTERY CONTINUES TO SURROUND TALE OF THE HAWK'S QUARRY

Following the tragic forced landing of the Hawk's Quarry last Fall, crew members and recovery teams have found themselves frustrated in their investigation into the incident. The section of the fuselage containing its engine has remained missing since the crash. Confidential sources have revealed that the vessel's engine may have been an advanced experimental model, making its recovery of the utmost concern.

A FAIR TO MARK THE PROGRESS OF SOCIETY AND TECHNOLOGY

A decree by Liria's Parliament has created a commission to organize a World Fair. An exhibition of scientific marvels and conference of leading minds from across the Lirian Empire, the Fair is "to be an open forum for the public to bear witness to the advances of Civilization on the continent." Traveling exhibitions are also scheduled to commence touring the remote parts of the Lirian demesne in the late Spring and Summer.

On the Properties of the Dendra Blossom

A scientific digest,
by Dr. Panacea Gordon



The Ginkgoaceae aspera, commonly known as dendra blossom, is a deciduous, broadleaf perennial native to temperate forests. Easily transplantable, it requires little cultivation beyond access to direct sunlight and frequent watering. This had led to its adoption as a nearly ubiquitous medicinal crop amongst the peoples of Talus.

Famous for its ability to concentrate the mind and boost awareness, it has become favored by physicians, academics and battlefield commanders who rely on mental readiness and acuity. Unlike brews made from coffee beans or recreational teas, a dendra tisane supplies positive effects quickly through rapid absorption into the bloodstream and causes no known ill after-effects. Through heating and evaporation, the tisane may be concentrated into a tonic, which may be stored indefinitely and does not require further processing before consumption. Further research is currently being conducted on improving the efficiency of dendra products through innovative scientific methods and the addition of other beneficial herbs, such as Nelumbo lutea, commonly called the steam lily. Of note, it has also been hypothesized that the cross-pollination between Ginkgoaceae aspera breeds found wild in the Ogwehoweh territories and from the farms of Liria may produce a hybrid of stronger medicinal properties.

Exchange Rates

All prices in Queen's Oz.

Alder (LA)	0.310
Emir (JE)	1.007
Emperor (XE)	0.043
Kaiser (DK)	0.098

Life Across the Continent, Part III: Dolvann

By Khalid Imad Abdul-
Alim Sharif,
Foreign Correspondent

Located in the northeastern periphery of Talus, the Dolvanni isles represent centuries of cultural evolution, encompassing the dawn, zenith and dusk of a civilization that once conquered the known world. It is rare to meet a Dolvanni citizen who does not well with pride at the thought of the grandeur that was achieved by their people. Even so, they are as honest and graceful a people as you are likely to meet anywhere.

Daily life in the Dolvanni isles is as varied as the Halls of Jhandihari City. Every citizen knows their place within the hierarchy of their culture, each with its own rights and responsibilities. Every Dolvanni citizen takes great pride in the role they play within their society. Although similar to the cultural pride expressed by the Xingsol, there are some fundamental differences between the two. While the Xingsol take pride for the community as a whole, they Dolvanni understand that once a Citizen has graduated from his or her military service, their society exists to reward the contributions of the individual. As such, it is possible for the lowliest of soldiers to rise as far as to become a Senator, provided they contribute enough to be recognized by their peers. This form of promotion can result in much competition between citizens in the same tier, which can lead to unfortunate rivalries between individuals or factions. However, this form of competition is considered healthy amongst the Dolvanni, as it constantly tests their resolve in all things.

To a visitor, the Dolvanni isles may seem opulent, even decadent. There are fantastic palisades with gardens that grow down towards the streets. Many a performance troupe and

leisure dens line the streets of the major cities. In fact, it was the Dolvanni who created the idea of traveling entertainment troupes, which they called Circuses.

This may seem prideful to the outside observer. However, it is not a display of excess as you may think, but rather a celebration of prosperity from a culture that very well understands the sacrifices needed to maintain it. The modern Dolvanni state funds the livelihood of its citizens by selling the services of the younger generation as mercenaries on the continent. It is widely recognized that Dolvanni are the most disciplined and fiercest mercenary fighters in Talus, and for this they are able to command a substantial sum for their soldiers. In other words, knowing how much they've labored and lost over the centuries, Dolvanni know to enjoy what they have while they have it, as a testament to their proud legacy. In short, the Dolvanni do not celebrate their own personal wealth with these displays, but rather the success of their way of life. It is a subtle difference that would do you well to recognize, for Dolvanni have little more than to imply that their wealth, rank or success was earned.

When visiting the Dolvanni Islands, it would do you well to bring lots of currency, as it can be an expensive place to visit. A day of feasts, performers, baths and visits to arboretums could easily cost you 50+ Emirs a day, which is

**Dawkins & Emberwell,
Partners Limited in Finance and Brokerage**
In honor of Her Majesty's jubilee, activity on the stock and bond markets has been suspended. For the latest prices and off-board trade, contact a D&E licensed broker.

the equivalent of 60 Qoz. Double this price if you wish to enjoy the high-end luxuries, such as exotic animal preserves, sculpted hanging gardens or the great halls of art. Do not let these numbers intimidate you, for it is possible to enjoy Dolvann on much less. The currency of the Dolvanni is the Kaiser, named for the ancient emperors that reigned over the continent. It is the oldest currency in circulation, and the exchange rates are quite favorable to foreigners. For example, you can purchase an entire basket of fruit, cheese and pastries for the equal of an Emir, and the local Circuses are subsidized by the government.

As I mentioned before, Dolvanni typically take great pride in their heritage and purpose. If you want to earn the good graces of a Dolvanni citizen, inquire about the rigors that they and their ancestors endured in order to achieve their current status. They will regale you with tales of great battles, grand works of architecture and a long list of predecessors who each provided for the latter, leading to the contributions of your companion to the already long list.

Of all the spectacles I witnessed while in Dolvanni, none was more spectacular than the Hall of

the Immortals. With a roof that easily measures two hundred by five hundred paces; the Hall is easily over eighty paces high. Completely open-aired, the roof is held up by massive marble columns too large even for five men to embrace holding hands. Throughout the open area rest massive tablets, each at least three men tall, inscribed with the names of every great hero of the Dolvanni people. Those of particular prominence have statues of themselves erected throughout the labyrinth of tablets. Of particular note were three statues at the far end of the Hall. Each statue was as tall as the hall itself and appeared to be carved out of massive slabs of marble. These titans kept watch over the names of the heroes of old in this captivating display. None of these statues were named, which pressed me to inquire into their identities. Now, imagine you saw a man who had caterpillars crawling out of their ears while he drooled honey. The way they looked at me as I inquired was very similar to that. I later learned that they were the founders of the Dolvanni Empire, which I should have already known. I chalked that gaffe to experience and enjoyed the rest of my day.



THE MOST RECENTLY DISCOVERED WILD BEAST.

This edition sponsored in part by:
THE IRON CITY SOCIETY FOR PROMOTION OF CLEANLINESS AMONGST THE OGWE
THE KNICKERBOCKER MILLS CO, PURVEYOR'S OF FINE TEAS AND SPICES
THE IRON CITY ASSOCIATION FOR THE DIFFUSION OF USEFUL INFORMATION