

The Refuge Gambit –Springtide 1st to Autumntide 1st, Year 256 NE

News Articles – Newspaper Collection Icon Descriptions

Clockday, the 1st of Springtide, 256 NE

Devastation in Delton!

On the very day of first day of Springtide, reportedly right at the strike of noon, the Mighty Colossus torn free of its foundation and began a slow, unstoppable trek towards the Spire. The City-State of Delton's Paradigm destroyed the central forges and the resulting fires have spread across the city.

Weatherday, the 3rd of Springtide, 256 NE

The Nexus Council Acts

Our fellow Heartlander citizens fleeing the ruins of Delton now know they are not alone! Last night the Nexus Council voted unanimously to open the gates of our Central City to refugees fleeing from the destruction. The first wave of Deltons are expected within the week, and the city government is in full swing to prepare for the immense influx of humanity.

Spireday, the 7th of Springtide, 256 NE

Two Birds, One Stone

Using the cover of the increasing refugee population's growth, the City Council decreed a policy of 'eminent domain' forcing the compulsory relocation of the Goblin population from their 'Warren' dwellings on the edge of the city. This land grab has forced Dwarf and Goblin alike to make do with the parcels assigned them in the city's "Refuge Relocation Referendum". The vote was unanimous.

Ribbonday, the 8th of Springcrest, 256 NE

Local Guards Overwhelmed

The influx of refugees increases daily. During the first month the actual number of expected displaced Deltons tripled exceeding all expectations and preparations. Sergeant Tywne, a member of the regional Nexan Gaurd was quoted as stating, "We cannot contain this flood of humanity, and all the other races too. The politicians were just counting on humans but the entire City-State seems to have moved here." Refugees and citizens alike have praised Tywne's leadership during this difficult time.

Lastday, the 18th of Springcrest, 256 NE

Dwarven Woes Increase

Displaced by the need for all refugees, the contingent of servitor dwarves that still patrolled and maintained the abandoned mines and tunnels on the base of the city have found themselves thrown out of the only home they have ever known. Both Goblin and Dwarf populations have filed protests on their treatment that have gone unanswered, or even acknowledged as ligament buy the Nexus Council.

Tombsday, the 11th of Springwane, 256 NE

Refugee Camp Expands

Now officially called the Refuge, the large makeshift neighbor hood has overtaken the previously abandoned Sunken Lode Company mining zone, the old Bunker Halls facility, and even the underdeveloped sewage structures . Since regular residential development was long ago ruled out within these city limits, one only can wonder what the increased activity will stir up from the tunnels below.

Thornday, the 4th of Summertide, 256 NE

Clockroach Infestation

The increased population is blamed for the agitation of a clockroach hive within the lower Bunker Halls. Citizens fled during the night from the outpouring infestation, abandoning their belongings. The local guard was able to drive the roaches back into the hall, but not until they overran the camp, stripping it bare. Unfortunately, many scientists have theorized that the captured raw materials are what other roaches are made from, although no one can say for sure.

Highday, the 5th of Summercrest, 256 NE

Riots Averted!

As if the sharp increase of population and restricted resources were not challenge enough, a local cartel calling themselves the Corsairs have been taking to raiding supply depots in the Refuge. Locals nearly rioted with the news of the most recent raids. "They even took all the mead!", proclaimed the proprietor of Vander's Tavern. "We just opened our doors! This is going to kill business!" The local Nexus Guard admirably handled the situation, but the real credit seems to have been given to a large but well spoken Orc gentlemen calling for calm and the sharing of resources.

Matterday, the 15th of Springcrest, 256 NE

Stogmari Motivations Questioned

Refugees from the Delton tragedy are not the only citizens who have had to find temporary lodgings in the Refuge. Riven, Copperblood, and even Church officials have had to squeeze in with everyone else. But one contingent has gone mostly unnoticed is the small group of citizens of the Empire of Stogmar, and their supposed Stoigmari Cultural Exchange program for charity. Do we all forget their recent, aggressive expansions of their government? What are they really doing here?

Clockday, the 1st of Autumntide, 256 NE

Nexas Transit Authority to expand Railhauler Service

Months of hurried construction paid off as a number of new railhauler lines were opened by the Heartland Transit Authority. Critics of the newer, more direct routes through wild and dangerous areas put both passenger and employee in danger. The HTA offices dismiss such claims, "The alarmist speculation of possible attacks that are provoked by the railhauler's rumbling upon the disc are complete disinformation and slander spread by our competitors in the airship industry. Statistically, the Railhauler is still the safest way to travel!"

Harbor Weekly: Current Year 255 - 256 NE

News Articles – Newspaper Collection Icon Descriptions

Clockday, the 1st of Autumntide, 255 NE

Harbor Traffic Up for Autumn Festival

The popularity of our city's Autumn Festival has stretched all our local transportation hubs to the limit as citizens from the surrounding City-States and Nations arrive by railhauler, sea, and air. With the festivities just beginning, Nexus's local businesses are prospering greatly from the early traffic. Local proprietors down on the docks report record attendance and even expressed concern of their ability to keep up with all the business. And these reports were given with smiles on their faces.

Thornday, the 22nd of Wintertide, 255 NE

Meluan's Ghost Sighting

As has become an unexpected tradition, every year during the Winter Festival citizens of Nexus again and again report sighting the spirit of Meluan throughout the city. Whether you believe or not, one must recognize and honor the influence of our neighborhood's namesake. No matter if she is a troubled spirit roaming the streets looking for Mechanism only knows what, or is some enthusiastic believer portraying her, Meluan is part of the city of Nexus and our history.

Weatherday, the 3rd of Winterwane, 255 NE

Sirens Dive Robbed

In a completely despicable act, the Siren's Dive tavern was robbed at musket point last night. Packed in tight against the winter's chill, the bar was filled with patrons and employees. All were stripped of their belongings by three unknown assailants. Local Nexan Guard was taken by surprise of the audacity of the action and the proprietor of the Dive has offered a reward for any leads to aid in the criminals capture.

Highday, the 5th of Springtide, 256 NE

Urbis Antiquitus Neighborhood Closed

The one time rural abode of choice has fallen on very hard times these past years. In the past months, seemingly endless infestations of chemspiders chased out the last residents and opened the neighborhood to the occupation by less than reputable individuals. Reports vary, but most say that actual gangs of Mechanthropy infected people are wandering throughout the abandoned villas.

Matterday, the 15th of Springtide, 256 NE

Commercial Sky Traffic Suspended

Due to the horrible disaster in Delton, all airships have been tasked to help with the evacuation of the population from the Colossus's relentless trek across our island's countryside towards the Spire. Our fellow Heartlanders are in desperate need and our praises go out every citizen who has stepped up to help in the evacuation.

Tombsday, 2nd of Summercrest, 256 NE

Briarblight Strikes. Borders Closed.

All travelers were turned away from Nexan borders yesterday when the Ostenian Church confirmed their Diagnosticians contained a briarblight outbreak in the village of Vitten. While the outbreak is reportedly under control, local Nexan authorities refuse to allow travelers in without first passing health inspection. Heartland Transit Authority advises citizens to adjust travel needs accordingly until further notice.

Spireday, 27h of Summercrest, 256 NE

Air Pirates over the Arterial Ocean

Roving raiders over the Kingdom of Ostenian's territorial waters continue to plague the Monarchy's fragile reputation for authority. Airship Captian Rebor of the commercial transport 'Ofelian' narrowly escaped a recent encounter, but not unscathed. "We are innocent, traveling musicians! And they opened fire on us! What is the Mechanism coming too?" The Ostenian Air Authority declined comment.

Clockday, Autumn Festival, 256 NE

Harbor Archives opened for Study

Given the real danger of possible flooding from the sea, and due to petitions from a number of organizations within the city, these ancient catacombs have been opened to the public. Long sealed off, these archives hold documents of public records and business transactions that date back hundreds of years all the way up until its closure in 239 NE. All applications for admission must include a treatise proposal for access and a signed waiver of responsibility form. Please address all inquires and list of next of kin to Arken Trent, Arcanist Specialist's Office, Nexus Central University.

Lastday, 9th of Autumtide, 256 NE

Corsair Airship Crashes

In a spectacular twilight show of pyrotechnics, a large airship flying the flag of Yusana Air Corsairs staggered into Nexan air space and crash landed a few miles up shore in the wilds. A large contingent of the crew escaped the crash and made their way towards the city, and were even seen entering into the outskirts of the abandoned city limits. Unfortunately, reports have recently put their gang within striking distance of the Refuge.

Ribbonday, 7th of Autumntide, 256 NE

Bridge Planned to Connect Avenoss and Nexus Scrapped

The Aven Parliament have stopped the construction of the ground-breaking new bridge to link Avenoss with Arterial Island. The bridge would have allowed the Avens direct access to the Heartlands and would have potentially given them a stronger foothold in Heartland politics. But with activation of the Colossus and the complete destruction of the city of Delton, the project had been put on hold indefinitely.

Garden Times: Current Year 255 - 256 NE

News Articles – Newspaper Collection Icon Descriptions

Thornday, the 4th of Wintertide, 255 NE

GardenWorks Reflection

"Lasting Monument" is a common phrase used by residents to describe distinctive parts of our City-State, and the creators of the Gardenworks community certainly had this mantle in mind when constructing the immense infrastructure to support both the elaborate parks and decadent neighborhoods. The original concept was an unquestionably amazing feat of engineering and exterior design that hosted some of the best moments of recent history in Nexus. Unfortunately due to economic and scientific failings of the past decade, the entire area has become a wasteland.

Highday, the 14th of Wintertide, 255 NE

Decline of Beauty

Just a few years ago the last residents of Briarwood Court moved out of their dilapidated house for a slum near Gallows Cross. All the glorious agrarian walk paths and rural house plots are derelict, overgrown wastelands. Most of the outer mechanisms throughout the neighborhood have turned into a jumble of gears and have already rusted shut. But what is growing in this once amazing verdant wonderland? Whatever they are, they are completely vicious and deadly creatures.

Ribbonday, the 8th of Wintercrest, 255 NE

Residents flee as Miasmatic Mists spread

The deep green mists that feed and maintain the lush vegetation of the Gardenworks began spewing out of the undergrown vents in large clouds last night. Huge plumes erupted throughout the district making the very air nearly unbreathable, at least for humans. Many of the residents who fled in the night have vowed not to return. An investigation into the cause of the expelled excess mists will likely not occur for some time, as there is no longer a regional government to support the community.

Spireday, the 26th of Wintercrest, 255 NE

Businesses struggle to survive

The recent mass exodus of the majority of Gardenworks residential community, the increase in unchecked vegetation growth, and unconfirmed reports of increased Trow infestations has forced many long time businesses to fold. The owners of the long time favorite restaurant The Runcible Spoon closed their doors this past Matterday. Lady Regan Onell was in tears, "We just cannot make a living here. Not when the very land we loved is trying to kill us!...and on a daily basis!" The Spoon hopes to reopen later in the spring in a new location.

Lastday, the 27th of Winterwane, 255 NE

New Year Preparations

Thousands of fireworks have been readied in preparation for the New Year celebrations. Dwarven technicians will be lighting the dazzling sky display promptly at the 8 o'clock hour and lasting approximately two hours. All sky traffic will be restricted around the city. This year's plan includes the new touch of using the Mythspikes as launch points for the lightshow. Neighboring communities have petitioned for and secured promises insisted that extra emergency personnel are in place in the Gardenworks, just in case.

Matterday, the 5th of Springtide, 256 NE

Reamshard Spike! Colossus Rises! Is there a Connection?

The very day the Colossus began its horrid trek into the City-State of Delton, accounts began coming in that the Mythspike in Gardenworks released a huge pulse of energy into the depths of the Mechanism. Known as the Reamshard to the local residents, the reportedly powerful but quick outburst did little damage to the abandoned chapel housing the Mythspike. Leaving no tangible evidence that it even occurred, the 'event' has been written off by Nexan officials as over imaginative overreaction to the very real horror of the Colossus's activation.

Tombsday, the 20th of Springcrest, 256 NE

Heartbeat deep in earth – what is it?

Take a walk in Gardenworks. Avoid the deadly vines that wish to dine on your flesh. Dodge the attention of the wandering Trow hunters in the thickets. Drive off the Mechantropic gang member with your stern gaze. Now, just listen. You hear that? Listen behind the din of the natural noises and the hungry vegetation slithering. That slow, constant thrumming from deep below that rises and falls in a natural rhythm. Is that the heartbeat of the mechanism? Is it some ancient, forgotten machine that maintain the inner workings our overgrown district? Or is it something more sinister?

Clockday, the 10th of Springcrest, 256 NE

Green Death in Gardenworks

The once verdant gem of Nexus has become deathtraps where horrid, unchecked overgrowth has overtaken civilization and allowed the newer 'residents' a refuge of their own. Deep within the once proud streets of the Briarwood Estates now roam horrid and unknown beasts. The once lush and calming walkways deep in the brush are now are home to gangs both human and not. The situation is so bad that the Nexan Guard has sealed the gates of all the mines, burial vaults, and archives within the district, and the few remaining residents feel constantly under seige.

Ribbonday, the 26th of Summercrest, 256 NE

Unreasonable Refuge

The overcrowding of the Refuge has led to some from the camp seek other accommodations within the city. An unfortunate group from the Republic of Avenoss did not believe the stories about the decay and danger within Gardenworks. One family patriarch who lived in Nexus until 239 NE insisted that the authorities we keeping people out of the parks for selfish reasons and brushed aside all reasonable counsel. The same group of three families made their way into what was once known as the Whimsome Way, but now had the more dubious title of the Wraithweed Moor.

Weatherday, the 12th of Summerwane, 256 NE

Renovations Fail. Gardeners Eaten.

In a bold and ultimately futile gesture, a full team of gardeners and a full construction crew entered the expanse of the Toothward Road to begin the proposed reclaiming of the famous long connecting path between Meluan's Gate and Gardenworks. The crew were set upon almost immediately by packs of rustwolves and worse. Those that escaped by using Briarwood Estates Myth Hub ended their work contract that day.

The Beryl Daily: Current Year 255 - 256 NE

News Articles – Newspaper Collection Icon Descriptions

Highday, the 14th of Wintertide, 255 NE

Beryl's Folly: A retrospective, part 1

Beryl Valsgard Excavation began just fifty years ago today. Despite his literal decent into madness, we have a lot to thank the ambitious Aven entrepreneur who came to our city with the spark of an idea that led to a realized dream but finally ended in nightmare. Truly, no one knows what happened to Beryl and his crew since no verifiable word has ever been heard from the expedition for over forty years.

Matterday the 15th of Wintertide, 255 NE

Beryl's Folly: A retrospective, part 2

One of the first and most lucrative discovered artifacts of the Beryl Dig was the platform transport devices, what was became known as the Myth Hubs. This ancient science discovery powered by Myth radiation quickly became the money making source and enabling the continued financing for the Dig. Today, even though the expedition has not been heard from in over forty years the offices of Beryl Expeditions remain open for business.

Spireday, the 16th of Wintertide, 255 NE

Beryl's Folly: A retrospective, part 3

Just how do we know that the expedition is still active? The last credible report from Beryl was over 40 years ago, but raw material and other artifact continue to emerge from the depths as deliveries from dwarf servitors. Beryl Expeditions declined all comment for this series, and when we pressed the simple dwarves that we could confirm as part of the crew working up creatures offer no explanations. "We just work." The mystery remains, and all humans that have accompanied the dwarves back down into the dig have never been heard from again.

Weatherday, the 12th of Springtide, 256 NE

New Trade Deal Struck with Hollow

Talks with officials of the mining City-State of Hollow were finally concluded today. All parties involved seem content with the outcome. The new agreement will have mines and refineries of Hollow commit to providing Avenoss with up to 400,000 tons a month of high quality alloys in exchange for mining rights to sites that lie on Avenian lands. All ore and trade will be trafficked through Nexus.

Ribboday, the 17th of Springtide, 256 NE

Large 'Mysterious Mass' Discovered to be Stoigmari Leviathan

Reports from several hysterical described a large mass that could be nothing but a deep sea creature. After port officials received similar reports, it was deemed necessary to send a patrol to investigate the 'mysterious mass' at the crest of the Arterial Ocean. To the surprise of Harbor officials, and with help of Beryl Expeditions, it was verified that the large dark mass had surfaced and was definitively a Stoigmari Leviathan.

Thornday, the 13th of Springcrest, 256 NE

Technology Watch: Lockean Airship Prototype Crashes

The City State of Locke rolled out a new airship design last week, but the maiden flight of the Spiresword prototype ended in the side of the toothward cliffs on the coast. Spectators reported that the airship is very small, taking only three crew members, but carrying them at great speeds and heights. Lockean Aeronautics refused to comment on the incident, but said that only one of three crew members had escaped alive.

Matterday, the 24th of Springwane, 256 NE

Third Wroughton Mine Collapse

Late last night Wroughton's Mining Conglomerate's third mine collapsed in a horrific cloud of dust, burying some 200 miners under thousands of tons of earth. This came only moments after a full evacuation was sounded. There is currently no evidence to support rumors of brood creatures encountered in the tunnels, though the size and magnitude of the blast that triggered the collapse suggests that it was deliberate. Dwarven mining authorities will launch a full investigation into this tragedy.

Spireday, the 25th of Summertide, 256 NE

Opinion: Beryl Street Stinks

Ah, the smell of sulphur, esters and unregulated alchemical practitioners! Here on Beryl Street, this is just the kind of fragrance that you can expect to be bombarded with. Can you believe that it even covers up the stench of the sewers? But do you know what stinks even more? Corruption. Corruption in the triumvirs offices. How on earth can these unsanctioned and deadly experiments be carried out in residential areas? Just remember, when all hell breaks loose on Beryl Street, you heard it here first.

Highday, the 14th of Summercrest, 256 NE

Low-tar Smoketrees Pass Municipal Guidelines

Central has approved SemiSeeds smoketrees for city plantings as long as a single quarter does not surpass the 15 trees. Earlier regulations banned the stately wild smoketrees altogether, due to their seasonal spore formation which filled the air with noxious purple smoke for days at a time. With SemiSeeds' sterile dwarf variety, city planners and wealthy homeowners can include this stunning, fragrant miniature in their designs without fear of purpleouts or widespread inflammation.

Clockday, the 19th of Summerwane, 256 NE

Three Orcs Die in Drinking Contest

What started as a friendly round of drinks at the Stein Grinder tavern ended in tragedy when a dwarven engineer joined the trio of orc laborers for a shot or two of harder spirits. Witnesses said the dwarf goaded the orcs into consuming far more than they were capable of. However, the dwarf may not have realized the risks involved in sharing near pure alcohol with organic folk. The local magistrate released a statement that there would be charges of manslaughter brought forth, but expectations are that the sentencing will be lenient.