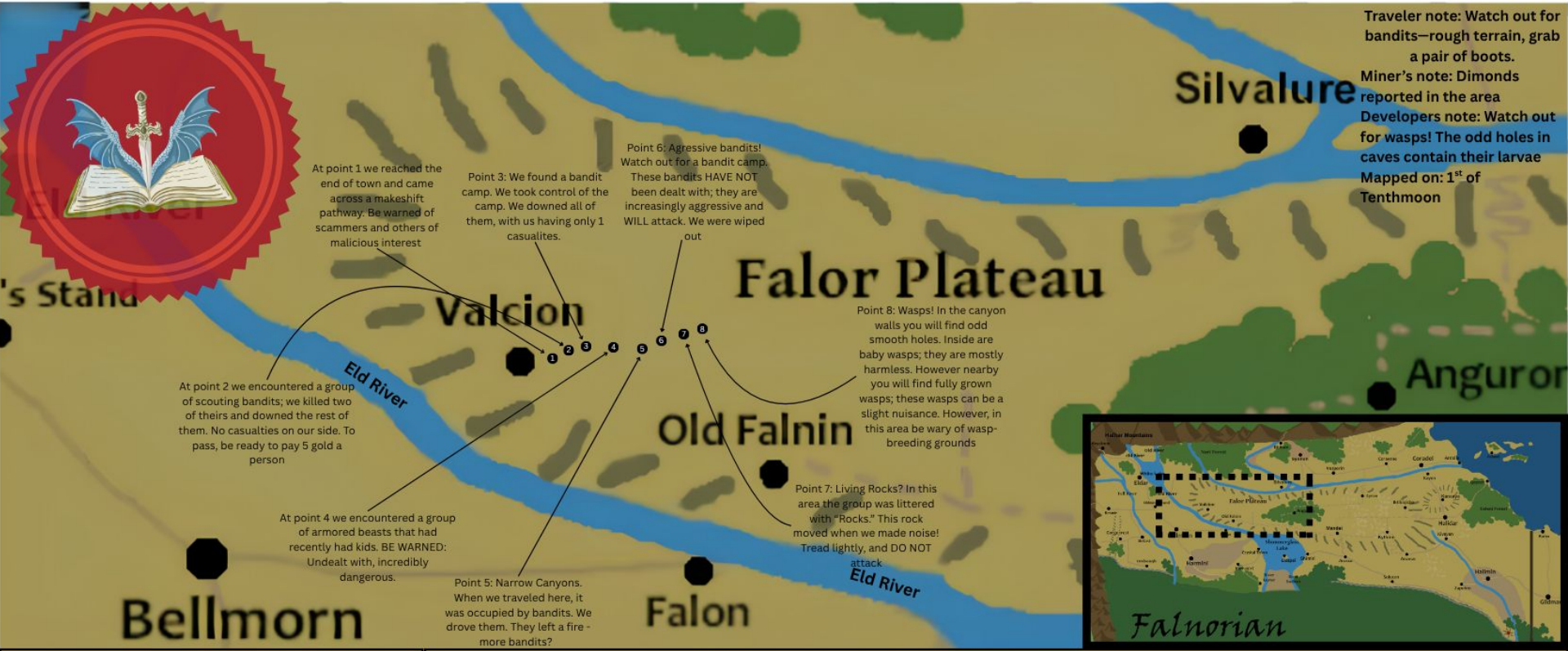


An Adventure's Guide to Valcion: Issue 2

By: The Plateau Press

Heros Kidnapped, Criminals Freed

By: Schnaithmuker

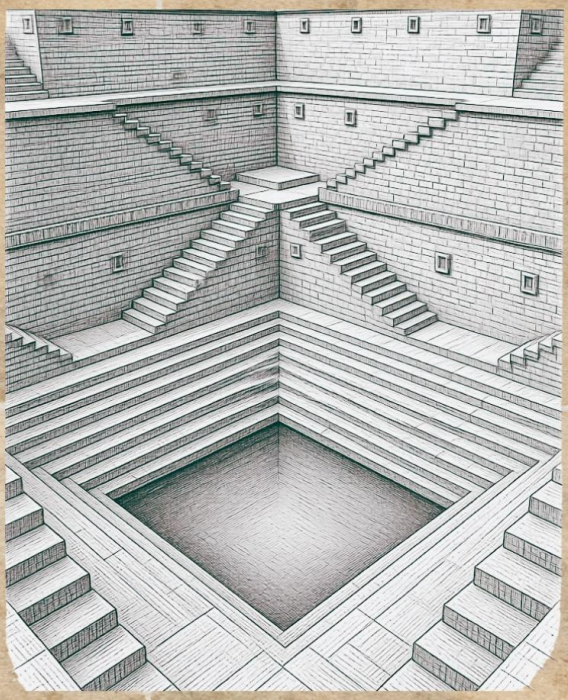
A Commoner's Guide to Valcion: Issue 2

By: The Plateau Press

False Justice

I and my party have dedicated our lives and our time to explore and protect Valcion. We have to make hard decisions and form alliances to prevent unnecessary violence. Sometimes our actions are controversial, but they are necessary for Valcion to flourish. Unfortunately, recently, groups of vigilantes have deemed our actions "slow" and have taken justice upon themselves. We tried to negotiate with them; they refused, and they broke laws and broke the honor code. They killed. The bandits retaliated with more violence. We intervened trying to negotiate a peace deal. The vigilantes broke it, then wild party members negotiated a faulty deal that completely disregarded common logic. We attempted to resolve the faulty deal; the vigilantes didn't listen. Today while we were trying to potentially solve the Valcoin food crisis. While we were traveling outside of town, a group of vigalates walked up to us. We thought that they wanted to talk. We put our weapons down and greeted them. One of them walks forward; she held a long sword high. They didn't give us any form of negotiations; they just attacked. They mercilessly wounded us. We didn't have time to defend ourselves. Some of us made it out; others were not so lucky. Don't stand for this injustice; help turn in criminals to the captian.

Ruin map



Farm land

Today we ventured north towards ancient ruins that may contain secret farming techniques that could save our outpost. Curiously, in the surrounding area we found healthy soil with naturally grown plants, although infested with armored worms. Our herbalist says they found sage, lavender, and other common medicinal plants. However, they also found some unknown plants. Unfortunately, when we got closer to the ancient ruins, they were protected by golems. The ruins looked like inverted pyramids with plants growing on everystep. But before we could get a closer look, we were taken out by the clay golems

Mapped on the 8th of tenthmoon