

# THE MYSTVINE



## MYRTLE GIVES HEAD TO TOWN COUNCIL

This week's town council meeting descended into chaos when, during 'any other business', mysterious Myrtle Mysthaven marched into the room and deposited a grisly, severed head on the Lord Mayor's podium.

Declaring it to be 'an unusual and ponderous item' she had 'acquired from Elsewhere', she then departed.

Those who were present in the gallery have described the head as being small with leathery green skin, red eyes and pointed ears.

Upon referring the find to various scholars and practitioners of medycin, all have concluded that the head is not human.

Taking the matter to a vote, Mynisters decided to name the new species a Gurblyn.

Once all necessary examinations have been completed, the exhibit will be donated to the Mysthaven Museum of Curiosity.

At this week's town council meeting, Mynisters voted unanimously to reopen the former stone quarry and iron mine to the East of the town. The facility ceased production over a decade ago as stockpiles of stone and metal accumulated; but with the recent increased demand for weapons and armor, the council of peers has seen fit to resume mining activity.

Young men and women seeking work in the mine will earn 5sp per day, with food and lodging provided. In its heyday the quarry and mine supported over two-hundred workers, although it is thought than less than half that number will be employed initially.

Announcing the decision, Mayor Pole declared "As the lifting of the mist has brought about a new era for the people of our town, we must ensure a ready supply of resources to meet future needs and challenges.

"By reopening the quarry and mine we are providing new opportunities for work, and vital materials for the skilled artisans of our town."

## BRAVE ADVENTURERS TACKLE WOLF THREAT

A foray into unexplored woodland to the West of town has resulted in the extermination of a wolf pack that was believed to be behind attacks on local livestock. A party of hunters led by local scamp D'Alessio Sol located the wolves den, and eliminated them, claiming a reward from Walter Bumstead on behalf of local farmers.

The cull was a day too late for the unfortunate Mitty Loomwood, who was mauled by the pack as he kept watch over the Loomwood's prized dairy herds. A 'gentle giant', Mitty will be mourned by his surviving mother and two brothers.

## MYNISTER OF DIPLOMACY COMMISSIONS SAILBOAT

Newly appointed Mynister of Diplomacy, Lord Tavin Butterfass, has successfully petitioned his town council colleagues to commission the construction of a sailboat.

The first of its kind to be constructed in Mysthaven, the boat will comfortably support a crew of five and allow exploration of the uncharted waters of Lake Myst.

It is understood that several of the town's finest carpenters have been drafted to work on the project, which is expected to take several weeks to complete.

Speaking exclusively to the Mystvine, Lord Butterfass said "Many fine folk have heeded the call of the wild and begun to explore the uncharted lands around Mysthaven; but the lake remains as unknown to us today as it was the day the mists lifted.

"It is hoped that this new boat will allow us to explore the lake and, you never know, we may even recover one of the many cheeses that have been lost over the past decade!"

## POTION SUPPLIES DWINDLE AS ADVENTURERS STOCK UP

Herriot Greenthumb, widowed proprietor of Potions n' Thyngs has warned residents of Mysthaven that her stocks of potions and brews are running low.

She told the Mystvine: "With all of the new, self-styled adventurers setting off to explore Elsewhere, stocks of Healing Potions and other common elixirs are dwindling.

"Brewing these concoctions requires plants with magical properties, and such plants often require very specific conditions to cultivate."

Herriot hopes that some of the expeditions to Elsewhere will turn up fresh supplies of magical plants and herbs - perhaps even new species with unknown properties. But she warns that gathering such specimens is best left to trained herbalists, saying: "Incorrectly harvesting some species of magical plant can render them useless to an alchemist. What's more, many have their own protection - for example, the flowers of the Purple Dindle, commonly used to create healing draughts, are protected by stems of poisonous thorns that can be deadly at high levels of exposure."

