**Flotsam Monthly**

**Geoffrey or Ars**

With the Fallen Marshes protecting Flotsam against the Drowned and their push to stop the Canal, there is a significant portion of the population that is calling for succession from Avandria. They say that the King has abandoned them, that he cannot protect them. Opponents claim that Ars is manipulating events, bringing the Drowned to Flotsam to then “defeat” them to gain the loyalty of the townsfolk. There will be the third of five public debates, moderated by the new Magistrate Selpt, next week in the town hall. Those for and against succession will discuss their sides, and questions from the audience will be answered. The Flotsam Monthly urges all citizens to attend so they may say their piece before the Magistrate decides. Any questions can be directed to the representatives at the Fallen Marshes embassy or the Avandria town hall. Seven other townships have declared their independence from Avandria over the issue of the Canal, though half of them have been forcibly returned to Avandria control shortly afterwards.

**Elemental Neutral Zone Talks Scheduled**

On August 8th, dozens of representatives from every element and every nation will arrive in Flotsam for the proposal put forth by Magistrate Selpt, as well as representatives of The Celestial Dawn and possibly the Sisters of Balance. With all of the death and destruction caused by the fighting between the elementals and elemental aligned, the Magistrate wishes to establish neutral towns and zones, where elementals are not permitted to fight. While the proposed list has over 300 locations (including Achar Fochlama in Rioct Mac Tire, Ravensclaw land in Severed Clans, Clamps Camp in Avandria, and Sargles, Low Hills), the Magistrate hopes the elemental representatives will agree on at least 75 sites where no elemental or elementally aligned will be allowed to fight or use as a staging ground. Those who violate this neutral ground will be subject to severe chastisement from all the other elements. Magistrate Selpt wishes all Flotsam residents to treat the representatives with respect. All representatives have sworn not to do any violence to anything within 20 miles of the town. Many of the local mercenary guilds are hiring extra help to protect the representatives from random monsters, please see their guildhalls for more details about protection details and pay. The Royal Security Corps will be securing the ATA and Royal dignitaries.

**Canal Work Impeded**

Even with talks of war and succession, the Canal continues to be built. However, the lack of workers and the rampant sabotage has slowed the progress significantly. Avandria territories along the Underwinter River have supplied many workers per royal order, but those along the northern border are lacking in numbers, with the exception of Trengiton. There is a standing 50 silver reward for the capture of any Canal saboteur, and a 150 silver reward if the sabotage is prevented. See any ATA guildhouse for more details.

**Missing Crops**

The Flotsam Farming Federation has issued a 35 silver reward for information about the overnight crop disappearance. In early July, seven farms had all of their crops removed on the same night without any trace and without any noise. Contact any farmer for reward details. Undead, Ars, ATA, and Goblins have all been disproven.