



Treatise on the Code of Chivalry - Written for Her Excellency, the Viscountess Kiera Zobrist, by her Squire, Marcus Gunnar...

1. Thou shalt respect the weak and thou shalt constitute thyself defender of them.

To me this Code of Chivalry means that respect is earned not automatically given. How can anyone expect people beneath them to respect them when they do not show the same respect. Respect is something people must give you freely you cannot demand it. Defending the weak is something one must do to ensure the survival of those who cannot defend themselves. Many a times we are the first and only defense the people of Evendarr have against the horrors that exist on Tyrra. We are responsible for making sure that everyone has the right to keep basic unalienable rights to Life and Property.

2. Thou shalt love the country in which thou hast sworn fealty.

This code means that how can one be expected to perform his or her duties if they hate the country they are nobles of. You cannot give everything you have if you do not believe in the cause.

3. Thou shalt not recoil before thine enemy.

This code means that I shall show no fear or compassion to my enemies. AS before many a time we are the only line of defense the populous has against the evil that exists in the world. If I were to run and not fight I would be condemning the populous to death and certain destruction.

4. Thou shalt make war against evil without cessation

This code means that whenever evil arises it is my duty to put it down. Evil is an anathema it is here to plague the populous of the Kingdom. We are here to keep it from destroying the kingdom.

5. Thou shalt scrupulously perform thy noble duties be they not contrary to the laws of the land.

This code means to me that I am expected to do what is right always. If I cannot uphold the laws of the land then who can? I must lead by example and following the laws is one of the best ways to.

6. Thou shalt never lie and thou shalt remain faithful to thy word.

To me this code means that my word is my bond. To give my word is in essence an agreement not to be broken. Under circumstances it should be broken but only under extraordinary circumstances.

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Count de Genovia's Daughter Rescued, By Seronia Merritt

When the adventurers gathered in Therendry from September 5-7, 603, one of their primary purposes was to recover the lost daughter of Count de Genovia. You see, at the previous gathering, a fiend by the name of Velwerzin had used a hoardling's rifting capabilities to kidnap the Count's daughter. He then posted an announcement saying that on the night of Friday, September 5, he would sell off the Count's daughter to the highest bidder as a slave.

The adventurers of town showed up at the auction to try and rescue the Count's daughter, but it turned out that Velwerzin had his bases covered. The girl was not there, and would be brought in only when a bidder won the auction. The task of the adventurers was made even more complicated by the presence of the foul vampire Mandrake.

The auction took a great while to start, and when it did, disaster struck. A being, which Lord Zug later termed an "infernal creature", showed up with two of its minions, and together they walked right through Velwerzin's circle. While the adventurers stood there shouting at Velwerzin to drop his circle, the infernal creature placed his hand around Velwerzin's neck and

demanded to know the location of the girl. It is not known as of this writing why the infernal creature wanted the Count's daughter.

Apparently, though, Velwerzin must have revealed the location of the Count's daughter, because the infernal creature released him and strode out of the circle. The adventuring community immediately attacked the infernal creature and his minions. They managed to take down the minions, but the infernal creature made it away. News came back later that evening that the infernal creature had stolen the girl from where Velwerzin was keeping her and he now had control of her.

Late on Saturday night, the 6th of September, word came to the adventuring community as to where the infernal creature's lair was.

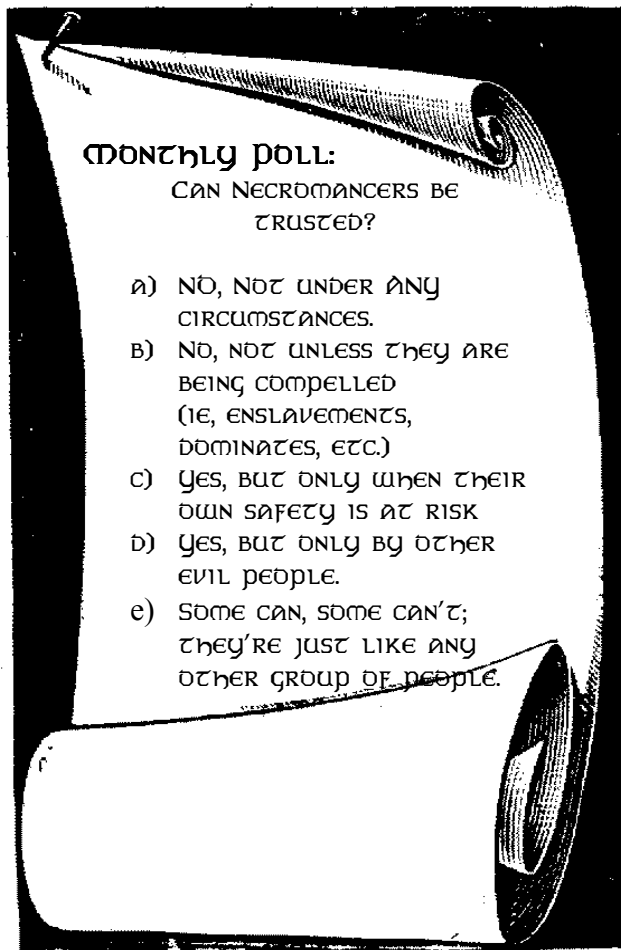
Marshaling most of the town, His Grace, Duke Pinetree, and His Excellency, Lord Zug, led an expedition to the hideout. When the rescue party arrived they found that it was infested with undead and minions that looked very much like the infernal creature itself. They also found that the infernal creature had the Count's daughter in a circle, where he apparently planned to do some type of ritual on her.

Top Ten Ways to Procure a Magic Item

10. Win it Fair and Square.
9. Make your Own.
8. Take it away from its current keeper.
7. Get it stuck on your finger.
6. Permanently borrow it, and spirit lock it to you.
5. Allow it to court you.
4. Search the bodies of your comrades before you heal them.
3. Snatch it before anyone knows it was ever there.
2. Search Sir Noah Darkshanks' kill before he does.
1. Hang onto it for safekeeping, since it is evil and necromantic, and you're someone who can be trusted with said item...

Top Ten... Uses for a Bottle of Hooch...

10. There is nothing you can do with a bottle of hooch.
9. Quickstart a bonfire.
8. Hit people over the head.
7. Make friends and influence people.
6. Loosen someone up.
5. Convince them to agree to oral testing.
4. Make spellcasting more fun.
3. Saves a charm spell.
2. Disposal place for alchemy.
1. The Hooch Golem ritual.



Quotes of Note:

"You can't refine something that doesn't wear pants..."

"There's more than one way to skin a cat."
(I'm glad Beryl wasn't around to hear that...)

"Oh, S^%t. The Mystic and the Butterfly have an idea."

"Being Naïve is not something I look for when going into a fight."

"Yeah, being corrupt is much better."
"You will be...inconvenienced."
"Purple and Pink make White."

Is Your Ego Big Enough?

Take the following quiz to find out!

- 1) When you appear in town, you expect a welcome from:
 - a) a few close friends.
 - b) friends and allies.
 - c) everyone around at the time.
 - d) everyone, including extra-planar beings who rift in just to see you.

- 2) A stranger comes to the tavern with a tale of woe, seeking help. Do you:
 - a) direct them to other adventurers.
 - b) agree to come only if everyone else in the town is.
 - c) gather all your friends (and an acquaintance or two) to go help.
 - d) tell your friends you'll be back in a few minutes.

- 3) You have vital information to tell the Duke. You spot him talking to another noble of the land. Do you:
 - a) give it to someone else to pass along.
 - b) wait several paces away for him to finish and acknowledge you.
 - c) interrupt politely and explain the matter.
 - d) yell for him to come over to you.

- 4) When looking to attract someone for a night of passion, do you:
 - a) have to resort to Charms and Love elixirs.
 - b) bring them presents, or give them money.
 - c) always get the one you want.
 - d) have to turn away countless others.

- 5) Your actions have caused tragedy for others. Do you:
 - a) apologize profusely and vow to make amends in any way possible.
 - b) offer regret and attempt restitution.
 - c) shrug. This type of thing happens when adventuring.
 - d) expect them to understand your point of view.

- 6) A very powerful being rifts in near you. Do you:
 - a) freeze and hope he won't notice you.
 - b) follow the lead of whoever steps forward to take charge of the situation.
 - c) take charge of the situation.
 - d) demand he show some courtesy.

- 7) You obtain a building, which is to be dedicated to a local guild. You decorate it with:
 - a) whatever the guild wants.
 - b) your house/ancestral colors.
 - c) A portrait of yourself in a place of honor.
 - d) Statuary and portraits.

- 8) When dealing with Incarnations, do you:
 - a) never dream of troubling them with your insignificant problems.
 - b) treat them politely and with respect.
 - c) treat them just like anyone else.
 - d) expect them to be polite and respectful to you.

- 9) Should you be kidnapped, the rescue party:
 - a) isn't worth the risk of sending.
 - b) will make an attempt, so long as it's not too dangerous.
 - c) will make organized attempts to secure your freedom.
 - d) will form immediately, consist of everyone in town, and not give up until you are rescued or they all resurrect.

- 10) You consider your assistance worth:
 - a) a silver.
 - b) a gold.
 - c) a magic item.
 - d) all of the above, plus the gratitude of the masses.

Scoring:

Give yourself 1 point for every a answer, 2 points for b, 3 points for c, and 4 for points d.

10-15: It's not worth coming up with an explanation of your score for you.

16-25: Some people say that modesty is becoming. Have you had any luck with it?

26-35: Helmets are difficult to fit over your swelled head.

36-40: Your ego's the size of Gypsy's bells.

Rumor Has It...

From Ashbury:

The spring and summer has shown stagnancy along the lines of battle. The Evendarrian forces have moved into the void left by the crushing blow of the fey; the Sessuar retreating back into Blythedale and Trelheim. The harder they push against the Sessuar, however, the stronger the return. What had once been thought a crushing blow now appears to be a stalemate. The hounds that had seemed to be less under the control of the Sessuar have all but disappeared from the front lines.

The Sessuar only appear to throw their might in when a victory by the Evendarrians seems to be close at hand. They seem to be relying on their new-found allies, elementals of Order and Earth. At the same time, the elementals of Fire and Chaos roam the entirety of Ashbury, searching for what they call a way home. The largest of these is unbanishable, possible due to Sessuar magics. The Chaos also seems to be growing, with an increased number of undead flocking to Ashbury as a result.

It has even been rumored that some of the local nobles may have been corrupted by the undead. The Evendarrians, however, are mounting one last assault before the winter comes, hoping to destroy the Sessuar who still hold Blythedale. A few adventurers have been heard to whisper of a hound that may be used to lead the others from the slavery of the Sessuar.

However, the Ash Forest still remains closed and many wonder why. Rumors also abound that the Sessuar will not go silently into the night, in what is still known to many as ET-13.

From Therendry:

It is Rumored that the Duke is competing with Count Davy for Squire Guildmistress Parthynia's affection. Not to shed little light on such a touchy subject, but we do wonder who she will choose...

It is Rumored that Sir Rakurai and Count Davy will have Honor Combat over tea and crumpets.

It is further rumored that the Crumpets will be alchemical in nature.

Rumor has it that the Huntress is reforming the pack in order to have more people to publicly humiliate. They also say that her bad juju mark can be removed with chamomile and a boar's bristle brush.

Where are the Platipii???

Sarr have to check with their council before selecting a life-mate. Also, they don't like pie.

Gypsies and Mystics...not that much different!! Observe the fae tree in Therendry...

Answers for this Crossword will appear in Issue 15 of the paper...

Continued from Front Page:

7. Thou shalt be generous and thou shalt give freely to everyone.

To me this code means that my blessings are everyone's. I should put the comfort of the populous ahead of mine own. This way the people I am responsible for are as well of as I am.

8. Thou shalt be everywhere and always the champion of the right and the good against injustice and evil.

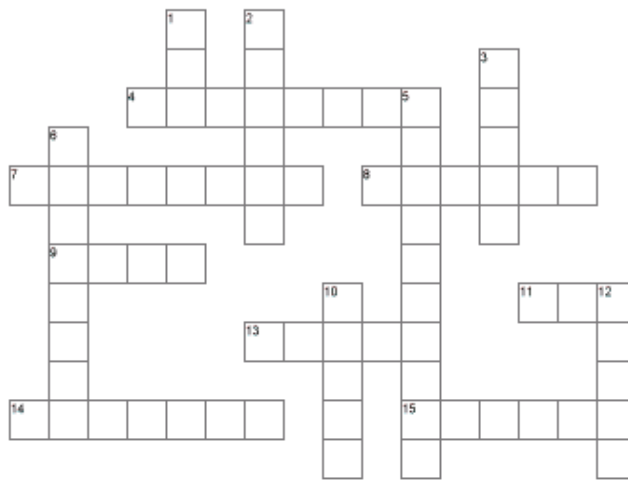
This code is perhaps my favorite. To me it means that it is my duty to protect everyone in my power not just in my homelands. If I am traveling to another duchy where my title is not recognized it is still my duty to champion right and defeat evil.

9. Thou shalt be courteous.

I must show respect to those I wish respect from. It is ill advised to oppress people into respect. Earn respect instead.

10. Thou shalt be humble.

To me this means not to flaunt wealth and power. Just because I am more fortunate then others I should not go rubbing it in their faces. I must show humility towards them and make their lives better with my good fortune.



ACROSS

- 4 Duke of Therendry
- 7 Azure, a Chevron Argent
- 8 Lifemate to Seneca Desertmoon
- 9 An insult to dark elves
- 11 Seneschal of Havencrest
- 13 Proper name for a sarr
- 14 Lawbringer
- 15 "The Invincible"

DOWN

- 1 Legal Scribe of Therendry
- 2 King of the Seelie Fae
- 3 Apprentice to Lady Tenshi Ryu Toshori
- 5 Proper title for a Count
- 6 Big nosed slaver
- 10 Proper title for a Duke
- 12 Sheriff of Midland County

Continued from Page 2:

The rescue party fought valiantly, but it looked for a time as if it may not be enough. The adventurers were down to their last few people when suddenly the circle began to flicker and fade. Using the temporary distraction, Lord Zug and Guildmistress Parthynia were able to get the Count's daughter to safety while His Grace, Duke Pinetree, stayed behind to make sure that the infernal creature was dealt with. Later that evening, perhaps an hour after the battle began, Lord Zug and Guildmistress Parthynia brought the Count's daughter back to her father, who was in a mighty vessel anchored in the harbor near Calais. It was a happy reunion, and everyone was relieved to see the girl back with the Count de Genova.