



## *Count Lyonesse, Lord Exeter Save Serfs from Starvation*

Court was held in Lyonesse on October the 17<sup>th</sup>, in Exeter. Count Davy of Lochwood, Lord Siranot DeGauss, Lord Kain Aspen, and their prospective squires were present, as well as the Viscountess Kiera Zobrist, the Viscount Simeon Silvercord, a delegation from Koreket, as well as a representative of Myrr, and a representative of the Barbarians in Stormhold, and Therendry.

During Court, a representative of the Serfs in Lyonesse stood up. She was obviously uneducated in Courtly protocol, but did make the point that the crops had failed, and ask that something be done to aid the starving peasants. Count Lyonesse didn't seem to know much about the situation, but Lord DeGauss did. He said that while the swamps had been mostly cleared in Exeter, the surrounding lands had not. Further, he stated that the stores of Lyonesse would be opened up to the people, and if they entered town they would be able to obtain anything necessary that they needed to survive. The representative stated that she was named Jean and that she would be happy to relay the information. She then asked what was being done to make the situation better. The Count and Lord assured her that appropriate measures would be taken, but she didn't seem to take that answer as the conclusion of the matter. As she was still in the process of asking questions, Court was called to adjournment.

This reporter understands that Lord Siranot DeGauss did inform the woman that all Healer's Guild buildings in Exeter would have a symbol placed on them, as would all buildings with food available for the masses. He also assured her that they were looking into raising rice in the wet bogs of Exeter and beyond, as it grows well in such areas and will feed many. These answers seemed to satisfy her, and she left.

Saturday morning, a group appeared in town looking for His Lordship. They were obviously not rich people, or those of culture. They didn't appear to have skills in adventuring at all. They were a family, following the instructions given to Jean. I don't know the whole story, but apparently they were terrorized by headless people, and laughed at by common adventurers. They did say that Squires of Richland and Lyonesse were available, and made sure that they got what they needed. They were unable to contact anyone of rank or status over that, apparently.

They wish to extend their gratitude to the Court of Lyonesse for opening its stock, as well as to the squires of both Lyonesse and Richland for their assistance against the evil no-headed people.

To all adventuring class, they ask that they not be threatened or abused when entering town, as they have no means of defending themselves and are the subjects of the local nobility.

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## Quiz: Do You Rule Your Relationship?

Take the following quiz to find out!

- 1) Your mate desires an item that is for sale, but does not have enough money to buy it. Do you:
  - a) purchase it outright for them.
  - b) provide them with the difference.
  - c) loan them the money.
  - d) sympathize.
- 2) There is only one sip of hooch left in the bottle, and it's the last bottle. Do you:
  - a) give it to your mate.
  - b) offer it to your mate.
  - c) share it with a kiss.
  - d) guzzle it down.
- 3) Your mate consorts with necromancers. You are not a necromancer. Do you:
  - a) become a necromancer in the hopes she'll start spending time with you.
  - b) try desperately to convince people not to attack her.
  - c) try desperately to convince her not to spend time with necromancers.
  - d) keep her locked up in a room and given only bread and water.
- 4) You and your partner disagree on whether to have a quiet family-and-close-friends only, commitment ceremony, or a lavish invite-the-town, feast. Do you:
  - a) not bother arguing, you know you'll never win.
  - b) protest and win a few compromises.
  - c) work out a compromise - maybe a small reception before/after.
  - d) arrange everything your way.
- 5) You want to stay home one weekend, and your mate wants to travel to a far away gather. Do you:
  - a) both go to the gather.
  - b) compromise and do something nearby.
  - c) you stay, and your mate travels.
  - d) both stay home that weekend.
- 6) You want a magic item that your mate found. Do you:
  - a) Gaze longingly at it.
  - b) Hint that it would make a nice present for you.
  - c) Ask for it.
  - d) Tell him to hand it over.
- 7) You invite your friends over for an evening, not remembering that your mate needed to ready the house for a party the next day. Do you:
  - a) get yelled at, and put to work cleaning with your friends.
  - b) get yelled at and then slink off to another locale.
  - c) apologize, and head elsewhere.
  - d) hold the party there anyway.
- 8) Your mate comes from a different culture, and you find yourselves in disagreement over certain things (such as obeying a council of elders). Do you:
  - a) attempt to follow their beliefs.
  - b) agree to abide by their beliefs, at least in public.
  - c) each follow your own beliefs.
  - d) expect them to follow your beliefs.
- 9) Your mate gives you a really ugly piece of jewelry to wear as a present. Do you:
  - a) wear it openly even though you think it looks horrible.
  - b) wear it, but hide it under other clothes.
  - c) say thank you, and put it aside.
  - d) toss it out the window at the first chance.
- 10) On your anniversary, you:
  - a) treat your mate to something special.
  - b) spend the day like any other.
  - c) exchange presents.
  - d) get treated to a special dinner and massage.

### Scoring:

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

10-15: Doormats get more respect than you do.

16-25: You are like a favored pet, occasionally indulged but not allowed to be in charge of important things.

26-35: More often than not, you get your way in things.

36-40: You have no need to roleplay 'the Duke and the peasant.' You are in control of the relationship, and what you want goes.

## Concern with Resurrections

By: Septi Kessner, Archwizard of Fire and Storms

It has come to my attention that the delicate art of resurrection has felt a disturbance recently. As the month of October arrived, resurrection seemed to falter for a moment. Since that time, those who have been successfully resurrected have had strange tales. Normally, a spirit is able to sense the earth circles that are around and easily find their way to the circle of their choice. This natural ability of the spirit seems to have been, at least for a time, blocked in some way. Some people have said that they were able to travel to where they simply remembered circles to be and, without seeing it's power still, managed to be resurrected. Others claim that they followed what appeared to be a bear with green fur to a place where a resurrection would begin. Still others say that they briefly saw a large sabre-toothed lion with a fiery mane that appeared to be focusing on something just before they felt their spirit pulled back towards Tyrra. I have begun research here in Slateron both of an earthen and celestial nature. So far we have been unable to conclude any results with measurable certainty. I humbly ask that any with information, or perhaps ideas that we have yet to come up with, get in contact with me. Missives may be sent to me here in Slateron at FuzzyNPCs@aol.com. I thank you all in advance for any assistance you can provide.

## Vampires Plague Town

by Seronia Merritt

This past Exeter gathering had even more than its usual share of blood going around. That's because there seemed to be a great deal of vampires invading town. The first known one showed up in town on Saturday night, and attacked the adventurer Glenn Stormwolf. Fortunately, he was rescued by a party of other adventurers, including Squire Kyth Wild of Richland.

The vampire problems did not stop there, though. Apparently many townsfolk ended up being bitten by vampires that could even walk around in the day. Sometime in the early afternoon, those that had been bitten all received invitations to bring themselves and one guest to a party that evening. Because most of those had been bitten were less experienced adventurers who were unsure of what was going to happen, they tended to bring more experienced adventurers along with them as their guests. Amongst those who came along were Lord Exeter himself and the Viscountess Kiera Zobrist.

By all accounts, what occurred at the party was a slaughter. The bitten adventurers were all transformed into lesser vampires and they attacked the more experienced adventurers, with help from the vampires that were hosting the party. The guests were forced to retreat, but were clever and did not go far away. Instead, they waited until an opportune time to save their friends. When the host vampire and his minions had all gone, the guests burst into the party hall and managed to subdue the bitten adventurers, bringing them back to the town of Exeter. The Healer's Guild, under the wise leadership of Guildmistress Mirage Sandchaser, managed to Destroy Formal Magic most of the vampire bites, and by all accounts the town should now be safe once again.

## Mordakai Escapes Again

by Seronia Merritt

The nefarious villain Mordakai, popularly known as the slaver or Moedakai by the adventurers of Therendry, unfortunately managed to escape arrest again this past gathering.

On Friday evening of the gathering, Count Lyonesse gathered all adventurers and visitors in town for court, and at court announced that there would be an effort made to apprehend Mordakai. Cormyn the Invincible, a barbarian hailing from Blackstone, informed everyone present about everything that he and his tribe knew about Mordakai. He said that there was a good possibility that Mordakai was unaffected by earth magicks, and Mordakai could potentially have a blue dragon amongst his minions. He also told the assembled group that Mordakai could no longer rift because of a bracelet given to Leif Uraichfire, shaman of the Sleeping Bear Clan, and hence it was key to defend Leif so that Mordakai did not get the bracelet.

Count Lyonesse marched the town out to the location of Mordakai's base of operations, and the attack began. There were many undead, and so several adventurers set up bane of the dead cantrips to keep the undead at bay.

Meanwhile, Mordakai was nowhere to be seen when the battle began, but as the battle progressed he showed up in short bursts to throw spells and run away again.

Finally, when most of his minions had been defeated, Mordakai made an error. He showed up and was chased after by Caliphar and several members of Lochwood. Caliphar finally caught Mordakai in the woods, and managed to take him down, at which point several townsfolk showed up on the scene.

Mordakai was put in an imprison spell so that he could not get away, because everyone had been told that he should not be killed, since that would only send his spirit back to his bottle. Unfortunately, know one present knew how to stabilize Mordakai, and so he bled out and died in the imprison and then wound up back at his bottle. Unfortunately, the adventurers did not know where Mordakai's bottle was, and so that ended Friday night's pursuit.

Mordakai did not show up in town again until late Saturday night. At that point, he jumped Cormyn and Leif in the woods, and managed to drop them. He stole the bracelet from Leif before creating the two of them as undead. This meant that Mordakai now had his rifting powers back.

For the rest of the evening, several adventurers chased after Mordakai, but to no avail. He could now safely rift away again, and so it will be that much more difficult for the heroes of Therendry to defeat him again the next time.

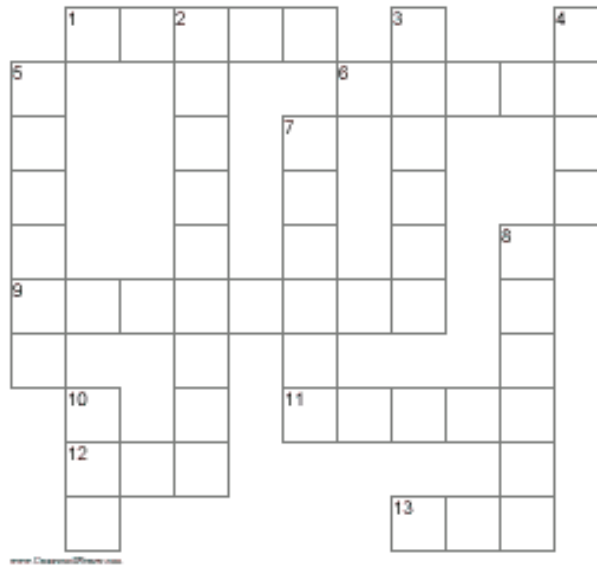
### Rumor Has It...

Potentially Treasonous:  
 Gount Valoric and Dame Pai Zhi consider heated arguments to be foreplay. That's why she always wants to 'speak' to him in private afterwards.

### Quotes of Note...

"Rakurai, what are you doing with my cousin's wife?"

"Your existence offends me."



**ACROSS**

- 1 "I grant you the power of an \_\_\_\_."
- 6 "I call upon \_\_\_\_ to Cure Wounds."
- 9 "With \_\_\_\_ force I build a prison."
- 11 "I \_\_\_\_ you with Weakness."
- 12 "I call forth an \_\_\_\_ bolt."
- 13 "I \_\_\_\_ you of Paralysis."

**DOWN**

- 2 "I call upon chaos to \_\_\_\_ you."
- 3 "With mystic force I \_\_\_\_ you."
- 4 "I command you to \_\_\_\_ me."
- 5 "I command you to \_\_\_\_."
- 7 "With \_\_\_\_ force I Bind you."
- 8 "With eldritch force I grant you a \_\_\_\_."
- 10 "With mystic force I \_\_\_\_ you."

Answers to the previous Crossword Puzzle...

- |                 |               |               |               |
|-----------------|---------------|---------------|---------------|
| 1D = Pai        | 2D = Oberon   | 3D = Kaede    | 4A = Pinetree |
| 5D = Excellency | 6D = Mordakai | 7A = Lochwood | 8A = Acadia   |
| 9A = Drae       | 10D = Grace   | 11A = Zug     | 12D = Glenn   |
| 13A = Gorbe     | 14A = Siranot | 15A = Cormyn  |               |

## Announcements

Missing in Action... 10-20-03

Posted on the Fae Tree in Therendry:

Help me! Anyone please??!! We made camp for the night on the way down to Whitestaff... Mirage went to go bathe and I heard her scream. When I ran to help her she was gone and there are footprints leading away.....For the love of Tyrra help me!

~Glenn Stormwolf.

## Congratulations

I wish to extend to Squire Parthynia, Nathgar, Tivolia Aberdeen, Aelwyn Rastafyre, Fury-O, and Baron Clint Stonefist the hearty congratulations of myself and my team for their defeat of the Other and his vicious circle. Without your aid and assistance, our very culture may have perished.

For those who are unaware, the colored biata you have seen in the area quite frequently during the last year or so were infected with the blood of Evil. His blood gave them powers, weaknesses and the ability to work as a collective hive mind. It was through the undaunted bravery and nobility of the aforementioned that the person Requiem, most commonly known as the Other, was defeated and suffered his final death. Evil was thwarted, but not without much trouble. An enthusiastic "Thank You" should be extended to all, as we owe them much.

~Paramina D.

Talon Hunter, Leader Sq. SD4

## Weekly Words for the Wayfarer

*Champion:* clearly superior or having the attributes of a winner.

Correct: Champions wear cleats.

Incorrect: Champions order salad at bars.

*Ensure:* make certain of.

Correct: I will ensure your survival

Incorrect: I will insure that you die.

*Evil:* that which causes harm, destruction, or misfortune.

Correct: Evil should be fought without cessation.

Incorrect: Evil should be asked about it's benefit package.

*Liege:* a person owed feudal allegiance and service.

Correct: I will obey the orders of my liege.

Incorrect: I am my leigh's sword.

*Peerage:* the peers of a kingdom (duke, marquis, earl, viscount, and baron) considered as a group.

Correct: Do not issue orders to members of the Theren peerage.

Incorrect: Squires are part of the peerage.

*Viscount:* a nobleman equal to a Count, but holding no lands.

Correct: I announce His Excellency, Viscount Insert-Name-Here.

Incorrect: Good morning, VieCount So-and-So.

*Martial:* suggesting war or military life.

Correct: Martial Law has been declared.

Incorrect: I am imposing marshal law.



### Top Ten Things to Do with A Necromantic Item:

- 10 - use up those extra components in a Destroy Formal Magic ritual.
- 9 - Avoid the hassle of suicide by getting the government to do it for you.
- 8 - Use to fill space in Curio Cabinet.
- 7 - Trade it for something else.
- 6 - Sell to unsuspecting young adventurer.
- 5 - The gift that keeps on giving!
- 4 - Keep for whenever you're in barbarian, dark-elven, or gorbic lands.
- 3 - Create your own personal pie brigade.
- 2 - Use it to get attention.
- 1 - Plant it on someone.

## News of the Duchy of Dar'Khabad: A Modified Traveler's Guide...

There has been an explosion of activity in the pools of Dar'Khabad recently. Speculation as to whether or not the words in the pool are treasonous exists in more than one arena. It began with a post from Rakurai SuLang, claiming that his Liege, Duke Vincent DelAmargo, was guilty of treasonous activity in his desire to declare Dar'Khabad's succession from the Kingdom of Evendarr.

The Duke himself admitted that the words used by Rakurai were correct, but added that he did not wish to have a vassal that would announce the situation, and therefore his title would be removed.

Rakurai "refused to relinquish" his title, stating that the Duke was under arrest and he was declaring Martial Law.

Viscount Tarren Magi and Viscountess Teletha Stormhaven then posted, saying that they would be on their way for the next gather, and he should say no more. Rakurai agreed to "relinquish his title". Further, Sir Devron Endarr, of the King's Orchestra, posted, saying that Dar'Khabad was declared to be in a state of civil unrest.

Rakurai then posted that he was again refusing to relinquish his title because he had not heard from the Viscount or Viscountess.

Those are the facts as I understood them. I further understood that in the "performance of his duties" Rakurai in this capacity was accused of having mocked a noble from another Duchy.

The question appears to be one of precedence: is Dar'Khabad a sovereign state or not? When did the Duke ever pledge allegiance to King Mykel? How long ago did Dar'Khabad become a Duchy of Evendarr?

Since these questions have yet to be answered, it is the humble opinion of this reporter that the following precautionary measures be taken when traveling to and from said Duchy:

- Do NOT break any laws of Evendarr.
- Avoid making oaths to anyone at this time that has title in Dar'Khabad.
- Remember that when Martial Law is in effect, all crimes may be punished on the harshest of terms.
- Remember that when Martial Law is in effect, you may witness acts that would otherwise be considered illegal.
- Avoid choosing sides in the dispute. You are a traveler, and as such will do nothing but reflect on your homeland should you make a choice unworthy of you.