



*Focus on the
Adventurer:
Calphar
Belmont,
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Rumor Has It...

- ... that Verbal has now reached 678 years of age, making him the oldest mystic in Therendry.
- ... that Parthynia's forming an army.
- ... that Roland is Garendor.
- ... that there's a war brewing.
- ... that the King is coming.
- ... that there will be no harvest this year.
- ... that the Necromancer's Guild is a clever ruse to bring all necromancers out into the open.
- ... that Delwyn's new title is the direct result of banishing Cotton.
- ... that Sir Jokarius is in mortal danger.
- ... that you're never **really** dead. Not really.
- ... that Goblins and Trolls like brownies.
- ... that Mario really is the best at everything.
- ... that Action Jack's going to meet the love of his life.
- ... that Sugar and Spice are with child.
- ... that Anthony Darkforge is a Prince in disguise.
- ... that Ander's armor is sentient.

- ... that Zug is the King of Trash Talkin'.
- ... that Ruendil is the King of Talkin' Back.
- ... that Peregrine will be executed.
- ... that Baldur will be promoted.
- ... that Sathen will be transformed.
- ... that Cedric has been copied.
- ... that Siranot's fan club has formed a super-secret organization to wipe out his enemies.
- ... that Caliphar's Elf-Talk is the newest fad...

*Famous
Pirates, Past
and Present
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Letters to Cynne

Dear Cynne:

I have found a magic item, but I do not know who to take it to to get it identified. Can you suggest anyone that you know I can trust? I have heard of unscrupulous people that will lie about such things.

~ Useless MI

Dear Useless,

I recommend my brother Canaan in Exeter. Take it to him and tip him well and he will identify it for you. Some items are necromantic, and he will confiscate dose, so be warned. Detect magic on it first to see if it is of de eartd or of de stars.

~ Cynne

Dear Cynne:

My father has recently died leaving me with our farm that has been handed down for many generations. My mother died over 5 years ago and I have no siblings. There are always undead coming onto these lands. Is there anyone that you know of that will help me rid my farm for an inexpensive cost. I do not have much money, and I am very young. It has been suggested that I marry, but I do not know of a man who will treat my farm with the same care as my father.

~ Single and Needing

Dear SnN,

I recommend coming to de adventurers when de gather and ask dem to come

help rid your farm lands of undead. Dey will usually do it for the megar treasure dat de undead will generally have. I don't tink you should marry for dat reason. Marry if you love somebody...but only if you want to. Keep farming, and you will not be broke for long. People always need food.

~ Cynne

Dear Cynne,

People keep picking on me 'cause I can't fight real good.

How can I make them stop?

~Clumsy in Crimson Cove

Dear CCC,

Get better at fighting. Antony Darkforge has a club...a fight club...but nobody talks about it. I saw a way to get to the clubhouse on the trees in Terendry and Blackstone. Check dere and den check wit Mr. Darkforge.

~ Cynne

Dear Cynne,

I want to create a guild.

How do I go about doing it?

~Guildmaster to Be

Dear G to da B,

I tink you need to ask Canaan, but since he doesn't have a column in de paper, seek him out on de trees and ask him. I tink you need a writ or someting and people who want to join.

~ Cynne

Focus on the Adventurer : Caliphar Belmont

Are you originally from this area?

I was originally born into the purple tribe somewhere way west. But I have spent most of my life in the monarch tribe southeast right outside the border of Myrr.

How'd you end up here? What made you start adventuring?

I came to Dar'Kadad with a barbarian I met on the trade route thru our tribal lands shortly after my father was executed to permanent death via Evendarrian rules. More or less it started as a walkabout.

What is your long-term career goal?

I would like to strive for master of all trades instead of jack of all, I want to help my friends become stronger and help people to find themselves.

Would you like to join a noble house? If so, which would you choose?

I am currently part of the Emerald Rose, because they are around the most for me and they understand me better than most, it also offers potential for some land for my tribe when it expands.

Are you interested in becoming a noble?

I see everything as a tool; this tool is useless to me. It offers no comfort or ability to make myself better, it just seems limiting to me.

What do you think are the perfect traits for an adventurer to have?

To have a strong heart, and the ability to make themselves useful, no matter what their status or skill.

Are you married? Would you like to be?

That always seems to be a bad thing, but I have not ruled it out. Elf wants to be with its Elf again, that would be a great start.

Can you tell our readers what your favorite adventure has been to date and why?

To many good times and close calls to have a favorite, the whole time I have been

adventuring is a very short time in my eye's I am 177 and only have been adventuring for 5 years.

In your opinion, what's the most important part of being a citizen in any land?

I do not personally like the idea of citizen, so I really have no idea; my guess would be doing whatever necessary to keep things strong and running smoothly.

Is there any particular cause to which you are devoted?

There are some, but mainly I try to help people find themselves nowadays, I help my tribe and friends accomplish whatever task they may need.

What in your opinion is best about the adventurers in the area?

The adventures as a whole need lots of work; there are a few individuals that hold the fragile fabric of town together while everyone else sits around goofing off. But it has worked like that since I have started adventuring. To all that do all the work to find things out solve the puzzles offer something sacred to themselves to help the people of the town out and enable them to go and fight the forces opposed I personally thank you, you know who you are, the one that didn't kill the big monster but figured out how to get there, or how to defeat him or ran scouting to figure out strength, etc.

In what areas could the adventurers in this area improve, and how?

Stop whining about being "useless" If you feel that way get out of my way and stop burdening the other adventures because all the "useless" adventures just annoy me to no end, go and farm or cry somewhere else. Everyone is useful; some just choose not to use their brain.

Also I think teams of people should work in tighter and more focused groups.

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Classified Advertisements and Announcements

For those who do not know me, my name is Kale Rend, Captain of the mercenary company of the same name. I am sending out a call and offering a chance for employment for the duration of this weekend's gather to new adventurers, traveling alone, without an adventuring group to run with this weekend, as temporary members of Kale Rend and Company.

You will be paid fairly for your employment to the Company, as well as receive a proper share of all reward money, loot, and material findings acquired over the course of the gather. However, it is important to know that the real reward for answering this call is having a group to run with this weekend, and receiving all the protection and assistance that such a group can provide.

The requirements are:

~Younger adventurers only, approximately 6 seasons or less.

~Not a member of any standing organization or company, mercenary or otherwise, which may lead to professional conflicts of interest.

~Able to think fast and act maturely and responsibly in all potential circumstances which may arise.

~A willingness to be team-player, and do everything in their power to safeguard and work with others in the company, and to the benefit of the Company.

~You will abide by Duchy law, or be punished for infractions by the proper authorities, according to severity of the crime.

~And finally, you will wear Company colors (black or gold) at all times (issued to you by me at the gather), visibly identifying you as a member of the Company, albeit in a temporary position.

I hope some new blood to these lands will answer this call. As it is an excellent opportunity to make some friends and forge some alliance, as well as getting to know the adventuring lifestyle with a group there to assist in the endeavor, and also turn a few coins in the process.

*Applicants should send me a private missive on the trees, or, if you wish a swifter response, send a letter to my current area of residence * seth.dettling@langley.af.mil with "Mercenary Work" as the subject line *. The missive should contain your race, your class, how many seasons you have been adventuring, a brief description of yourself as you will be appearing, and a little bit about yourself, past work experiences, personality, special skills or abilities, or any other items of significance that you feel would contribute to the benefit of Kale Rend and Company.*

Please understand, that applicants will not automatically be selected, I will personally review every single application sent, and make an educated decision based on the information therein.

If, for whatever reason you cannot send an application, then please seek me out at this evening's gather.

Thank you all for your time.

Professionally Yours -

Kale Rend, Bounty Hunter

Captain, Kale Rend and Co.

INTOXICANTS!

CHIKA AND I WANT TO GET VASTED!!!!

**ANYVUN HEV ZUM INTOXICANTS DEY CAN
SELL/TRADE/GIVE ME?**

**VOO HOO FOR INTOXICANTS... AND
BROWNIES!!!!**

~PEPPER

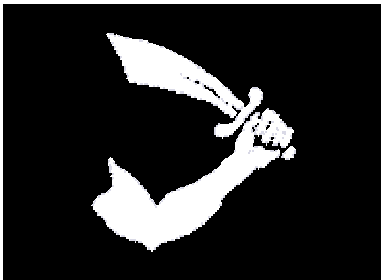
Famous Pirates, Past and Present

Where ever you can find a body of water large enough to float a ship, you are going to find pirates. Second perhaps only to adventuring, pirating is one of the most popular ways for people of questionable character to make their fortune. Here is a small collection of some of the more interesting characters to ply the high seas, along with the flags they sail under.



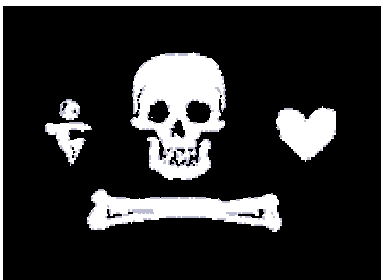
Jane Chester – Chester is a fairly new face on the pirating scene. She is, or rather was, the captain of the “Red Wake”. She operated around the coastal waters in the north shores of Blackstone. Jane Chester is a formidable opponent in a sword fight in large part due to a transform she has applied to her spirit. This transform gives her skin a bluish glow.

She recently suffered a defeat at the hands of some local adventurers, and at the moment she is without her ship. She vows to get her revenge and her ship back, so she may very well be back in business pretty soon.



Captain “Black” Thorne – Thorne captains the “Rosehaven”, and plies the waters off the coast of Evandarr. He has had a highly successful pirating career and so far has escaped capture. He has managed to fight off all attempts against his ship, including assaults by such professional military vessels as the ERN Snapdragon in 602.

Thorne’s career is entering its sixth season, and this is considered fairly long for a pirate. The list of treasures stolen and hauled away on the “Rosehaven” is both long and distinguished. No one knows what has become of Thorne’s treasures, and his secret base of operations is hotly sought after by adventurers and privateers alike.



Jacque Sinclair – Jacque Sinclair looks the part of the dashing pirate captain. He is always dressed immaculately in a stylish pea coat with brightly polished boots and rakish hat. Kidnapping and ransom schemes are his specialty. He sails around the Fellmist Sea looking for pleasure yachts to hijack and pretty ladies to take captive.

Sinclair has quite a reputation as a lady’s man. Very often he would kidnap a lady and collect the ransom, but by then the lady will have fallen in love with him. So he would sail the seas with his new pirate queen by his side, only to abandon her at some port a month or two later and move on to other conquests.

Continued on Next Page...



We need more celestial casters

Lastly there should be a celestial circle that everyone should be offered to be invested into if they are a current resident or person who adventures to the area often. To often do I have to go and save people near the guilds who could not hide in the safety of the protection circle.

What would you like our readers to know about you?

People need to listen and stop being so self-centered. Try caring about other people for a change. Otherwise just learn the law of nature; the only real law.



Commodore Gunther – Gunther is a pirate with big ambitions. He started his career in Therendry. He and his crew based their operations on the island of Trulam of the east coast of Richland. Over the last few years he has been involved in a number of hijackings and even some atrocities against the island natives.

In the last year Gunther has taken the title of Commodore and begun to recruit several of the other local pirate captains to his cause. He now heads a small fleet of pirate vessels, and is allied with several other successful pirate captains such as Justinian Darkstar, Smoke Malacar, and Morgan.

Commodore Gunther is not content to just prey on the merchants who sail in Richland waters. He has aspirations towards rulership. Gunther asserts that his pirate fleet has the moral equivalency of any other conquering army, and intends to take over all of Trulam and form the Kingdom of Guntheria. Towards this end he is currently engaged in a campaign against the Richland nobility and their agents.



Vincent's courage was exceeded only by his superstitions. He always wore dozens of trinkets, charms, earrings and fetishes all over his outfit that he claimed brought him luck. He had strange and bizarre rituals he would perform. He only wore one boot whenever he sat down to dinner. He only allowed right handed pirates on his crew. He claimed that birds that landed on the left side of his ship brought him bad luck, so he always had crew members standing guard with

brooms to shoo the birds to the right side of the ship.

Vincent's luck finally ran out in the winter of 603. While on the run from a privateer, the "Albatross" snapped its rudder and wrecked on a reef at the mouth of Daven sound.



Schedule of Events:

Date:	Location:	Chapter/IG Loc.:
October 28-30	Pocahontas State Park	VALOR / Whitestaff
November 18-20	Prince William Forest Park Camp 5	METRO / Richland
December 9-10	Prince William Forest Park Camp 5	METRO / TBD
January 27-29	Prince William Forest Park Camp 5	METRO / TBD
February 10-12	Prince William Forest Park Camp 5	METRO / TBD
March 31-April 2	Prince William Forest Park Camp 5	METRO / TBD

Contacts for METRO (Therendry): Website: <http://www.therendry.com>

Pre-registration:

Gateways, 2350 Soft Wind Court,
Reston, VA 20191

Mike Smith: illuminating1@hotmail.com

Logistics for METRO: characters@therendry.com

Contacts for VALOR (Blackstone): Website: <http://www.valornero.com>

Pre-registration:

VALOR, 4709 Guinea Road,
Annandale, VA 22003

Chris Hill: valornero@aol.com

Logistics for VALOR: valorlogistics@yahoo.com

Costs for Events:

2-Day Event:	\$55 at the door, \$45 pre-registration, for PCs. NPCing is free.
3-Day Event:	\$75 at the door, \$65 pre-registration, for PCs. NPCing is free.

Those with a good NPC/PC ratio may be given a discount.

Logistics must be contacted for pre-game production prior to event.

